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› [USAOPOLY Monopoly: Disney Lilo & Stitch Board Game Instruction Manual](#)

USAOPOLY MN004-679

USAOPOLY Monopoly: Disney Lilo & Stitch Instruction Manual

Model: MN004-679

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1. INTRODUCTION

This manual provides instructions for setting up and playing the USAOPOLY Monopoly: Disney Lilo & Stitch board game. This edition of Monopoly features characters and locations from the Disney animated film Lilo & Stitch, offering a themed experience of the classic property trading game. The objective remains to acquire properties, build houses and hotels, and bankrupt opponents.

This game is designed for 2 to 6 players, aged 8 years and up, with an estimated play time of 60 minutes or more.

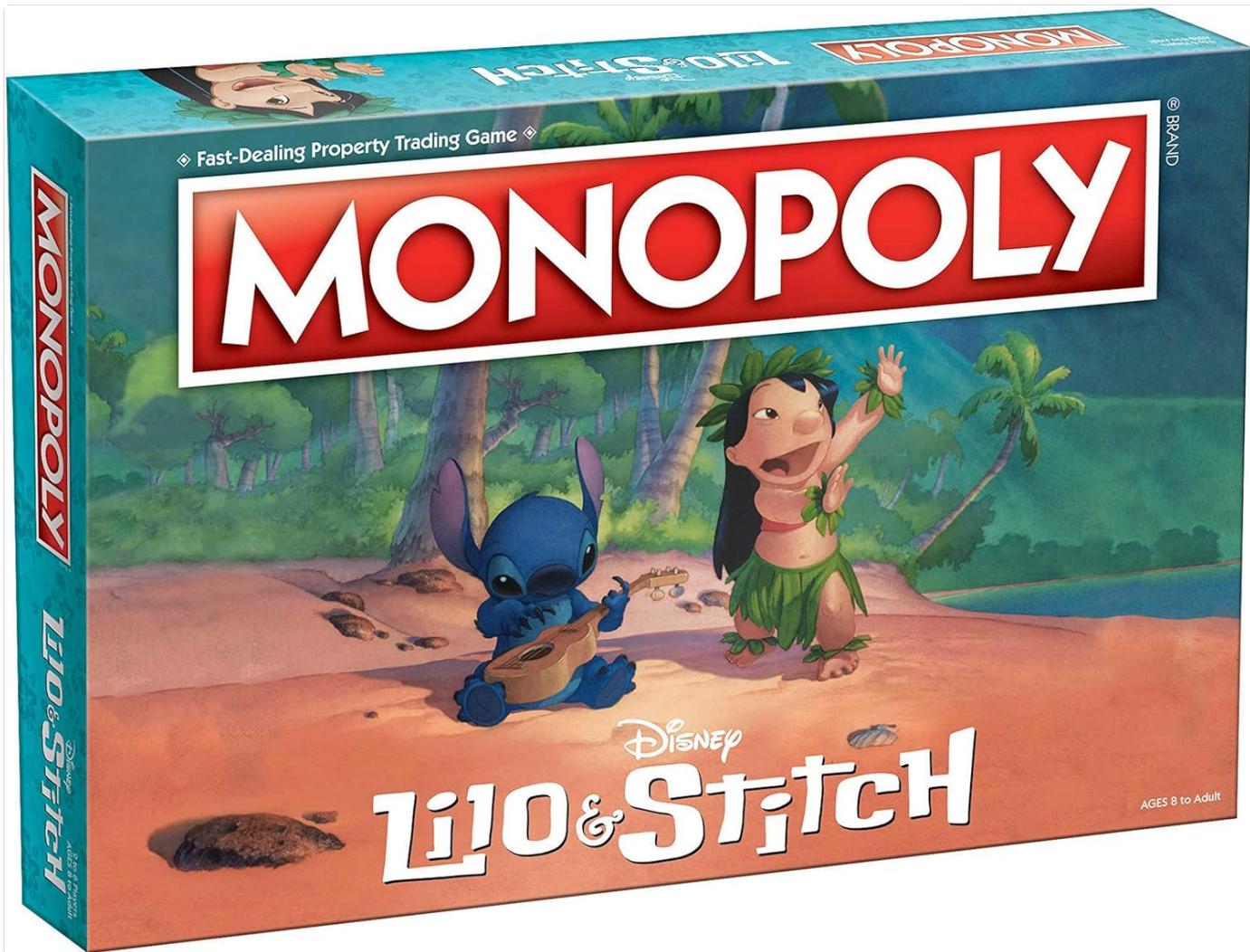


Image 1.1: The game box for Monopoly: Disney Lilo & Stitch, featuring Lilo and Stitch on a beach.

