

Disney PIXAR
MONSTERS, INC.

The
GAME
of

LIFE

IN MONSTROPOLIS



2 TO 4 PLAYERS
AGES 7 & UP

OBJECT

Journey through a Monster's LIFE, and do all the things that monsters do. Start a career and get paid; collect LIFE tiles and win raffles; rent a home, pay expenses, and adopt a pet. At the end, you'll be able to kick back and relax at Gargoyles Island Beach Resort; hopefully, as the winner, with the highest net worth.

CONTENTS

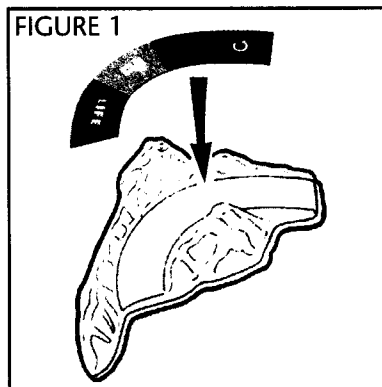
- Gameboard
- 4 Plastic cars
- 3 Mountains
- Bridge
- 7 Buildings
- Spinner base, Spinner dial, Spinner arm, Spinner ring
- Stack of play money
- 50 LIFE tiles
- 78 Gamecards
- Banker's tray
- Label sheet
- Instruction Sheet

ASSEMBLY

- Carefully twist and snap off the buildings, mountains, bridge, spinner base, and spinner dial from the plastic runners. Discard the runners.
- Remove the cars and spinner arm from the plastic bag. Discard the bag.
- Carefully punch out the LIFE tiles and the spinner ring from the cardboard parts sheet.

APPLY LABELS TO THE MOUNTAINS AND THE BRIDGE:

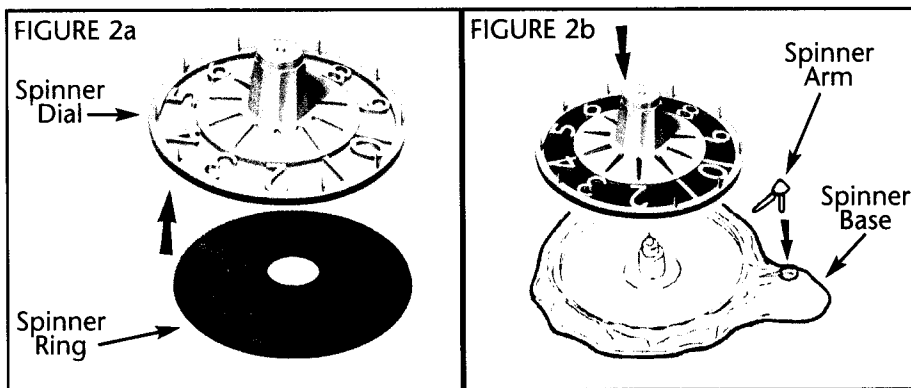
Match the letters next to each of the four labels to the circled letters on the plastic mountains and bridge. Apply the labels as shown in Figure 1.



ASSEMBLE AND ATTACH THE SPINNER:

