



JUNIOR
Disney
PRINCESS
Edition

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

For 2 to 4 Players
AGES 5 to 8

Join Ariel, Snow White, Cinderella, Belle, Mulan, Sleeping Beauty, Jasmine and Pocahontas as they make their way through the wonderful world of Disney.

Along the way, you'll meet some very familiar Disney characters. When you land on a character you could give it a home. Any other player landing on that space then has to pay you to visit. The more characters you give homes to, 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, giving homes to as many Disney characters 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 Castles (4 sets of 12) • Pack of Monopoly Junior Money • 8 Cardboard Pawns • 4 Plastic Pawn Stands • Die • Label Sheet

ASSEMBLY

- Carefully pop out the pawns from the cardboard parts sheet. Discard the cardboard waste.
- Apply the labels from the label sheet to the die. Discard the label sheet.

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 castles (12 in a 2-player game) that match the color of his/her pawn stand. Place the extra castles 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?

A Disney Character without a Home: You must pay the Banker the amount shown on the space, then place one of your castles there. Now it's up to you to keep track of this character — make sure you collect the amount shown on the character's space from any player who lands here. **NOTE:** If you do not have the amount shown on the character's space, stay where you are. You can't give this character a home. Play passes to the next player.

A Disney Character with a Home: Time to pay! Pay the player who gave this character a home (the person whose castle is on the space) the amount shown. If that person has also given a

home to another character 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.

Ursula and Maleficent: If you land on these characters, pay \$2. 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 Castle: Do NOT move your pawn. Look at the color on the card and find the character on the matching colored spaces. Can you place one of your castles there?

- If either character doesn't have a home, place one of your unused castles onto the space (if both have no homes, choose the one you want).
- If both characters already have two different color castles on them, you may remove either one and replace it with your own castle.

If both characters have the same color castles 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 Castle" Chance card and get to replace a player's castle, choose the player who is furthest ahead in the game. Also, it's to your advantage to have two of your castles on characters of the same color so they cannot be taken away when another player draws a "Free Castle" 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!

Warning: 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. 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.

©Disney

The HASBRO and PARKER BROTHERS names and logos are trademarks of Hasbro. The MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 2004 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © denotes Reg. US Pat. & TM Office. 42397-BU

PARTS STORED BELOW



PROOF OF PURCHASE

