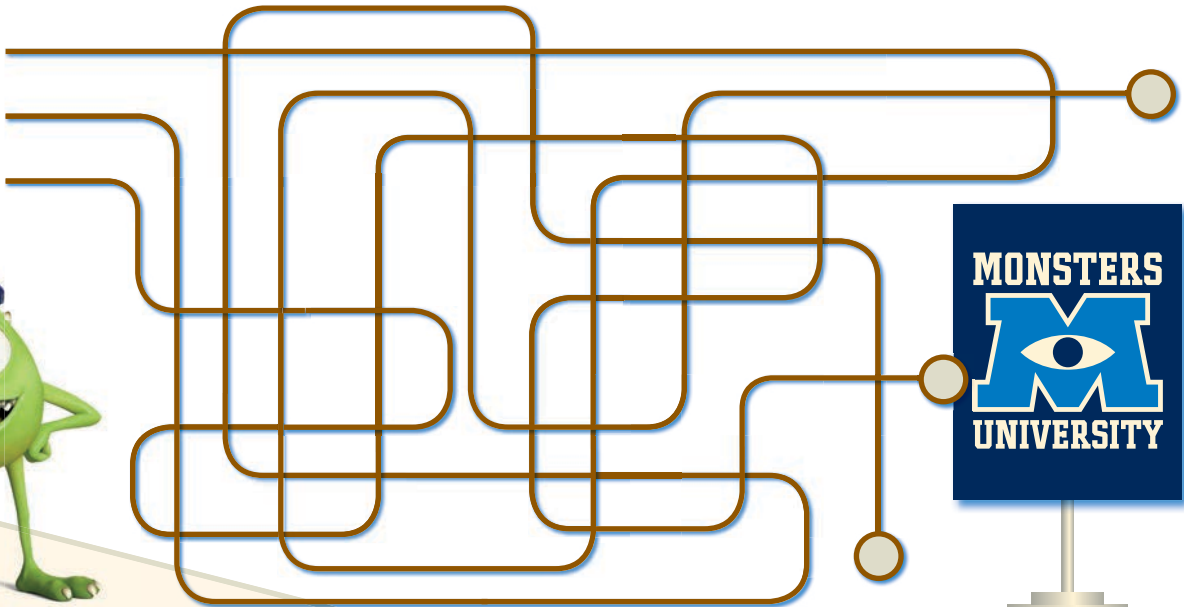
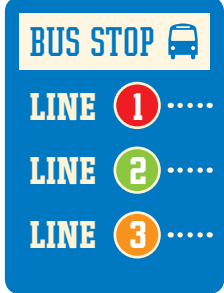