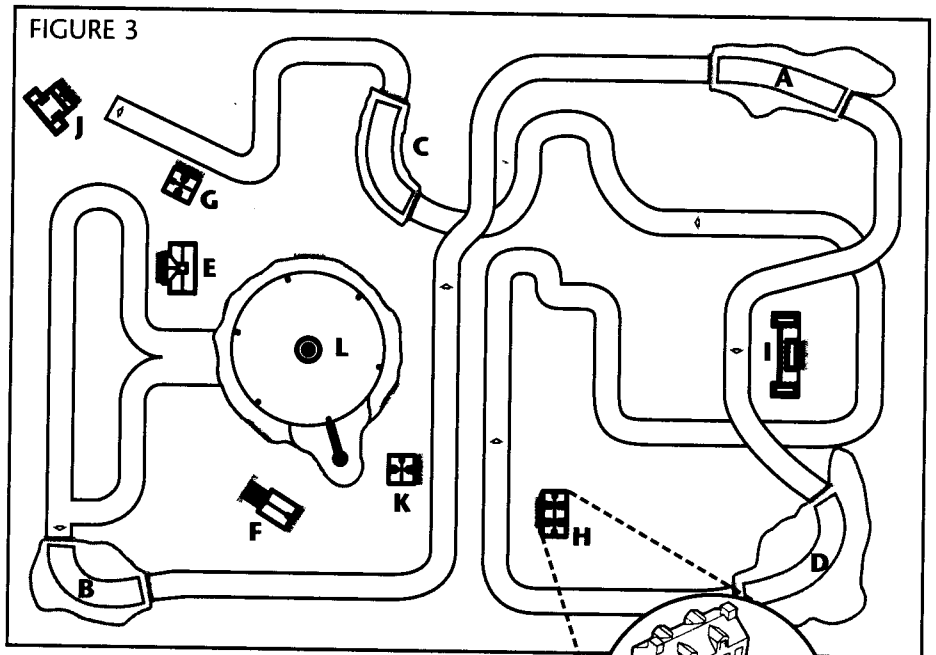
Match the double-notched section of the spinner ring to the double-tabbed section on the underside of the plastic spinner dial (under the number 8). Then snap the ring into the dial by sliding the ring under each of the plastic tabs. See Figure 2a.

Next, place the assembled dial onto the green peg in the center of the spinner base. Press the spinner arm into the rim of the spinner base, pointing the spinner arm toward the center of the spinner. See Figure 2b.

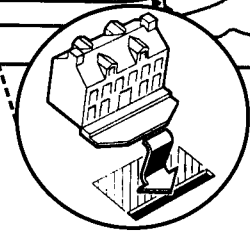


ATTACH THE BUILDINGS, MOUNTAINS, BRIDGE AND SPINNER TO THE GAMEBOARD:

Punch out the small cardboard slots in the gameboard. Insert the buildings, mountains, bridge and spinner by matching the circled letters in the plastic pieces to the letters on the gameboard. Slide each piece into place as shown in Figure 3.



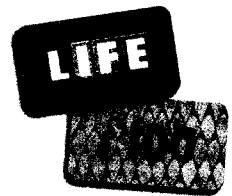
Note: You'll need to detach the buildings, mountains, bridge and spinner from the gameboard before restoring it in the box.



GAME SETUP

LIFE TILES:

Place the LIFE tiles in the storage bin in the banker's tray. **NOTE:** LIFE tiles count toward your score total at the end of the game.



CARDS:

Separate the cards into 6 decks: Career Choice cards, Adopt A Pet cards, Pick A Home cards, Life cards, Expense cards, and Raffle cards. Place the decks in the slots on the left side of the banker's tray.

MONEY:

Choose one player to be the banker. This player is in charge of all money paid to and from the Monstropolis bank. The banker separates the money into piles by denomination, and places the piles into the slots on the right side of the banker's tray. Each player is then given 500 hollars to begin.

NOTE: The banker must keep his/her money separate from the bank's money.

GAMEPLAY

Each player chooses a car, then spins the spinner. The player spinning the highest number goes first. Play then continues in a clockwise direction.

GETTING STARTED:

On your first turn, decide to either start a career immediately, or go to college. Going to college offers different (and sometimes higher paying) career opportunities, but it does take more time!

- **Start Career:** If you decide to jump right in and start your career, place your car on the START CAREER space. Now spin the spinner and move as you would on a regular turn.

- **Start College:** If you decide to take some time and go to college before starting your career, place your car on the START COLLEGE space. Now spin the spinner and move as you would on a regular turn.

WHAT TO DO ON A TURN:

On your turn, spin the spinner and move your car the number of spaces indicated. (If the spinner arm stops between numbers, spin again.)

NOTE: You must move the full amount of the spin, unless along your travels, you reach a Dark Orange EVENT space with a stop sign in front of it. (See Dark Orange – EVENT spaces on page 5.)

Always move your car forward, in the direction of the arrows. (Just as in real life, you can't go back in time!) If your move ends on an occupied space, move ahead to the next open space. Follow the instructions on the space or draw a card and follow its instructions. This ends your turn.

