

◆ Fast-Dealing Property Trading Game ◆

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MONOPOLY

JUNIOR

CONTENTS

Gameboard • 4 Junior Tokens
20 Chance Cards • 48 Friend Signs
4 Who's Your Token? Character Cards
90 Leafy Greens • Die

DINOSAUR EDITION

5+

F3189



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

THE END OF THE GAME

The game ends when one player runs out of enough leafy greens. Then all the other players count up their leafy greens. The player with the most leafy greens wins!

If there is a tie, the tied player with the most dino friends wins!

PLAY THE ADVANCED GAME!

Once you've mastered the standard rules, try playing this way!

- If you don't have enough leafy greens to pay another player or a Chance card fee, complete the debt with a dino friend you have made.
 - If you owe another player, choose one of your dino friends to give to them.
 - If you owe the Leaf Supply, choose one of your dino friends to go back to the Leaf Supply.
- If you still can't pay, you are out of enough leafy greens and the game ends. Each player counts their leafy greens to see who wins!



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OBJECT

Stomp around the board befriending as many other dinosaurs as you can. The more friends you have, the more delicious leafy greens you'll be able to collect from other players. **The game ends when one player runs out of leafy greens. Then the player with the most leafy greens wins!**

THE FIRST TIME YOU PLAY

Press out all 48 friend signs from the die-cut sheet. Please dispose of the waste responsibly.

SET IT UP

- 1 Put the die by the gameboard.
- 2 Separate the 4 Character cards from the Chance cards. Shuffle the deck of Chance cards, then place it facedown on the Chance space on the board.
- 3 Each player chooses a token and places it on GO!
Who will you be?



- 4 Each player takes their token's 12 matching friend signs.



- 5 Pick a player to be the Leaf Keeper. The Leaf Keeper is in charge of the Leaf Supply! Leaf Keeper, give each player leafy greens to start the game. Hand out leafy greens depending on the number of players.



2 players → ₵20 each

3 players → ₵18 each

4 players → ₵16 each

The Leaf Keeper can also play, as long as they keep their leafy greens separate from the Leaf Supply.



PLAY!

WHO GOES FIRST?

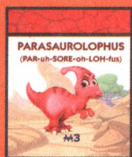
The youngest player goes first, and play moves to the left.

ON YOUR TURN

1. Roll the die.
2. Move your token clockwise that number of spaces.
3. Where did you land? Follow the rules of that space. See THE BOARD SPACES.
4. Your turn is over. Pass the die to your left!



THE BOARD SPACES



DINO WITHOUT A FRIEND

If you land on a dino that no one has befriended yet, you must pay leafy greens to be friends.

1. Pay the Leaf Supply the amount shown on the space.
2. Place one of your friends signs on the colored band of the board space.

If you cannot pay the leafy greens owed, you are out of enough leafy greens and the game is over.



GO

When you pass or land on the GO space, collect $\$2$ from the Leaf Supply.



JUST VISITING

Don't worry! If you land here, you're not in Time Out. You're just visiting.



FREE PARKING

Nothing happens here. Just wait until your next turn.



GO TO TIME OUT

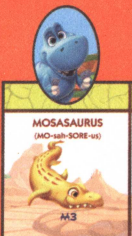
Move your token to the Time Out space! Do not collect $\$2$ for passing GO. Your turn is over.



DINO WITH A FRIEND

If you land on a dino someone else befriended, pay that player the amount of leafy greens shown on the space. If you cannot pay, you are out of enough leafy greens and the game is over.

If you land on your own dino friend, do nothing.



COLOR SETS

If you befriended both dinos of the same color, collect two times the amount whenever another player lands on one of those dinos.



CHANCE

When you land on a Chance space, take the top card from the Chance deck. Then read it out loud, and do what it says. Put it at the bottom of the deck when done.

How do I get out of Time Out?

You have 3 options:

1. **Pay $\$1$** at the start of your next turn, then roll and move as normal.
2. **Use the Get Out of Time Out Free card** at the start of your next turn if you have it. Put the card at the bottom of the Chance deck, then roll and move.
3. **Roll a 6** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn.

You can use up to 3 turns to try for a 6. If you don't roll a 6 by your third turn in Time Out, pay $\$1$, and use your last roll to move.