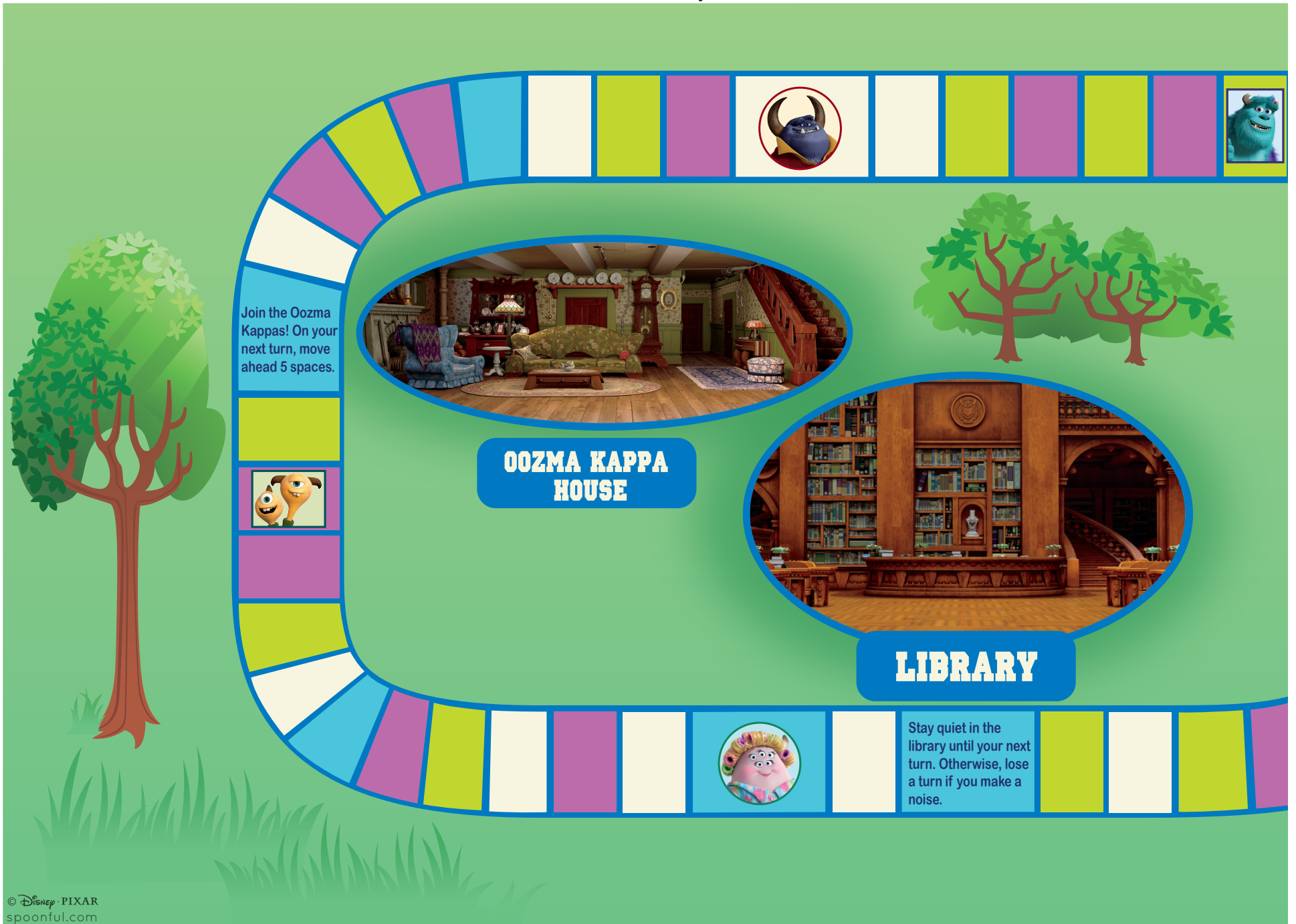


Monsters University Board Game





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Game Play Characters



ART

© Disney · PIXAR



TERRI & TERRY

© Disney · PIXAR



SQUISHY

© Disney · PIXAR



SULLEY

© Disney · PIXAR



DON

© Disney · PIXAR



MIKE

© Disney · PIXAR



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Instructions

1. Print the game board and game pieces on regular paper or cardstock and cut them out.
2. Assemble the board by cutting off the white margins, and then apply tape to the back to secure the four sections
3. For the game pieces, fold the paper at the dashed lines away from you, and then glue or tape the smaller rectangles to the back of the large, middle rectangle. Fold the character toward you and stand him up.

Game Card - Cut out the game card. Refer to the game card while you play.



Game Play:

For 2 to 6 players

Roll a six-sided die to determine who goes first. The player who rolls the largest number starts the game. Players should take turns rolling the die to advance their pieces. The first player to reach the finish line wins the game.

- If you land on a space that has text, read the text and follow what it says.
- If you land on any of the circular marked character spaces, follow the key to the right.
- If you land on a character space that matches the game piece you are using, move ahead five spaces. You can only do this once per game.

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Game Key



You've captured Fear Tech's mascot Archie! Move ahead three spaces.



You've entered the scare competition! Move ahead two spaces.



Don't get in the way of the PNKs, move back one space.



You've been kicked out of the Roar Omega Roars. Move back three spaces.



Oh uh, you've upset Dean Hardscrabble, go back to the library.



Squishy's mom has interrupted your initiation ceremony. Go back three spaces.