

AGES 6+
2-6 PLAYERS

30 MINUTES
PLAY TIME



TALENT SHOW

Instructions

Learn How to Play!

funkogames.com/PlayToyStoryTalentShow

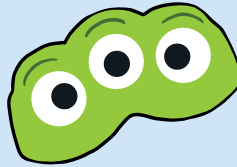
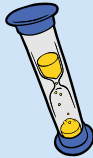
In the Box

100 Talent Cards



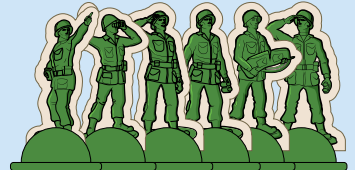
55 Prize Tickets:
25 Single "Good Try!"
5 Double "Round Over!"
25 Triple "Yee-haw!"

Sand Timer



Alien Blindfold

6 Army Men Movers
(Insert into Bases)



18 Show Time Cards



Props

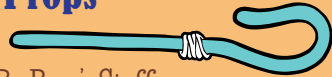
Jessie's Lasso



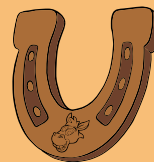
Pixar Ball



Bo Peep's Staff



Woody's
Lucky Coin



Bullseye's
Horseshoe

Buzz's
Flying Disc



SET UP



1

Shuffle the Talent Cards and deal three to each player. Put the remaining Talent Cards in a face-down draw deck in the middle of the table. Flip over the top card and place it next to the deck to start the discard pile.



2

Shuffle the Show Time Cards and deal two to each player. Set the remaining Show Time Cards aside—they will not be used this round.

The three Talent Cards and two Show Time Cards make up your hand. You may look at them, but keep them secret from the other players.

3

Shuffle the Prize Tickets face down, keeping them in separate piles according to size.

The number of Double Prize Tickets you use is the number of rounds in the game. Randomly remove the number of Double Prize Tickets below based on the number of players:

2 Players: Use all 5 Double Prize Tickets (the game will have 5 rounds).

3 Players: Remove 1 Double Prize Ticket (the game will have 4 rounds).

4-6 Players: Remove 2 Double Prize Tickets (the game will have 3 rounds).

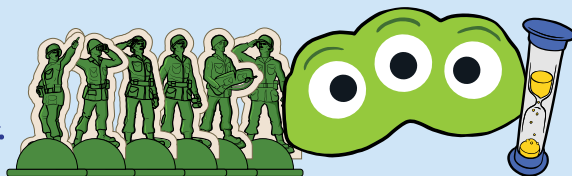
Single "Good Try!" Double "Round Over!" Triple "Yee-haw!"



Do not remove any Single or Triple Prize Tickets.

4

Place the props, Army Men Movers, Alien Blindfold, and Sand Timer nearby.



Playing and Winning the Game

The game is played in rounds. In the first round, the youngest player takes the first turn, and play passes clockwise. During each round, players collect Prize Tickets for performing Talents and if they are the first to run out of cards. At the end of the game, the player with the most points on their Prize Tickets wins!

ON YOUR TURN

Do **one** of the three actions below:

PLAY A TALENT CARD

It must match either the number or the color of the top card in the discard pile (and it may match both).

PLAY A SHOW TIME CARD

It must match either the number or the color of the top card in the discard pile—only one color needs to match. If your Show Time Card is not blocked (see below), you get to attempt a Talent!

After attempting the Talent, whether successful or not, your turn is over. The Talent Card you attempted is now the top card in the discard pile.

Note: Talent and Show Time Cards are played face up to the same discard pile. After you play a card, do not refill your hand. The first player to run out of cards collects a Double Prize Ticket!

PASS

If you cannot or do not want to play a card, you may pass. But you are not out of the round! You may play a card on your next turn.

Then it's the next player's turn!

Blocking a Show Time Card

When you play a Show Time Card, the next player has a chance to block it. To block it, they must play a card (Talent or Show Time) that **matches the number—the color does not matter.**

- If they do not block it, you get to attempt a Talent! Flip over the top Talent Card from the deck and read it aloud.
- If they block it, that counts as their turn. If they block it with a Show Time Card, the next player has a chance to block them, and so on. If they are not blocked, they get to attempt a Talent!

Attempting a Talent

When you play a Show Time Card that is not blocked, flip over the top Talent Card from the deck, read it aloud, and gather or set up any props it says to use.



This symbol at the bottom of the card tells you how many tries you get. But you only need to complete the Talent once!



This symbol at the bottom of the card tells you that you get as many tries as you want, but you must complete the Talent before the Sand Timer runs out. When you are ready to begin, have another player flip the Sand Timer and shout "Go!"

- For Talents that say a number of steps away, each step should be a normal-sized pace for the player attempting the Talent.
- In a 2-player game, if a Talent can't be attempted with only two people, flip over a new card.
- You can change the Talents to make them easier or more challenging for your group!

Taking a Prize Ticket

If you completed the Talent successfully, take a face-down Triple Prize Ticket!

If you did not successfully complete the Talent, take a face-down Single Prize Ticket.

Note: Don't look at the points on the other side of your Prize Tickets until the end of the game.

END OF ROUND

The round ends when either:

One Player Plays Their Last Card: That player takes a face-down Double Prize Ticket.

or

All Players Have Passed In A Row: Discard a Double Prize Ticket from the game.

If there are any Double Prize Tickets left in the pile, begin a new round. Collect all the cards and separate them into Talent and Show Time Cards. Shuffle them separately and deal them as you did in the first two steps of Set Up.

The player with the fewest Prize Tickets (counting Doubles as two and Triples as three) takes the first turn. If there is a tie, the youngest tied player goes first.

Note: If a player plays a Show Time Card as their last card, they take a Double Prize Ticket. Then, the next player may try to block the Show Time Card. If they do, the round ends immediately, even if they blocked it with a Show Time Card. If they don't, the player who played their last card attempts a Talent and takes a Prize Ticket, as normal. Then the round ends.



End of Game and Scoring

When the last Double Prize Ticket is either taken or discarded, the game is over. Players flip over all their Prize Tickets and add up their points. The player with the most points wins!

If there's a tie, the tied player with the most Prize Tickets (counting Doubles as two and Triples as three) wins!
If there is still a tie, the tied players share the win!



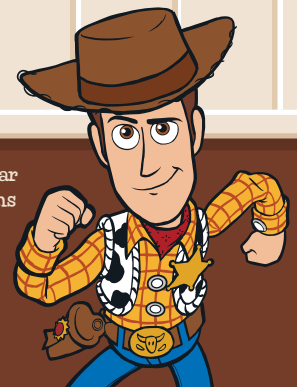
Contents: 118 Cards, 55 Prize Tickets, 1 Bo Peep's Staff, 1 Woody's Lucky Coin, 1 Bullseye's Horseshoe, 1 Pixar Ball, 1 Buzz's Flying Disc, 1 Jessie's Lasso, 6 Army Men Movers, 1 Alien Blindfold, 1 Sand Timer, Instructions

Funko
GAMES
funkogames.com

FUNKO, LLC. 2021
2802 WETMORE AVE
EVERETT, WA 98201
(425) 783-3616

©Disney/Pixar
© 2021 Funko, LLC. All trademarks and registered
trademarks are the property of Funko, LLC or are the
property of their respective owners. All rights reserved.

f /FunkoGames
t @FunkoGames
i @FunkoGames



WOe01