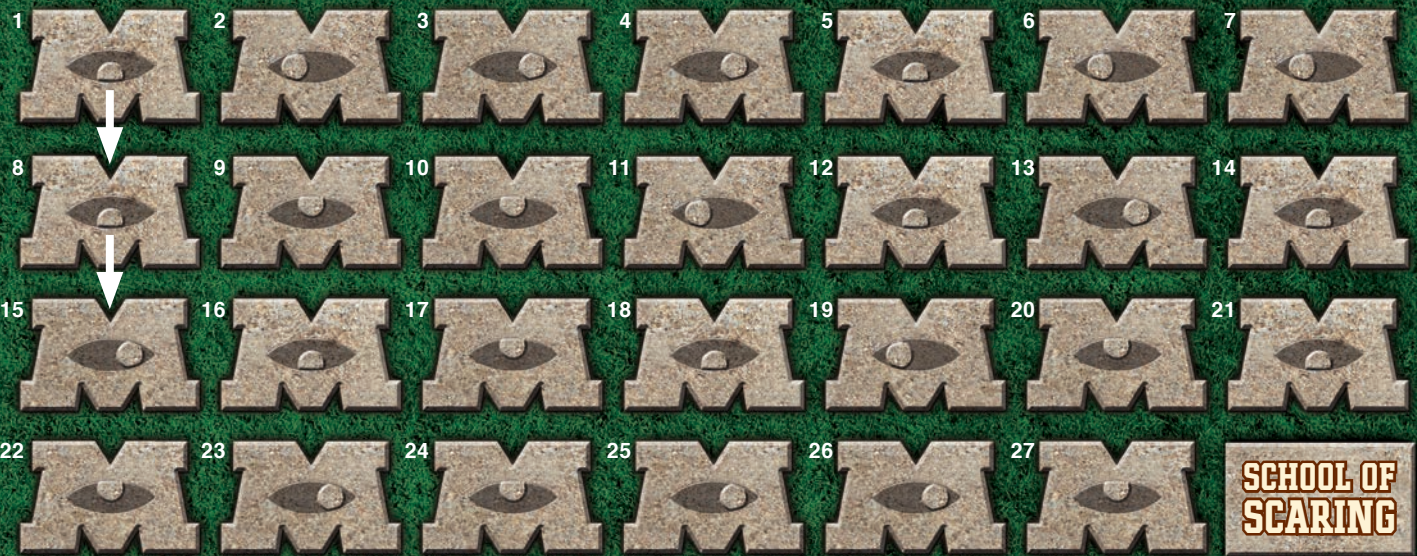
# THE RIGHT LINE

MIKE HAS BEEN ACCEPTED INTO THE SCARING PROGRAM AT MONSTERS UNIVERSITY! HELP HIM CHOOSE THE RIGHT BUS LINE TO GET TO CAMPUS AND START ATTENDING HIS CLASSES.



# THE SCHOOL OF SCARING

MIKE HAS TO GET TO THE SCHOOL OF SCARING FOR HIS FIRST CLASS, BUT HE CAN'T FIND THE WAY! FOLLOW THE DIRECTION THE EYE IN THE M LOGO IS LOOKING TO FIND THE RIGHT PATH, BUT DON'T WALK TWICE ON THE SAME "TILE".



© Disney/Pixar

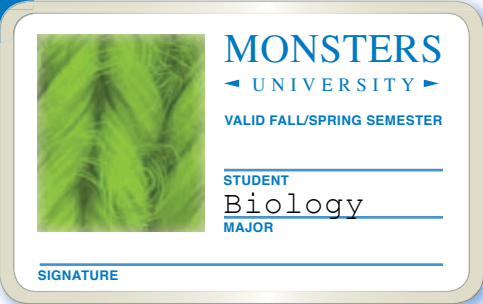
Answers: THE RIGHT BUS LINE = 3; THE SCHOOL OF SCARING = 3; 1-8-15-16-23-24-17-10-3-4-5-12-19-18-25-26-27-20-13-14-21.

# ID CARDS

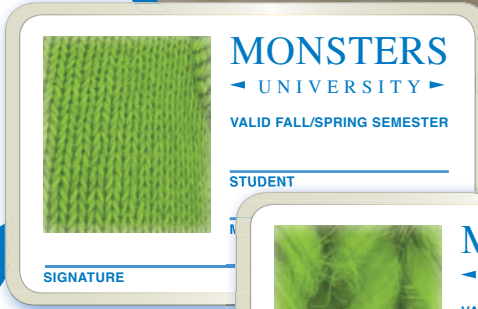
AFTER REGISTRATION AT MONSTERS UNIVERSITY, EACH STUDENT GETS A PICTURE TAKEN FOR HIS ID CARD, BUT NOT EVERY SHOT IS PERFECT. CAN YOU WRITE THE OWNER'S NAME ON EACH ID CARD?



