



MONOPOLY[®]

JUNIOR

Disney
CHANNEL
EDITION

For 2 to 4 Players
AGES 5 to 8



WARNING:

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

OBJECT

Collect the most money by traveling around the board, setting up as many televisions as possible and collecting money from your friends each time they stop by and 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
- Pack of Play Money
- 48 Televisions (4 sets of 12)
- 8 Cardboard Pawns with 4 bases
- Die

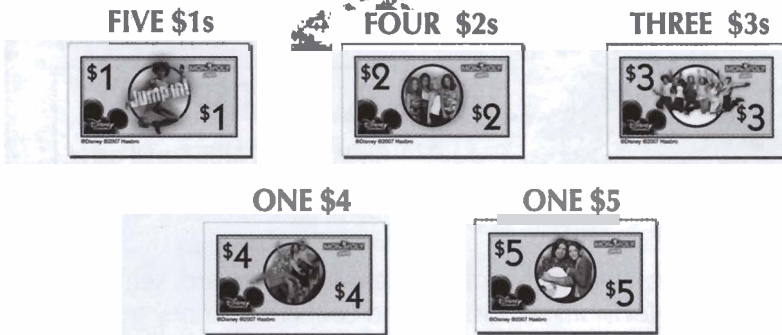
ASSEMBLY

- Carefully pop out the pawns from the cardboard parts sheet. Discard the cardboard waste.



SETUP

- Each player chooses a pawn, inserts it into a pawn stand and places it on the "GO" space. Place any extra pawns back in the box. Each player then takes the 10 (or 12 in a 2-player game) televisions that match the color of his/her pawn stand. Place the extra televisions 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:



- 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.

GAMEPLAY

On your turn:

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

What have you landed on?

Disney Channel Property without a Television: You must pay the Banker the amount shown on the space, then place one of your televisions there. Now it's up to you to keep track of this television – make sure you collect the amount shown on the space from any player who lands here. **NOTE:** If you do not have the amount shown on the space, stay where you are. You can't put up a television here. Play passes to the next player.

Disney Channel Property with a Television: Time to pay! Pay the player who owns this television the amount shown on the space. If that person also has a television on another space 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 for the space you land on.

See Dr. Drakken and Ms. Darbus Sends You to Detention: If you land on either of these spaces, pay \$2 to the bank.

Free Time: This is a free resting place. If you land here, do nothing. On your next turn, roll the die and move on from here.

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

Go to Lunch: You must pay \$3 to the bank, 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 instructions for the space. Don't forget to collect \$2 if you pass "GO" on the way.



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

- If neither space has a television, place one of your unused televisions onto the space (if both have no televisions, choose the space you want).
- If both spaces already have two different color televisions on them, you may remove either one and replace it with one of your own.
- If both spaces have the same color televisions 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 Television” Chance card and get to replace a player’s television, choose the player who is furthest ahead in the game. Also, it’s to your advantage to have two of your televisions on spaces of the same color so they cannot be taken away when another player draws a “Free Television” 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!

OPTIONAL RULE FOR OLDER PLAYERS

If you would like to play a longer game that is more like standard MONOPOLY, continue playing until only one player is left. That player wins the game.



Not suitable for children under 3 years because of small parts – choking hazard.

We will be happy to hear your questions or comments about this game. US consumers please 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. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our Helpline on 00 800 2242 7276.

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