

Fast-Dealing Property Trading Game

# MONOPOLY DEAL

Disney **Stitch**

CONTENTS: 111 Cards

G2975



8+



## OBJECT OF THE GAME

Stitch has set up a scavenger hunt across the island! Win the hunt by being the first to collect three different sets of items! Call on the mischievous alien with action cards that let you collect money or snatch and swap items.

## WHAT'S DIFFERENT ABOUT MONOPOLY DEAL STITCH?

### CHARACTER CARDS

At the start of the game each player will choose their own character to play as and place the corresponding **character card** in front of them. Each character has a unique special ability that can be used throughout the game, which is described on the card.

## SET IT UP!

- 1 Remove the five character cards from the deck.
- 2 Each player chooses one member of Stitch's Ohana to play as and takes that character card. Put any unused character cards back in the box.
- 3 Shuffle the rest of the cards and deal five to each player. You can look at your cards, but keep them secret.
- 4 Place the rest of the cards facedown in the center of play. That's the draw pile! The discard pile will go next to it.

## PLAY!

### How to win!

Be the first player to collect three complete sets of items! Each set must be a different color. For example: you can't win with two red sets and one blue set.

### Who goes first?

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

### On your turn

- 1 **Draw two cards.** If you ever start your turn with no cards, draw five instead.
- 2 **Play up to three cards** of any type. You may choose to play none.

There are three ways to play cards.



**4 Add to your Bank** by placing money or action cards in front of you, faceup. You'll need money in your Bank to pay other players throughout the game.

**Action cards are worth the amount shown on the top left of the card.** Once you place an action card in your Bank, think of it as a money card—you can't play its action once it's in there.

**Add an item to your collection** by placing it faceup in front of you, separate from your Bank. You may place as many items as you want throughout the game, but remember you need three complete sets, each in a different color, to win.



**5 Play an action card** by reading it aloud and following the rules on the card. **Discard it faceup next to the draw pile when done, unless the card says otherwise.**

Once you play any type of card, you can't put it back in your hand. See THE CARDS for more info.

- 3 **At the end of your turn, you may have up to seven cards in your hand.** If you have more than seven, choose which extras to discard. (It's ok to end your turn with no cards!)

### Paying other players

Owe money to another player? You have two options:

- 1 **Pay from your Bank.** Give the player money or action cards from your Bank equal to what you owe. That player puts those cards in their Bank.
  - **There's no change in this game,** so you may have to pay more than what you owe if that's all you have. For example: if you owe a player M2, and you have a M5 card in your Bank and no items, you must give that player your M5 card.
- 2 **Pay with your items.** Items are worth the amount shown on the left of the card and go to the other player's item collection.
  - **If you don't have enough money in your Bank or items, just pay what you can.** If you have no money or items, nothing happens.

**Items never go in the Bank!** You choose how you want to pay, **not** the player you're paying, **but it's best to pay with cards from your Bank first.** **Never** pay with cards from your hand. If you don't have enough in your Bank, then you must pay with the items in front of you.

### PLAY AREA: MID-GAME



## THE END OF THE GAME

The game ends when one player collects three complete sets of items, each in a different color. That player wins!



## THE CARDS

### CHARACTER CARDS

Each character has a unique special ability that players may use throughout the game.



**LILO:** At the start of your turn, you may choose to draw from the top of the discard pile instead of the draw pile.



**JUMBA:** At the start of your turn, draw 3 cards instead of 2.



**PLEAKLEY:** You may use this character card as a rainbow wild card.



**ANGEL:** At the start of your turn, you may choose to draw from another player's hand instead of the draw pile. You may **not** look at the other player's cards before you draw them.



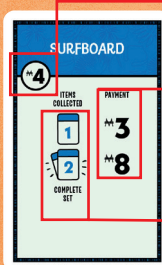
**LEROY:** You may perform an additional action on your turn.

### MONEY CARDS

Put these in your Bank and use them when you need to pay other players.

### ITEM CARDS

Collect three complete sets of these, each in a different color, to win! You can never place item cards in your Bank.



Value of this card when used to pay another player.

Money you collect when you play an OOPS! action card, according to how many items you've collected in this color set.

Number of items in this color set.

### WILD ITEM CARDS

You choose the color these represent. They can be used to complete sets of items.



- Once placed, you can always change which color you'd like them to represent later in the game, as long as you do so on your turn.
- Changing wild item cards to a new color does not count as one of your three actions.
- You can't place wild item cards in your Bank, but you can use them to start a new set.



**TWO-COLOR WILD ITEM**  
Choose one color, and flip that card so the color you'd like it to represent is on top.

- You may make a complete item set using only two-color wild items.

**You may use a two-color wild item to pay another player.**



**RAINBOW WILD ITEM**  
Choose any color you'd like the card to represent, and place it next to any other items you own in that set.

- You may not make a complete item set using only rainbow wild items.
- You may not use a rainbow wild item to pay another player.

### ACTION CARDS

Remember, you can place any action cards in your Bank as money. Once you've done that, you can't play them as action cards. **Below are a few action cards you may have questions about.**

#### OOPS!



Choose **one** of the item colors specified on the card, and collect money from other players based on the number of items you have in front of you in that color set.

#### MEEGA, NALA KWEESTA!



Place this card on another player's character card to stop that player from using their character's special ability. The special ability will remain blocked until the player discards **10 worth of money or**

**action cards from their Bank** during their turn (discarding does not count towards the three cards you may play during your turn).

#### JOYRIDE



Make your escape! Play this card to block an action another player tries to use against you.

- You may play this card **at any time, even if it isn't your turn.**

Playing this card **affects only you**. For example, if you play this card when another player plays OOPS!, you do not have to pay that player, but all other players do.

- Any player may play a Joyride card to cancel another Joyride card.**
- If you add this card to your Bank as money, **it counts as one of the three actions** you may take on your turn.

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