

OBJECT

To be the player with the most money when another player runs out of cash! You do this by placing Fossils on as many Dinosaurs as possible and collecting fees when other players land on them!

EQUIPMENT

- MONOPOLY® JUNIOR game board • Monopoly® brand money
- Deck of 24 Chance cards • 4 Paleontologists • Die
- 48 Fossils (4 sets of 12) • 16 Dino Bio Cards

SETUP

- Pick a Paleontologist and place it on "GO!" Put any extras aside, out of play.
- Each player takes 10 (or 12 in a 2-player game) Fossils that match the color of his or her Paleontologist. Put any extras aside, out of play.
- Shuffle the deck of Chance cards (with the "?") and place them face down on the marked place on the board.
- Choose a player to be the Banker. The Banker separates the money into the different denominations and gives each player the following: five \$1's, four \$2's, three \$3's, one \$4, and one \$5. The Banker also plays the game, but always keeps the bank's money separate from his or her own!
- Roll the die. High roller goes first.

GAME PLAY

- **On your turn:**
 - Roll the die and move your Paleontologist that many spaces along the Board then ...
 - Follow the instructions on that space.
- Note: During the game, if you don't have the exact bill to pay what you owe, the Banker will make change for you!

SPACES ON THE BOARD: If you land on ...

A Dinosaur without a Fossil: You must pay the Banker the amount shown on the space, then put one of your own Fossils on it. You're now in charge of this Fossil, and anyone who lands on it must pay you the fee shown on the space!



For 2 to 4 Players • Ages 5 to 8

Dinosaur with a Fossil: Pay up! You must pay the owner (the person whose Fossil is on it) the dollar amount shown on the space. And if that person owns both Fossils of the same color, you must pay double the amount shown!

GO! Every time you pass GO!, collect \$2 from the Bank. Don't forget to collect, because if you do, you're out of luck!

A Dinosaur Period: Roll again, move, and follow the instructions on the space you land on.

"New Tools" or "Vehicle Repairs": Pay \$2 to buy new tools or make repairs. Put the money on the "Dig'n Dino Funds" space.

"Tar Pits": If you land here by a roll of the die, you are visiting the Tar Pits.

"Go to the Tar Pits": You must put \$3 on the "Dig'n Dino Funds" space then move your Paleontologist immediately to the Tar Pits. Do NOT pass GO! and do NOT collect \$2. On your next turn, roll and move as usual.

"Dig'n Dino Funds": If you land here and there's any money on the space, you get to take it all!

"Chance—?": Draw the top Chance card, follow its instructions, then discard it face up next to the Draw pile. If you use up the Draw pile, turn the Discard pile over and use it again.

THE CHANCE - "?" - CARDS

"Go To" or "Take a Ride" Spaces: Move your Paleontologist immediately to the space indicated, then do whatever you would ordinarily do on that space. If you pass GO!, collect \$2.

"Free Fossil": Do not move your token. Place one of your own unused Fossils on either of the unoccupied Dinosaur of the color shown on the card. **If the two Dinosaurs of that color already have two different colored Fossils on them, you may remove either one of them and replace it with your own Fossil.** Give the Fossil you remove back to its owner. However, if both Dinosaurs have the same color Fossils already on them, you're out of luck: You cannot replace either one. In this case—and only in this case—you may discard this Chance card and draw a new one. Follow its instructions.

STRATEGY HINT: When you draw a "Free Fossil" Chance card, replace a Fossil of the player who is farthest ahead in the game. Remember, it's to your advantage to have your own Fossil on both Dinosaurs of the same color so they cannot be taken away when another player draws a "Free Fossil" card. Also, owning both means you collect double when someone lands on either one.

WINNING

As soon as one player runs out of money, the game ends, and all other players count up their money. The player with the most cash wins!



WARNING:

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