MONEY:

If a player runs out of money, that player continues playing without building debt. Expense amounts and rent payments for that player will be excused while the player is unable to pay. The player will, however, continue to spin and move. Players cannot participate in raffles if they cannot pay for a ticket.

LIFE TILES:

If the bank runs out of LIFE tiles, players may cash in theirs, for 100 hollars each, to restore enough tiles to complete the game.

THE GAMEBOARD

As you travel through a Monster's LIFE, take notice of the different space colors and pictures – they are important! Here is a quick look at some of these spaces.

DARK ORANGE - EVENT SPACES:

There are 3 types of EVENT spaces: CAREER CHOICE, ADOPT A PET and PICK A HOME. Whenever you reach a dark orange EVENT space, you must STOP - hence the STOP sign - even if you have moves left. See instructions for these spaces below.

CAREER CHOICE

Let's get to work! What type of job would you like? Do you want to be a Scarer, a Scare Assistant, or maybe a Child Detection Agent (CDA)? Land on the CAREER CHOICE space and choose your career. Have another player fan out the CAREER CHOICE card deck, facedown, and randomly draw 2 cards.

Each card indicates a career and a salary. Look at the cards carefully and choose the job that's right for you.

Return the other card, facedown, to the deck. Place your CAREER CHOICE card faceup in front of you. Now spin the spinner and move as you would on a regular turn. **NOTE:** You cannot keep a CAREER CHOICE card that says, "College Required" unless you've gone to college. So, if you draw one of these cards, and you haven't gone to college, you'll have to put it back in the deck and draw another one.



ADOPT A PET

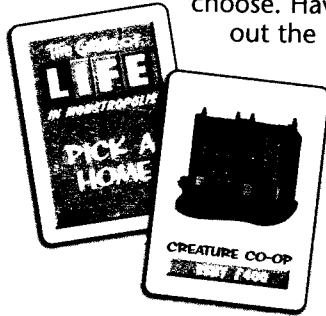
Land on the ADOPT A PET space and you get to choose a pet to travel with you on LIFE's little journeys. There are some wonderful pets up for adoption and they all come house-trained. Have another player fan out the

ADOPT A PET card deck, facedown, and randomly draw 2 cards. Look at the cards and choose your favorite pet. Maybe you'll pick Cy the one-eyed fish or Screech the fire-breathing bat. Return the card you don't choose to the deck. Pay the bank the adoption fee indicated on the card you did choose and place the card faceup in front of you. Now spin the spinner and move as you would on a regular turn.



PICK A HOME

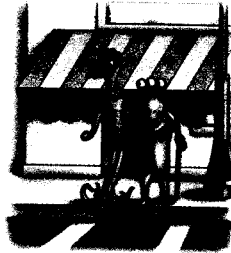
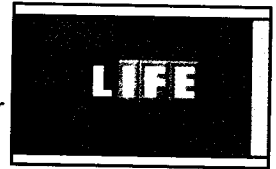
Is your idea of the perfect home a Shabby Shack, an Oversized Brownstone or a Creature Co-op? Land on the PICK A HOME space and you get to choose. Have another player fan out the PICK A HOME card



deck, facedown, and randomly draw 2 cards. Each card will show a house and its monthly rent. Look at the cards and choose your Home Sweet Home. Return the other card to the deck. Pay the bank your first month's rent and place the card faceup in front of you. Now spin the spinner and move as you would on a regular turn.

ORANGE - LIFE SPACES:

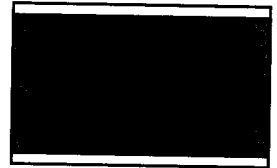
LIFE experiences are always worth something! LIFE cards show activities, community services and good deeds done in Monstropolis. Whether you volunteer to be a pack leader for the Fang Scouts or help the elderly cross the street, each card indicates the LIFE



point(s) you earn for being an active and monstrously good citizen. Land on a LIFE space and draw the top card from the LIFE card deck. Read the card and collect the indicated number of LIFE tiles from the bank. Set these LIFE tiles aside for now but don't forget about them. LIFE tiles are very important and are used in scoring at the end of the game. Return the LIFE card to the bottom of the LIFE card deck. Your turn ends.