2. GAME COMPONENTS

The Monopoly: Disney Lilo & Stitch game includes the following components:

- 1 Game Board
- 6 Collectible Tokens: Scrump, Lilo's Camera, Record Player, Surfboard, Plumeria, and Spoons
- 28 Title Deed Cards (representing properties from the Lilo & Stitch universe)
- 16 "Galactic Federation" Cards (replacing traditional Chance cards)
- 16 "Aloha" Cards (replacing traditional Community Chest cards)
- Custom Monopoly Money
- 32 Houses (renamed to fit the theme, e.g., "Shacks" or "Huts")
- 12 Hotels (renamed to fit the theme, e.g., "Resorts" or "Villages")
- 2 Dice
- Game Rules (this manual)

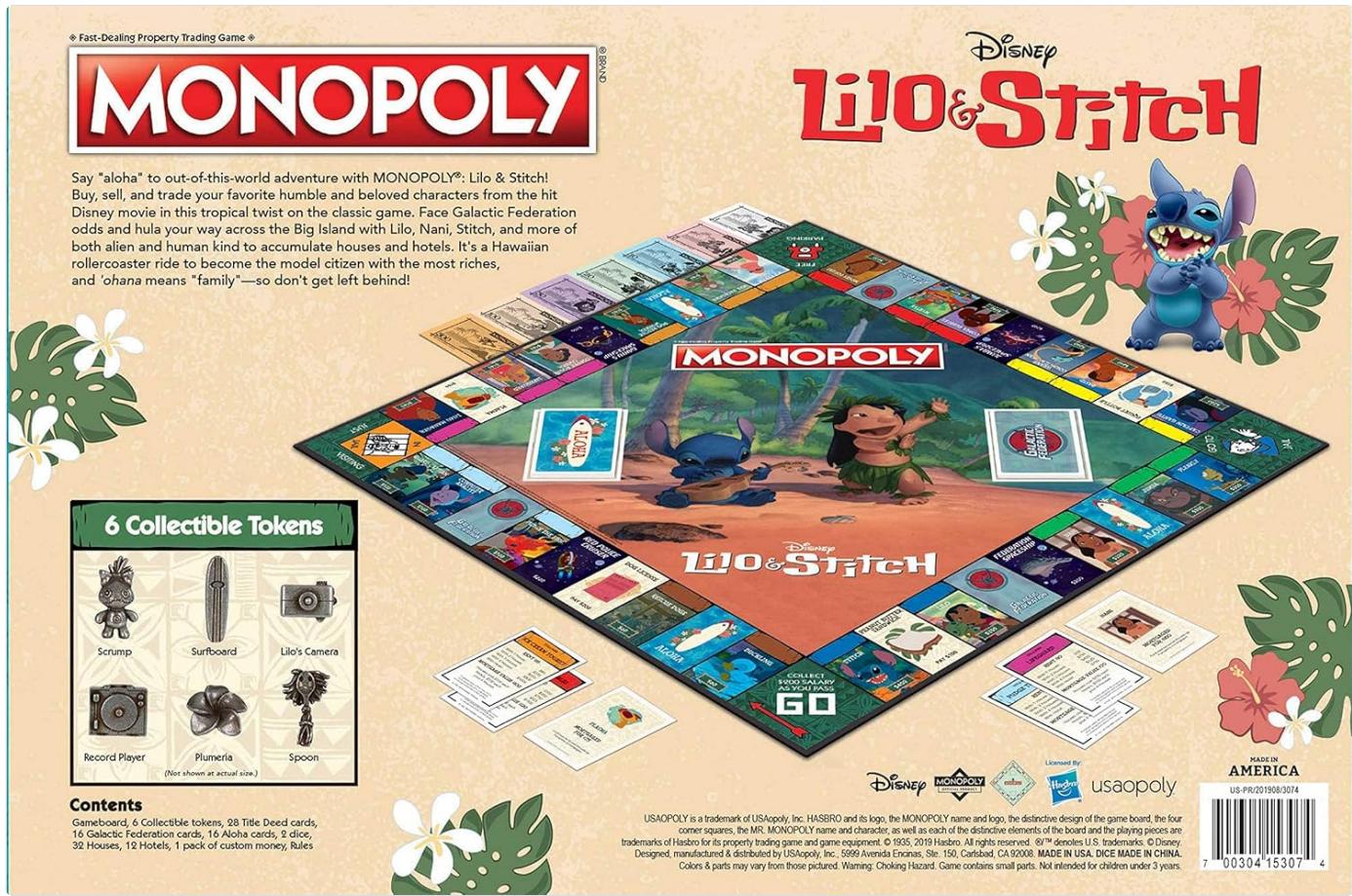


Image 2.1: The back of the game box, detailing the included components and collectible tokens.



Image 2.2: A close-up view of the six custom sculpted player tokens: Scrump, Lilo's Camera, Record Player, Surfboard, Plumeria, and Spoons.

3. SETUP INSTRUCTIONS

- Unfold the Game Board:** Place the game board on a flat surface.
- Separate Cards:** Separate the "Galactic Federation" cards from the "Aloha" cards. Shuffle each deck individually and place them face down on their designated spaces on the game board.
- Banker Selection:** Each player rolls both dice. The player with the highest total becomes the Banker. The Banker is responsible for managing the bank's money, Title Deed cards, Houses, and Hotels. The Banker may also play as a regular player but must keep their personal funds separate from the bank's.
- Initial Money Distribution:** The Banker distributes the starting money to each player. The standard Monopoly starting amount is \$1500, typically in the following denominations:
 - Two \$500 bills
 - Four \$100 bills

- One \$50 bill
- One \$20 bill
- Two \$10 bills
- One \$5 bill
- Five \$1 bills

5. **Choose Tokens:** Each player selects one of the 6 collectible tokens and places it on the "GO" space.

6. **Title Deeds:** Place the Title Deed cards next to their corresponding properties on the game board.

7. **Houses and Hotels:** Place the Houses and Hotels near the game board, ready for purchase.

