

MONOPOLY[®]



Property Trading Game from Parker Brothers[®]

The Disney Theme Park Edition

INSTRUCTIONS



Instructions in English



Instrucciones en Español



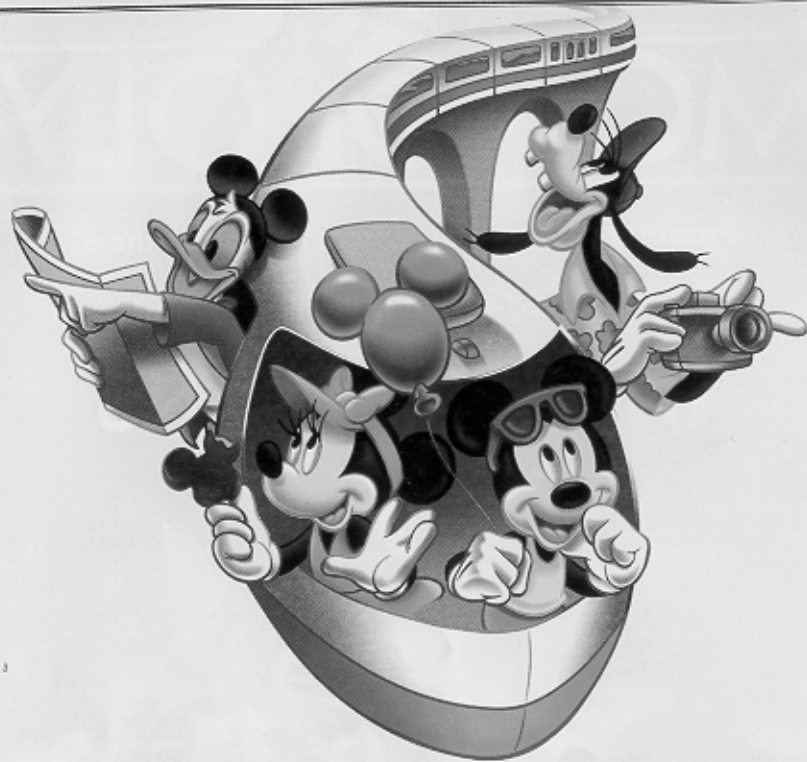
Instructions en Français

For 2 to 8 Players
Ages 8 to Adult

PARKER BROTHERS

© Disney





The classic MONOPOLY® game takes on an enchanting new dimension as you travel through the Disney Theme Parks. What could be more magical than the world's most popular board game? The Disney version! As you journey around the MONOPOLY® board, you'll get the chance to visit properties from the wonderful worlds of Disney.

This is MONOPOLY® like you've never played it before. Now you can wish your way into owning the most fantastic Disney rides and attractions. Get ready to tour *Disneyland*® Resort, *Walt Disney World*® Resort, *Disneyland*® Paris and *Tokyo Disneyland*®.

If you have never played the classic MONOPOLY® game, refer to the standard rules on pages 2-5. Refer to page 1 to learn about the special features of the Disney Theme Park Edition.

In the Disney Theme Park Edition of MONOPOLY®, all your wishes come true.



Property Trading Game from Parker Brothers®

The Disney Theme Park Edition

The instructions included in this special Theme Park Edition are the classic Monopoly rules with a touch of the Wonderful World of Disney.



WHAT'S DIFFERENT?

- Earn Wishes instead of the standard Monopoly dollars.
- The houses have been replaced with Main Street U.S.A. Buildings (these are referred to as buildings), and the hotels have been replaced with Castles.
- Magic Lamp cards and Wishing Well cards replace the classic Community Chest and Chance cards.
- Gameboard spaces and the corresponding Title Deeds contain the Disney Theme Park Attractions you are buying. All of the values are the same as the corresponding deeds in the standard game.
- Choose from eight collectible Disney Theme Park tokens.
- Villain's Tax has replaced the standard Income Tax and Luxury Tax.
- In place of the traditional railroads, this edition uses modes of transportation at four Disney resorts: a Monorail at *Disneyland*® Resort, a Boat at *Tokyo Disneyland*®, a Bus at *Walt Disney World*® Resort, and a Train at *Disneyland*® Paris.
- The two Utilities are now Disney Cruise Line® Ships: the Disney Magic® Ship and the Disney Wonder® Ship.

EQUIPMENT

Gameboard • Title Deed cards • Wishes • Banker's tray • 2 Dice • 8 Collectible Disney Theme Park tokens • 16 Magic Lamp cards • 16 Wishing Well cards • 32 Main Street U.S.A. Buildings • 12 Castles

PLEASE NOTE

The Disney Theme Park tokens in this game are made of metal and may bend. If they do, *carefully* bend them back into shape.

MONOPOLY® GAME RULES OF PLAY

OBJECT. The object of the game is to become the wealthiest player through buying, renting and selling Attractions.

