



THE T. REX

The T. Rex does not follow the rules of any board space, and it is always placed on the Free Parking space at the start of the game. The amber die determines how far the T. Rex moves, and you must always move the T. Rex first before moving your own token.

Did the T. Rex pass or land on your token?

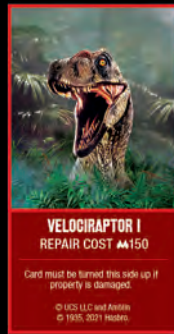
You must pay ¥50 to the Bank.
(Note: If your token passes or lands on the T. Rex, you pay nothing.)

Where did the T. Rex land?

- **An unowned property**
That property is immediately damaged. Turn that property's Title Deed facedown.
- **An owned property without a Fence**
That property is immediately damaged. The owner turns that property's Title Deed facedown.
- **An owned property with a Fence**
That Fence is immediately destroyed. The owner returns that Fence to the Bank. The property itself remains undamaged—for now!
- **An owned property that is already damaged**
Nothing happens. Keep that property's Title Deed facedown.
- **An owned property that is part a complete set**
That property and any properties in the set are safe and cannot be damaged. If those properties have any Fences, they are also safe and cannot be destroyed.

Watch out!

If the T. Rex damages all the properties before they can be repaired, the game ends and no one wins!



REPAIRING PROPERTIES

When the T. Rex lands on any property, it becomes damaged. Immediately turn that property's Title Deed facedown. No rent may be collected on that property.

If the damaged property was unowned, it can still be bought or auctioned. But the new owner must repair it before they can collect rent on it.

To repair a property, the owner must pay the repair cost on the Title Deed card to the Bank, and then turn the card faceup. You can only pay to repair properties at the start of your turn—unless they were given to you by a bankrupted player, in which case you can repair them immediately.

When one or more players owns a complete set of properties (i.e., each Dino Paddock in a color set, or all four Park Roads, or both Utilities), they can no longer be damaged by the T. Rex. And if any of those properties were already damaged, they are immediately repaired—for free!



BUILDING FENCES

As soon as you own one Dino Paddock in a color set, you can build a Fence on that property at the start of any future turn—you do not need to own every property in the set to build.

Pay the Bank the cost on the Title Deed card, and place a Fence on the Dino Paddock.

You may only build a maximum of one Fence on each Dino Paddock that you own.

Fences may not be built on Park Roads or Utilities.

You may only charge more rent on Dino Paddocks by building Fences.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

Fences must stay on any Dino Paddocks that are traded. You cannot sell or trade only your Fences to another player.

Property can be traded for cash, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

HELP! I CAN'T PAY!

1. **Try to raise money.**
If you owe money and can't pay, try to raise money by selling Fences back to the Bank for half the cost.

Rent cannot be collected on properties that are damaged—they must be repaired first.

2. **If you're still in debt, you are bankrupt and out of the game! Do you owe another player?**
Give them all your properties and any Get Out of Jail Free cards. If any of your properties were damaged, their Title Deeds remain facedown. The new owner may repair those properties immediately (pay the Bank the repair cost) or do so at the start of any future turn.

Do you owe the Bank?

Return all your properties to the Bank by placing the Title Deed cards next to their matching board spaces. If any of those properties were damaged, their Title Deeds remain facedown.

Return any Get Out of Jail Free cards to the bottom of the appropriate decks.

THE END OF THE GAME

The game ends immediately when there is only one player left OR if all the properties are damaged.

If there is only one person left, that player is the winner! But if all the properties are damaged, no one wins!

TOP TIPS

To keep your game short and sweet, don't use house rules!

- Always auction when someone doesn't want to buy the property they've landed on.
- Never loan money to other players or make deals not to charge each other rent.
- Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!

Playing with sound?

Press the Jurassic Park button on the gate to hear various sounds. You can press it again to stop the sounds.

Playing without sound?

Roll the amber die instead of activating the gate.
If you roll a 1, 2, or 3: It's the Jurassic Park theme song!
If you roll a 4, 5, or 6: Oh boy, it's the roar of a dinosaur!



IMPORTANT: BATTERY INFORMATION

Retain this information for future reference. Batteries should be replaced by an adult.

CAUTION:

As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.

TO AVOID BATTERY LEAKAGE

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.



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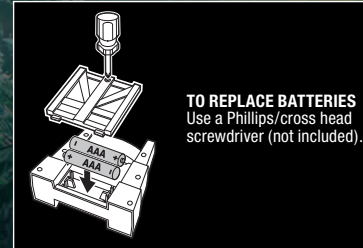
Hasbro, Pawtucket, RI 02861-1059 USA. Retain this information for future reference.

Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200,
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TO REPLACE BATTERIES
Use a Phillips/cross head
screwdriver (not included).

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B)/NMB-3(B)

Fast-Dealing Property Trading Game

MONOPOLY



CONTENTS

Gameboard
6 Character Tokens
1 T. Rex Token
Jurassic Park Electronic Gate
28 Title Deed Cards
16 Cold Storage Cards
16 Impact Tremor Cards
24 Cardboard Fences
2 Dice
Money Pack

Object of the Game

Race around an island theme park securing dinosaur paddocks and other key areas as a T. Rex runs amok. Build fences to protect the paddocks from attack, and earn money by charging other players rent. But beware... if you hear the roar of a dinosaur when you activate the park's gate, it could prove costly! The last player with money when all other players have gone bankrupt wins! Stay alert! The game also ends if the T. Rex damages all the properties before they can be protected with fences or repaired. Then all players lose!



WHAT'S DIFFERENT ABOUT MONOPOLY: JURASSIC PARK EDITION?

