



For 2 to 4 Players / AGES 5 to 8

WARNING:

CHOKING HAZARD—Small parts. Not for children under 3 years.

Join Shrek, Fiona, Donkey and Puss in Boots as they make their way through Far Far Away. Along the way, you'll see many things. When you land on a Far Far Away landmark you could buy it. Any other player landing on that space then has to pay you to visit. The more landmarks you buy, the more money you could collect and the better your chances are of winning the game!

OBJECT

Collect the most money by traveling around the board, buying as many landmarks as possible and collecting money from your friends each time they visit. The game ends when one player runs out of money. The remaining players then add up their money. The player with the most money wins!

EQUIPMENT

Gameboard • Deck of 24 Chance ("??") Cards • 48 Plastic Houses (4 sets of 12) • Pack of Monopoly Junior Money • Die • 4 Cardboard Pawns • 4 Plastic Pawn Stands

ASSEMBLY

Carefully pop out the pawns from the cardboard parts sheet and place each in a plastic pawn stand. Discard the cardboard waste.

SETUP

- Each player chooses a pawn and places it on the "GO" space. Place any extra pawns back in the box.
- Each player takes a set of 10 houses; all the same color. Place the extra houses back in the box.
- Shuffle the deck of Chance cards (with the "??" on the back) and place them facedown on the matching gameboard space.
- Choose a player to be the Banker. The Banker separates the money into different denominations and gives each player the following: five \$1s, four \$2s, three \$3s, one \$4 and one \$5. The Banker also plays the game — but always keeps the Bank's money separate from his/her own!
- Roll the die. The player rolling highest goes first.

On your turn

- Roll the die and move your pawn that many spaces, then...
- Follow any instructions on the space you land on.

What have you landed on?

An Unowned Landmark: You must pay the Banker the amount shown on the space, then place one of your houses there. Now it's up to you to keep track of this landmark — make sure you collect the amount shown on the landmark's space from any player who lands here. NOTE: If you do not have the amount shown on the landmark's space, stay where you are. You can't buy this landmark. Play passes to the next player.

An Owned Landmark: Time to pay! Pay the player who owns this landmark (the person whose house is on the space) the amount shown. If that person also owns another landmark of the same color, you must pay double the amount shown on the space.

Go: Every time you pass GO, collect \$2 in allowance from the bank. Make sure you remember—or you may miss out on your \$2!
Roll Again: Roll again, move, and follow the instructions on the space you land on.

Happily Ever After Potion: Pay \$2 to drink the Happily Ever After Potion. Put the money on the space marked "Mr. Monopoly's Loose Change."

Mr. Monopoly's Loose Change: If you land here and there's money on the space, you get to take it all!

Lunch: If you land here by rolling the die, you're "just waiting." Wait until your next turn to move again.

Go to Lunch: You must put \$3 on the "Mr. Monopoly's Loose Change" space, then move your pawn immediately to Lunch. If you pass "GO," do NOT collect \$2. On your next turn, roll the die and move as usual.

Chance (?): Draw the top Chance card, follow its instructions, then return it to the bottom of the pile.

Your CHANCE card may say

Go to ... or Pay... Move your pawn immediately to the space indicated, then follow the space's instructions. Don't forget to collect \$2 if you pass "GO" on the way.

Free House: Do NOT move your pawn. Look at the color on the card and find the landmarks on the matching colored spaces. Can you place one of your houses there?

- If either landmark is unowned, place one of your unused houses onto the space (if both are unowned, choose the one you want).
- If both landmarks already have two different color houses on them, you may remove either one and replace it with your own house.
- If both landmarks have the same color houses already on them, you're out of luck — you cannot replace either of them. In this case only, you may discard the Chance card and draw a new one. Follow its instructions.

Strategy Hint: When you draw a "Free House" Chance card and get to replace a player's house, choose the player who is furthest ahead in the game. Also, it's to your advantage to have two of your houses on landmarks of the same color so they cannot be taken away when another player draws a "Free House" card. Also, owning both means that you collect double the money when someone lands on either one.

WINNING THE GAME

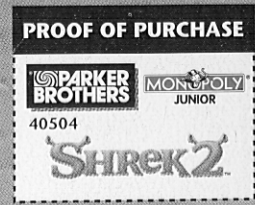
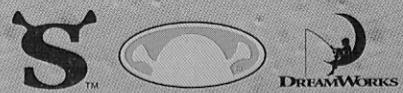
As soon as one player runs out of money, the game ends, and all of the other players count up their money. The player with the most money wins!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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