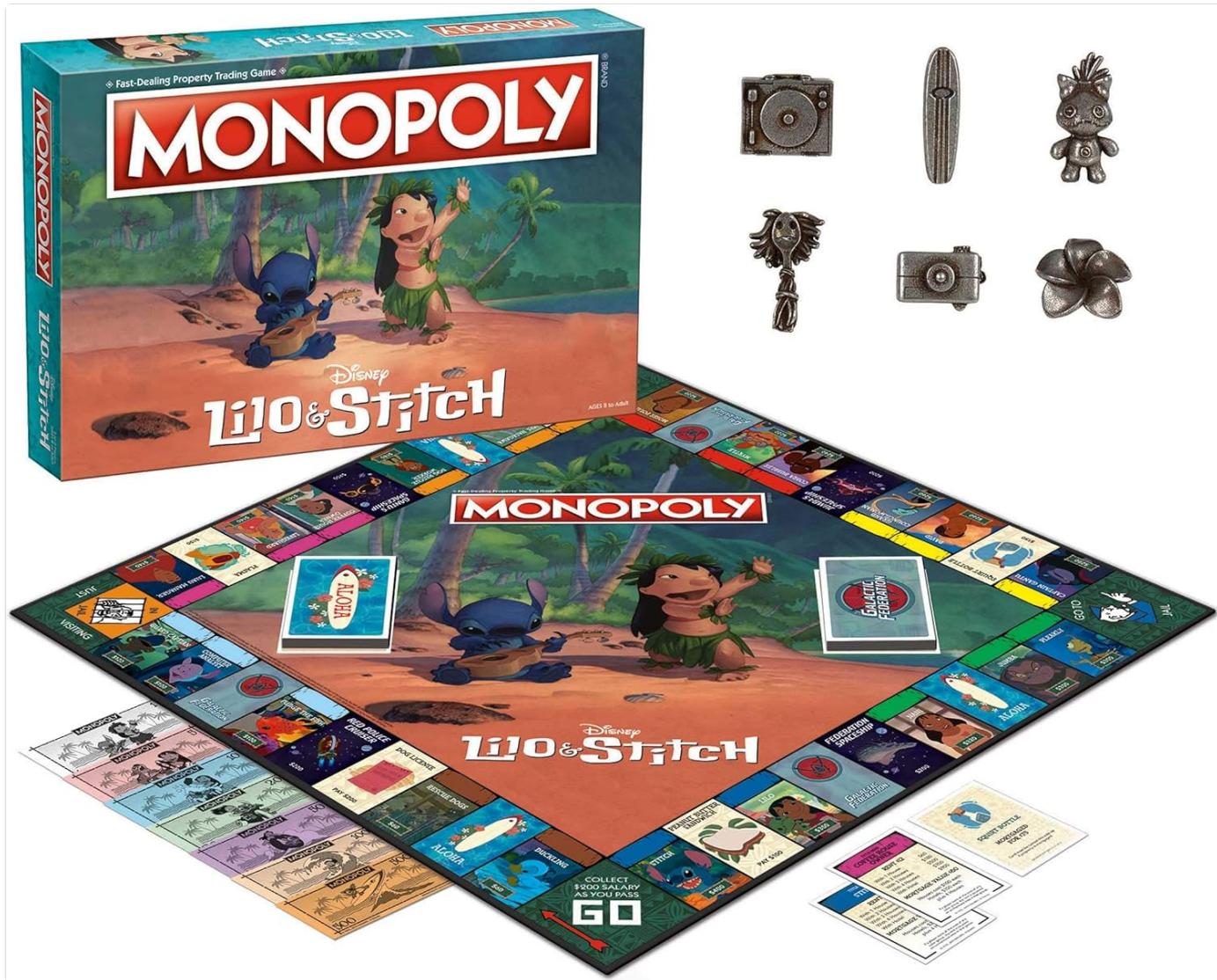


Image 3.1: The game board with all components set up, ready for play.

4. GAMEPLAY INSTRUCTIONS

The game proceeds in turns, with players rolling dice and moving their tokens around the board. The goal is to acquire properties, develop them with Houses and Hotels, and collect rent from other players who land on them, ultimately driving opponents into bankruptcy.

4.1. Taking a Turn

1. **Roll the Dice:** Roll both dice and move your token clockwise the number of spaces indicated.
2. **Action Based on Space:** The action you take depends on the space your token lands on:

- **Unowned Property:** You may buy the property from the Bank for the price printed on the board. If you choose not to buy it, the Banker immediately offers it for auction to the highest bidder.
- **Owned Property:** If another player owns the property, you must pay them rent as indicated on their Title Deed card.
- **"Galactic Federation" or "Aloha" Space:** Draw the top card from the respective deck and follow its instructions. Return the card to the bottom of the deck after use, unless instructed otherwise.
- **Tax Spaces:** Pay the specified tax to the Bank.
- **"GO" Space:** When you pass or land on "GO", collect \$200 from the Bank.
- **"Just Visiting" Jail:** If you land on this space, you are simply visiting and take no special action.
- **"Go to Jail" Space:** Move your token directly to the "Jail" space. Do not collect \$200 for passing "GO". Your turn ends.
- **Free Parking:** No action is taken on this space.

3. **Doubles:** If you roll doubles, take your turn as usual, then roll the dice again for another turn. If you roll doubles three times in a row, you must immediately "Go to Jail" and your turn ends.
4. **End of Turn:** Once you have completed your actions, the turn passes to the player on your left.

4.2. Property Development

- **Monopolies:** To build Houses or Hotels, you must own all properties of a color group (a monopoly).
- **Building Houses:** Once you own a monopoly, you can buy Houses from the Bank and place them on your properties. You must build evenly, meaning you cannot place a second House on any property in a group until one House has been built on every property in that group.
- **Building Hotels:** Once you have four Houses on each property of a color group, you can upgrade them to a Hotel. Return the four Houses to the Bank and place one Hotel on the property.