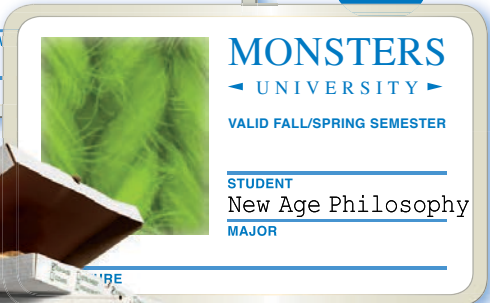
**A**



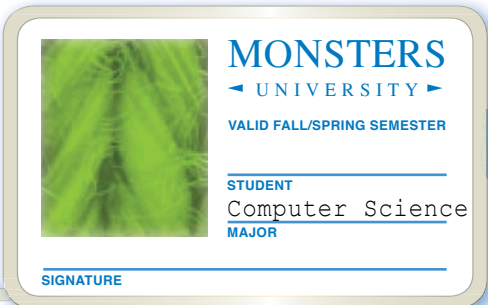
**B**



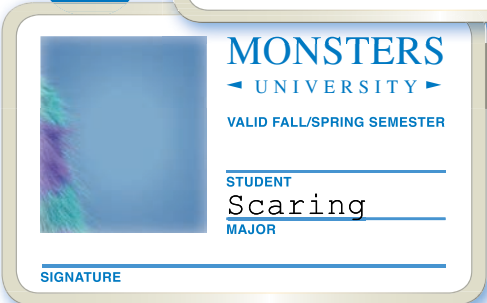
**C**



**D**



**E**



**TERRI & TERRY PERRY**



**ART**

**SCOTT SQUIBBLES AKA SQUISHY**

**DON CARLTON**

**JAMES P. SULLIVAN AKA SULLEY**

Answers: ID CARDS = A - TERRY & TERRY PERRY, B - SCOTT SQUIBBLES, C - ART, D - DON CARLTON, E - JAMES P. SULLIVAN

# FLIERS AND ADS

ON THE CAMPUS NOTICE BOARD THERE ARE SO MANY FLIERS AND ADS THAT EVEN A THREE-EYED MONSTER CAN'T FIGURE OUT WHICH ONES APPEAR JUST ONCE. CAN YOU?  
 TIP: FLIERS ARE THE SAME EVEN IF THEIR COLORS DON'T MATCH.



In Association With the Friends of Wailing

**Scream**

A Life Not Scary

MU SCHOOL OF MUSIC

Performed by legendary scartarist Waldo Edelweiss

EMAIL LSCR TUTOR ALL MY STUDENTS HAVE SEEN DRAMATIC IMPROVEMENT IN THEIR SCARING!

**SCREEN ENERGY SEMINAR**

Sponsored by **MONSTERS, INC.**

6:00pm  
 Monsters Auditorium  
 Main theater

TOP SCARING PROFESSIONALS

LSCR TUTORING

RECEIVE A 177 OR HIGHER THAN ANY OTHER STUDENT OR DO NOT PAY!

EMAIL LSCR TUTOR ALL MY STUDENTS HAVE SEEN DRAMATIC IMPROVEMENT IN THEIR SCARING!

STUDENT COST DENTAL PLAN

OR FANG SERVICE OR GREENING OR SHARPENING OR SCALING



FRESHMEN

FULL-SERVICE FANG SHARPENING

247 EMERGENCY COSMETIC REPAIR & MAINTENANCE

**SPECIAL READING**

Charlie Tentacles



**A Life Not SCARY**

Celebrated Alumnus **3pm**  
 READS POEMS FROM HIS NEWEST BOOK

Brought to you by the Friends of Science Fiction Poetry and the MU Poets Coalition United in the O' Ennui

NT TAL PLAN



FRESHMEN

SHARPENING

IR & MAINTENANCE

LSCR TUTORING

RECEIVE A 177 OR HIGHER THAN ANY OTHER STUDENT OR DO NOT PAY!

EMAIL LSCR TUTOR ALL MY STUDENTS HAVE SEEN DRAMATIC IMPROVEMENT IN THEIR SCARING!

LSCR TUTOR LSCR TUTOR LSCR TUTOR LSCR TUTOR LSCR TUTOR LSCR TUTOR LSCR TUTOR LSCR TUTOR

THIS FRIDAY! FREE DONUT

**BLOOD DRIVE**

**MU GREEK COUNCIL**

**JOIN TODAY**

**YOU CAN MAKE A DIFFERENCE**

**FANG SHARPENING**  
 565-0174



**LIVE!**

**HARRY SCAR BEAT POET THURSDAY**

**WING SHARPENING**  
 -0174

YOU BY THE MU CULTURE C

EMAIL LSCR TUTOR ALL MY STUDENTS HAVE SEEN DRAMATIC IMPROVEMENT IN THEIR SCARING!

In Association With the Friends of Wailing

**Scream**

A Life Not Scary

LOW MU SCHOOL OF MUSIC

SAVE UP TO 80% OFF 50% OFF 30% OFF 10% OFF

FRESHMEN

FULL-SERVICE FANG SHARPENING

247 EMERGENCY COSMETIC REPAIR & MAINTENANCE

**GUITAR LESSONS**

SPECIALIZING IN 25 FINGER TECHNIQUE.