PREPARATION. Place the board on a table, and put the *Wishing Well* and *Magic Lamp* cards facedown on their allotted spaces. Each player chooses one token to represent him/her while traveling around the board.

Each player is given 1,500 Wishes, divided as follows: two each of 500s, 100s and 50s; six 20s; five each of 10s, 5s and 1s. All remaining Wishes and other equipment go to the Bank. Stack the Bank's Wishes on edge in the compartments in the plastic Banker's tray.

BANKER. Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal Wishes separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK. Besides the Bank's Wishes, the Bank holds the Title Deed cards and Main Street U.S.A. Buildings and Castles prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions Attractions and hands out their proper Title Deed cards; it sells Main Street U.S.A. Buildings and Castles to the players and loans Wishes when required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of all Attractions that it sells and auctions. The Bank never runs out of Wishes. If the Bank runs out of Wishes, the Banker may issue as much more as may be needed by merely writing on any ordinary paper.

THE PLAY. Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. Place your token on the corner marked "GO," throw the 2 dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the

same time. According to the space your token reaches, you may be entitled to buy Attractions or other properties, or be obliged to pay rent, pay taxes, draw a *Wishing Well* or *Magic Lamp* card, "Go to Jail," etc.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the "In Jail" part of the "IN JAIL - JUST VISITING" corner space (see JAIL).

"GO". Each time a player's token lands on or passes over GO, whether by throwing the dice or by drawing a card, the Banker pays him/her 200 Wishes.

The 200 Wishes are paid only once each time around the board. However, if you pass GO on the throw of the dice and land 2 spaces beyond it on *Magic Lamp*, or 7 spaces beyond it on *Wishing Well*, and you draw the "Advance to GO" card, you collect 200 Wishes for passing GO the first time and another 200 Wishes for reaching it the second time by instructions on the card.

BUYING ATTRACTIONS. Whenever you land on an unowned Attraction, you may buy that Attraction from the Bank at its printed price. You receive the Title Deed card showing ownership; place it faceup in front of you. If you do not wish to buy the Attraction, the Banker sells it at auction to the highest bidder. The buyer pays to the Bank the amount of the bid in Wishes and receives the Title Deed card for that Attraction. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.

PAYING RENT. When you land on an Attraction owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card. If the Attraction is mortgaged, no rent can be collected. When an Attraction is mortgaged, its Title Deed card is placed facedown in front of the owner. It is an advantage to hold all the Title Deed cards in a color-group (i.e., Matterhorn

and "it's a small world;" or Pirates of the Caribbean, Space Mountain, and Orbitron) because the owner may then charge double rent for unimproved Attractions in that color-group. This rule applies to un-mortgaged Attractions even if another Attraction in that color-group is mortgaged. It is even more advantageous to have Main Street U.S.A. Buildings or Castles on Attractions because rents are much higher than for unimproved Attractions. The owner may not collect the rent if he/she fails to ask for it before the second player following throws the dice.

"WISHING WELL" and "MAGIC LAMP".

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck.

The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both.

"VILLAIN'S TAX". If you land here, you have two options: You may estimate your tax at 200 Wishes and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all of your Wishes on hand, printed prices of mortgaged and un-mortgaged Attractions and cost price of all Buildings you own. You must decide which option you will take before you add up your total worth.

"JAIL". You land in Jail when (1) your token lands on the space marked "Go to Jail," (2) you draw a card marked "Go to Jail," or (3) you throw doubles three times in succession. When you are sent to Jail, you cannot collect your 200 Wishes salary in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail. If you are not "sent" to Jail, but in the ordinary course of play land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn. You get out of Jail by (1) throwing doubles on any of your next three turns; if you succeed in doing this, you immediately move forward the number of spaces shown by your doubles throw; even though you had thrown doubles, you do not take another turn; (2) using the "Get Out of Jail Free" card if you have it; (3) purchasing the "Get Out of Jail Free" card from another player

and playing it; or (4) paying a fine of 50 Wishes before you roll the dice on either of your next two turns. If you don't throw doubles by your third turn, you must pay the 50 Wishes fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw. Even though you are in Jail, you may buy or sell Attractions, buy or sell Main Street U.S.A. Buildings or Castles and collect rents.

"FREE PARKING". A player landing on this place does not receive any Wishes, Attractions or reward of any kind. This is just a "free" resting place.