RED - RAFFLE SPACES:

Do you feel lucky? You could win a portable walkmonster with headphones or even a 20 finger video game system. If you land on a RAFFLE space, draw the top card from the RAFFLE card deck. If you decide to enter the raffle, purchase the ticket from



the bank for 100 hollars. Then, spin the spinner, 'round she goes. Where she stops, nobody knows. If the spinner stops on any number matching one shown on your raffle ticket, you win and get to keep the ticket. RAFFLE cards are used in scoring at the end of the game. If you don't match any of the raffle numbers on the ticket, it's OK. Better luck next time. Simply return the ticket to the bottom of the RAFFLE card deck. Your turn ends.

PURPLE – SPIN AGAIN SPACES:

When you land on one of these spaces, spin the spinner and move again.



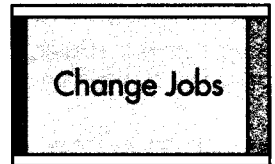
GREEN – PAY DAY SPACES:

Hip Hip Hooray! It's finally PAY DAY! Land on or pass over a PAY DAY space and collect, from the bank, the salary indicated on your CAREER CHOICE card.



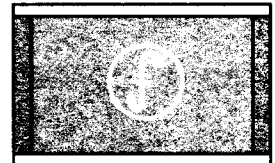
YELLOW – CHANGE JOBS SPACES:

If your first career choice wasn't all you thought it'd be, here's your chance to change. You may want to give up your budding career as a Jr. Scarer for that once in a lifetime chance to be a Can Wrangler. Whenever you land on a yellow Change Jobs space you have a chance to get a higher paying job. Have another player fan out the CAREER CHOICE card deck, facedown, and randomly draw 2 cards. Look at the two new cards and compare them to the career you already have. Choose a new career or keep your existing one, and return the remaining 2 cards to the deck. **NOTE:** These spaces are optional. If you are happy with the job you have, you can choose not to change.



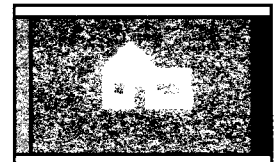
BLUE – EXPENSE SPACES:

LIFE is full of little surprises... and sometimes they are costly ones. You just can't live without a new big screen TV, getting dipped when fleas have gotten in your fur or having your horns and fangs un-straightened. EXPENSE cards represent real LIFE Monstropolis expenses. When you land on an EXPENSE space, draw the top card from the EXPENSE card deck. Pay the bank the amount indicated on the card and return it to the bottom of the EXPENSE card deck.



TEAL – RENT SPACES:

Nothing in LIFE is free. So when you land on a RENT space, you must pay the bank the rent amount indicated on your PICK A HOME card.



GARGOYLE ISLAND BEACH RESORT

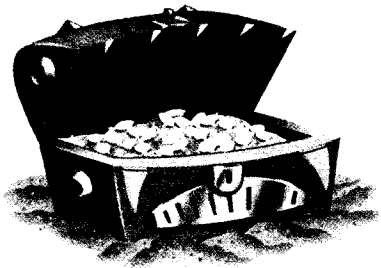
By now you must be ready for a little rest and relaxation... How about kicking back in the sun on the beach at Gargoyle Island Beach Resort? When you reach this space, stop – even if you have moves left. Then cash-out by doing the following:



- Place your CAREER CHOICE card and ADOPT A PET card out of play.
 - Cash your RAFFLE card(s) into the bank for the amount indicated on the card.
 - Cash your PICK A HOME card into the bank for the amount indicated on the card.
 - Cash your LIFE tiles into the bank for 100 hollars each.
- Now, wait here and relax a little while the other players catch up to you.

WINNING

After all players have reached the Gargoyle Island Beach Resort, and cashed-out, the player with the highest net worth 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, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

© Disney/Pixar
Visit the Monsters, Inc. website at
www.monstersinc.com

www.hasbro.com

The HASBRO, MILTON BRADLEY and MB names and logos, THE GAME OF LIFE, and these rules are ® & ©2001 Hasbro, Pawtucket, RI 02862.
All Rights Reserved. PRINTED IN U.S.A.



40143-I