4.3. Mortgaging and Trading

- **Mortgaging:** If you need money, you can mortgage properties to the Bank. Turn the Title Deed card face down and collect the mortgage value printed on the back. No rent can be collected on mortgaged properties. To unmortgage, pay the mortgage value plus 10% interest.
- **Trading:** Players can trade properties, money, and "Get Out of Jail Free" cards with each other at any time.

4.4. Bankruptcy and Game End

- **Bankruptcy:** If you owe more money than you can pay, even by selling Houses/Hotels and mortgaging properties, you are bankrupt and out of the game.
- **Winning:** The last player remaining in the game, after all others have gone bankrupt, is the winner.



Image 4.1: A detailed view of the game board during play, showing custom money, "Aloha" and "Galactic Federation" cards, and various properties.

5. CARE AND STORAGE

- **Cleaning:** Wipe the game board and plastic components with a dry, soft cloth. Avoid using abrasive cleaners or solvents.
- **Storage:** Store all game components in the original box in a cool, dry place away from direct sunlight to prevent warping or fading.
- **Handling:** Handle cards and money carefully to prevent bending or tearing.
- **Small Parts:** This game contains small parts (tokens, houses, hotels, dice) and is not suitable for children under 3 years due to choking hazards.

6. TROUBLESHOOTING COMMON ISSUES

- Missing Components:** If any components are missing upon opening the box, please contact USAOPOLY customer support (see Section 7).
- Disputes Over Rules:** Refer to this instruction manual for clarification. For complex situations not explicitly covered, players should agree on a fair resolution before continuing the game.
- Game Length:** Monopoly games can be lengthy. For shorter games, consider implementing house rules such as a time limit or starting with fewer properties.

7. PRODUCT SPECIFICATIONS

Feature	Detail
Product Name	Monopoly: Disney Lilo & Stitch
Brand	USAOPOLY
Model Number	MN004-679
ASIN	B082XM2CNL
UPC	0700304153074
Product Dimensions	16 x 10.5 x 2.5 inches
Item Weight	2.16 pounds
Recommended Age	8 years and up
Number of Players	2-6 Players
Play Time	60+ Minutes

8. WARRANTY AND SUPPORT

For information regarding product warranty, missing parts, or general inquiries, please contact USAOPOLY customer support directly.

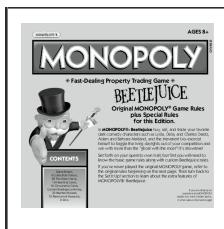
Manufacturer: USAOPOLY

[Visit the USAOPOLY Store on Amazon](#)

Please retain your proof of purchase for any warranty claims.

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Related Documents - MN004-679



[Monopoly: Beetlejuice Edition - Game Rules and Instructions](#)

Official rules for the Monopoly: Beetlejuice Edition board game, including setup, gameplay, special rules, and speed play options. Learn how to buy, sell, and trade properties featuring Beetlejuice characters.

	<p><u>Monopoly: Breaking Bad Edition - Game Rules and Setup</u></p> <p>Official rules and setup guide for the Monopoly: Breaking Bad Edition board game. Learn how to play, understand the special rules, and set up the game for a fast-paced experience.</p>
	<p><u>Blank Slate Game Rules: How to Play and Win</u></p> <p>Official game rules for Blank Slate, the word association party game by USAopoly. Learn how to play, score, and fill in the blanks for a fun family game night.</p>
	<p><u>Telestrations: Upside Drawn - Game Rules and How to Play</u></p> <p>Learn how to play Telestrations: Upside Drawn, a fun game of miscommunication where players draw based on clues. Includes setup, gameplay, drawing tips, and icon explanations.</p>
	<p><u>Harry Potter: Death Eaters Rising Rulebook</u></p> <p>Rulebook for the Harry Potter: Death Eaters Rising cooperative card and dice game. Learn how to set up, play, and win by defeating Lord Voldemort and his Death Eaters.</p>
	<p><u>Harry Potter Hogwarts Battle: Game 7 Rules and Gameplay</u></p> <p>Comprehensive guide to Game 7 of the Harry Potter Hogwarts Battle cooperative deck-building game, detailing setup, gameplay, Horcrux destruction, and end-game conditions.</p>