MAIN STREET U.S.A. BUILDINGS. When you own all the Attractions in a color-group you may buy Main Street U.S.A. Buildings from the Bank and erect them on those Attractions. If you buy one Main Street U.S.A. Building, you may put it on any one of those Attractions. The next Main Street U.S.A. Building you buy must be erected on one of the unimproved Attractions of this or any other complete color-group you may own. The price you must pay the Bank for each Main Street U.S.A. Building is shown on your Title Deed card for the Attraction on which you erect the Main Street U.S.A. Building. The owner still collects double rent from an opponent who lands on the unimproved Attractions of his/her complete color-group. Following the above rules, you may buy and erect at any time as many Main Street U.S.A. Buildings as your judgement and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one Main Street U.S.A. Building on any one Attraction of any color-group until you have built one Main Street U.S.A. Building on every Attraction of that group. You may then begin on the second row of Main Street U.S.A. Buildings, and so on, up to a limit of four Main Street U.S.A. Buildings to an Attraction. For example, you cannot build three Main Street U.S.A. Buildings on one Attraction if you have only one Main Street U.S.A. Building on another Attraction of that group. As you build evenly, you must also break down evenly if you sell Main Street U.S.A. Buildings back to the Bank (see SELLING ATTRACTIONS).

CASTLES. When you have four Main Street U.S.A. Buildings on each Attraction of a complete color-group, you may buy a Castle from the Bank and erect it on any Attraction of the color-group. You

return the four Main Street U.S.A. Buildings from that Attraction to the Bank and pay the price for the Castle as shown on the Title Deed card. You may erect only one Castle on any one Attraction.

BUILDING SHORTAGES. When the Bank has no Main Street U.S.A. Buildings to sell, players wishing to build must wait for some player to turn back or to sell his/her Main Street U.S.A. Buildings to the Bank before building. If there are a limited number of Main Street U.S.A. Buildings and Castles available and two or more players wish to buy more than the Bank has, the Main Street U.S.A. Buildings or Castles must be sold at auction to the highest bidder.

SELLING ATTRACTIONS. Unimproved Attractions, Transportation and Ships (but not Buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no Attraction can be sold to another player if Buildings are standing on any Attractions of that color-group. Any Buildings so located must be sold back to the Bank before the owner can sell any Attraction of that color-group. Main Street U.S.A. Buildings and Castles may be sold back to the Bank at any time for one-half the price paid for them. All Main Street U.S.A. Buildings on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected. All Castles on one color-group may be sold at once. Or they may be sold one Main Street U.S.A. Building at a time (one Castle equals five Main Street U.S.A. Buildings), evenly, in reverse of the manner in which they were erected.

MORTGAGES. Unimproved Attractions can be mortgaged through the Bank at any time. Before an improved Attraction can be mortgaged, all the Buildings on all the Attractions of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card. No rent can be collected on mortgaged Attractions or Ships, but rent can be collected on unmortgaged Attractions in the same group. In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the Attractions of a color-group are no longer mortgaged, the owner may begin to buy back Main Street U.S.A. Buildings at full price. The player who mortgages an Attraction retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this

mortgaged Attraction to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the Attraction and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY. You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own Main Street U.S.A. Buildings or Castles, you must return these to the Bank in exchange for Wishes to the extent of one-half the amount paid for them, these Wishes are given to the creditor. If you have mortgaged an Attraction, you also turn this Attraction over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the Attraction. The new owner who does this may then, at his/her option, pay the principal or hold the Attraction until some later turn, then lift the mortgage. If he/she holds the Attraction in this way until a later turn, he/she must pay the interest again upon lifting the mortgage. Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties), even by selling off Buildings and mortgaging Attractions, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all Attractions so taken, except Buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS. Wishes can only be loaned to a player by the Bank and then only by mortgaging an Attraction. No player may borrow from or lend Wishes to another player.

RULES for a SHORT GAME (60 to 90 minutes)

There are five changed rules for this first Short Game.

- During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
- You need only three Main Street U.S.A. Buildings (instead of four) on each lot of a complete color-group before you may buy a Castle. Castle rent remains the same. The turn-in value is still one-half the purchase price, which in this game is one Main Street U.S.A. Building less than in the regular game.
- If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one, (2) rolling doubles, or (3) paying 50 Wishes. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the 50 Wishes on the same turn.
- The penalty for landing on "Villain's Tax" is a flat 200 Wishes.
- END OF GAME: The game ends when one player goes bankrupt. The remaining players value their property by: (1) Wishes on hand; (2) Attractions, Ships, and Transportations owned, at the price printed on the board; (3) any mortgaged Attraction owned, at one-half the price printed on the board; (4) Main Street U.S.A. Buildings, valued at purchase price; (5) Castles, valued at purchase price including the value of the three buildings turned in. The richest player wins!

ANOTHER GOOD SHORT GAME

TIME LIMIT GAME. Before starting, agree upon a definite hour of termination, when the richest player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the price of the Attractions dealt to them.



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).

© Disney
All rights reserved.
©Disney/Lucasfilm Ltd.
©Lucasfilm Ltd., & TM

The PARKER BROTHERS and HASBRO trademarks and their logos as well as the MONOPOLY trademark and its logo, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY™ name and character, and each of the distinctive elements of the board and rules are trademarks of Hasbro for its property trading game and game equipment.

© 1935, 2002 Hasbro, Pawtucket, RI 02862.
All Rights Reserved. PRINTED IN U.S.A.

