



JUNIOR

Disney • PIXAR



WARNING:

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

For 2 to 4 players
Ages 5 to 8

In this very special edition of Monopoly®, you can be Jessie, Woody, Mr. Potato Head® or Buzz Lightyear and travel around the board, using your allowance to buy as many toy friends as you can. The whole gang is waiting for you to find them a good home.

Once you've bought a toy, any other player landing on that space must pay you to play with it. The more toys you buy the better your chances of winning, so get ready to spend some serious money!

The player with the most cash at the end of the game is the winner.

OBJECT

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

EQUIPMENT

MONOPOLY® JUNIOR Toy Story Gameboard
• Deck of 24 Chance ("?") Cards • 48 Plastic Houses (4 sets of 12) • Pack of Monopoly Junior Money • Die • 4 Cardboard Movers • 4 Plastic Mover Stands

ASSEMBLY

Carefully pop out the movers from the cardboard parts sheet and place each in a plastic mover stand.

SETUP

- Each player chooses a mover and places it on the "GO" space. Place any extra movers 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 the 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 mover that many spaces, then
- Follow any instructions on the space you land on.

What have you landed on?

A Toy without a Home: 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 look after your toy – make sure you collect money from any player who lands on this space. Collect the amount shown on your toy's space. **NOTE:** If you do not have the amount

shown on the toy's space, stay where you are. You can't buy the toy and play passes to the next player.

A Toy with a Home: Time to pay! Pay the owner of the toy (the person whose house is on the space) the amount shown. If that person also owns the other toy 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.

New Batteries and Broken Toys: Pay \$2 to buy new batteries and fix your toys. 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 "Mr. Monopoly's Loose Change" space, then move your mover 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 mover 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 mover. Look at the color on the card and find the matching colored toys on the gameboard. Can you place one of your houses there?

- If either toy is free, place one of your unused houses onto the space (if both are free, choose the one you want).
- If both toys already have two different color houses on them, you may remove either one

and replace it with your own house.

- However, if both toys have the same color houses already on them, you're out of luck – you cannot replace either of them. In this case, and only in this case, 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. Remember, it's to your advantage to have two of your houses on toys of the same color so they cannot be taken away when another player draws a "Free House" card. Also, owning both means 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 the other players count up their money. The player with the most cash wins!

Playing with just 2 players

Play the game as above but when setting up, each player takes 12 houses.

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, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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