THE RAMPAGING T. REX

You play as a character from Jurassic Park, but you'll also move the T. Rex on your turn. If the T. Rex passes or lands on the same space as your token, you must pay \$50 to the Bank. If the T. Rex lands on any property, that property is immediately damaged—unless it has been protected with a fence or in some other way.

Note: The T. Rex does not follow the rules of any board space.

THE ELECTRONIC GATE

Every time you pass or land on the GO space, you must activate the park's gate by pressing the Jurassic Park button. If you hear the movie's theme song, you may collect \$200 from the Bank. But if you hear a dinosaur roar, you collect only \$100. Certain cards might also allow you to activate the gate.

THE AMBER DIE

On your turn, roll the amber die along with the white die. The amber die roll determines how far the T. Rex moves first. Your combined roll then determines how far your token moves. Certain cards might allow you to roll the amber die again—and move the T. Rex further!

PROTECTIVE FENCES

You can build a fence as soon as you own just one dinosaur paddock in a color set—you do not need to own them all. Fences mean you can charge more rent, and they also offer some protection from the T. Rex. If the T. Rex lands on a fenced paddock, only the fence is destroyed—the paddock itself remains intact!

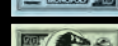
SET IT UP!

- 1 Choose someone to be the Banker. The Banker's in charge of:

- The Bank's money
- Fences (fold in half)
- Title Deed cards
- Auctions

The Banker can play too but must keep their money separate from the Bank.

- 2 Banker, give each player:

	x 5
	x 1
	x 2
	x 1
	x 1
	x 4
	x 2

(Total = \$1500)
Keep the rest of the money in the box as the Bank.

- 9 Put the dice by the gameboard.

- 3 Shuffle the Cold Storage cards, and place them facedown here.

- 4 Place the T. Rex token on the Free Parking space.

- 5 Shuffle the Impact Tremor cards, and place them facedown here.

- 6 Put the Electronic Gate here. As you play, you'll press the Jurassic Park button to hear various sounds. You can press it again to stop the sounds.

- 8 Each player chooses a token and places it on GO.

- 7 Place the Title Deed cards faceup next to their matching board spaces.

PLAY!

How to win

Move around the board buying as many properties as you can, and build fences where possible to protect the park from a rampaging T. Rex! The more properties you own, the more rent you'll be able to collect from other players. If you're the player with the most money at the end of the game, you win!

Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left.

On your turn

1. If you have any properties, you can pay to repair damaged ones. You may also be able to protect your undamaged properties with Fences. See REPAIRING PROPERTIES and BUILDING FENCES.

2. Roll both dice.

3. Move the T. Rex clockwise the number of spaces shown on the amber die.

Where did the T. Rex land? And did it pass any players? See THE T. REX.

4. Move your token clockwise the number of spaces shown on both dice.

Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

Example roll:



T. Rex moves 3
Your token moves 8

Did you roll doubles?
Roll the dice again, and take another turn.

Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

5. Your turn ends. Pass the dice to your left.

THE BOARD SPACES

PROPERTIES

There are three types of properties: Dino Paddocks, which come in color sets, Park Roads, and Utilities.

Unowned Properties

When you land on an unowned property, you must buy it or auction it.

If the T. Rex has damaged that property, you can still buy it or auction it. But rent cannot be collected on that property until it is repaired. See REPAIRING PROPERTIES.

Want to buy it?

Pay the price on the board space, and take the Title Deed card.

Don't want to buy it?

The Banker must auction it. Bidding starts at \$10, and anyone can increase the bid by as little as \$1. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the property remains unowned.

Property sets

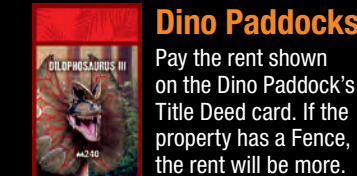
When one or more players owns each Dino Paddock in a color set, or each Park Road or Utility:

- Those properties cannot be damaged by the T. Rex! If any of them had already been damaged and had not been repaired, you may repair them immediately for free! See REPAIRING PROPERTIES.
- You may not charge more rent by owning a complete set.

Owned Properties

When you land on a property that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

If the property has been damaged by the T. Rex, pay nothing!



Dino Paddocks

Pay the rent shown on the Dino Paddock's Title Deed card. If the property has a Fence, the rent will be more.



Park Roads

Pay rent based on the number of Park Roads the owner has.



Utilities

There are two Utilities: Control Room and Maintenance Shed. Roll the dice to determine rent. If the owner has 1 Utility, rent is 4x the dice roll. If the owner has 2 Utilities, rent is 10x the dice roll.

ACTION SPACES



GO

When you pass or land on the GO space, press the Jurassic Park button on the Electronic Gate. If you hear the movie's theme song, collect \$200 from the Bank. If you hear the roar of a dinosaur, collect only \$100.



Cold Storage and Impact Tremor

Take the top card from the matching deck, and immediately do what it says unless the card tells you otherwise. Return it to the bottom of the deck when done.



Security Breach and Kitchen Attack

Pay the Bank the amount shown on the space.



Free Parking

Relax! Nothing happens. You're waiting for computer programmer Dennis Nedry to return to his desk. The guy wanted something sweet from the vending machines, but he sure is taking his time...



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section. You're elbow-deep in a big pile of dino droppings, trying to figure out if lilac berries made a beautiful Triceratops sick.



Go to Jail

Move your token to the In Jail space immediately! Do not collect any money for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Fences, and trade while you are in Jail.

If the T. Rex passes or lands on your token while you are in Jail, you do not have to pay \$50.

How do I get out of Jail?

You have 3 options:

1. **Pay \$50** at the start of your next turn, then roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.
3. **Roll doubles** 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 doubles. If you don't roll doubles by your third turn in Jail, pay \$50, and use your last roll to move.