FREE

ESSOR PROCESSOR

AY IN LOGISTIC

DATING-POINT E

25 TOP SCARING PROFESSIONALS

PROCESSOR

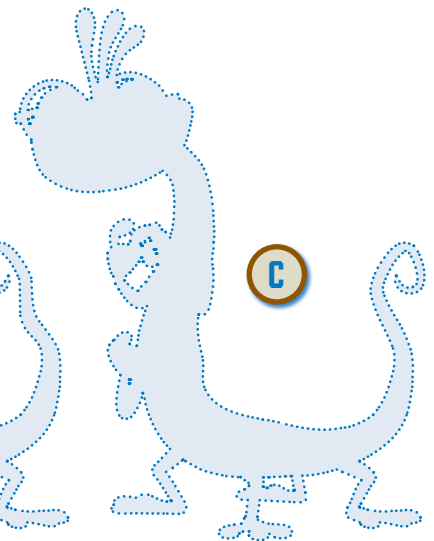
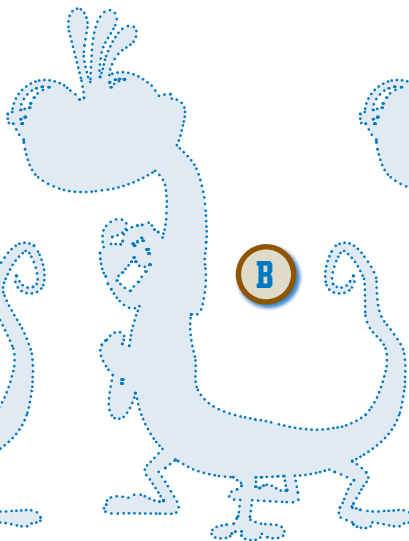
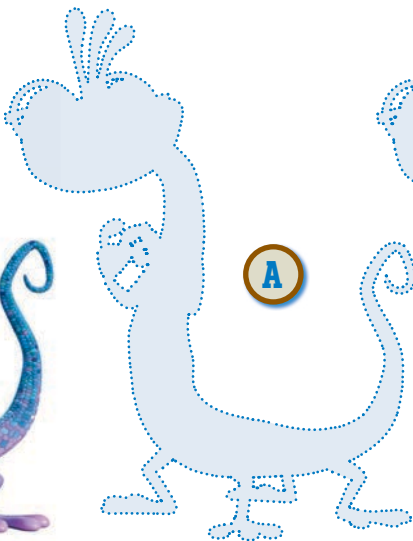
# MIKE'S POSTERS

MIKE FINALLY REACHES HIS ROOM IN THE DORM AND THE FIRST THING HE DOES IS HANG HIS POSTERS. WHICH OF THE PICTURES ON THE SIDE PERFECTLY MATCHES THE EMPTY SPACE ON THE WALL?



# WHERE'S MY ROOMMIE?

RANDY BOGGS, MIKE'S NEW ROOMMATE, HAS AN UNUSUAL TALENT. HE CAN BECOME INVISIBLE! CAN YOU GUESS WHICH OF THESE DOTTED FIGURES BELONGS TO RANDY?



Answers: MIKE'S POSTERS = 3; WHERE'S THE ROOMMIE? = C.



# BROTHERHOOD CHECK

THERE ARE MANY BROTHERHOODS AT MONSTERS UNIVERSITY, AND EACH OF THEM HAS ITS OWN SYMBOL. CAN YOU GUESS WHICH SYMBOL APPEARS MOST OFTEN IN THE GROUP BELOW?



- OK** OOZMA KAPPA .....
- PNK** PYTHON NU KAPPA .....
- ZEK** SLUGMA SLUGMA KAPPA .....

- ROR** ROAR OMEGA ROAR .....
- JOX** JAWS THETA CHI .....
- HSS** ETA HISS HISS .....

Answer: BROTHERHOOD CHECK = RORS-6, OKS-5, EKS-5, JOXS-4, HSS-4, PINKS-3.

© Disney/Pixar



# SCARE GAMES SIGN UP

THE ANNUAL SCARE GAMES IS A SCARING COMPETITION BETWEEN THE MONSTERS UNIVERSITY BROTHERHOODS. WOULD YOU LIKE TO SIGN UP? YOU JUST NEED TO MAKE UP A TEAM. **CHOOSE A SYMBOL AND THE TEAM'S NAME, CREATE 6 MONSTERS USING THE ELEMENTS. THEN COLOR YOUR MONSTERS.**

SYMBOL

NAME OF YOUR TEAM

NAME OF THE TEAM LEADER

NAME OF THIS MONSTER

NAME OF THIS MONSTER

NAME OF THIS MONSTER

NAME OF THIS MONSTER

NAME OF THIS MONSTER



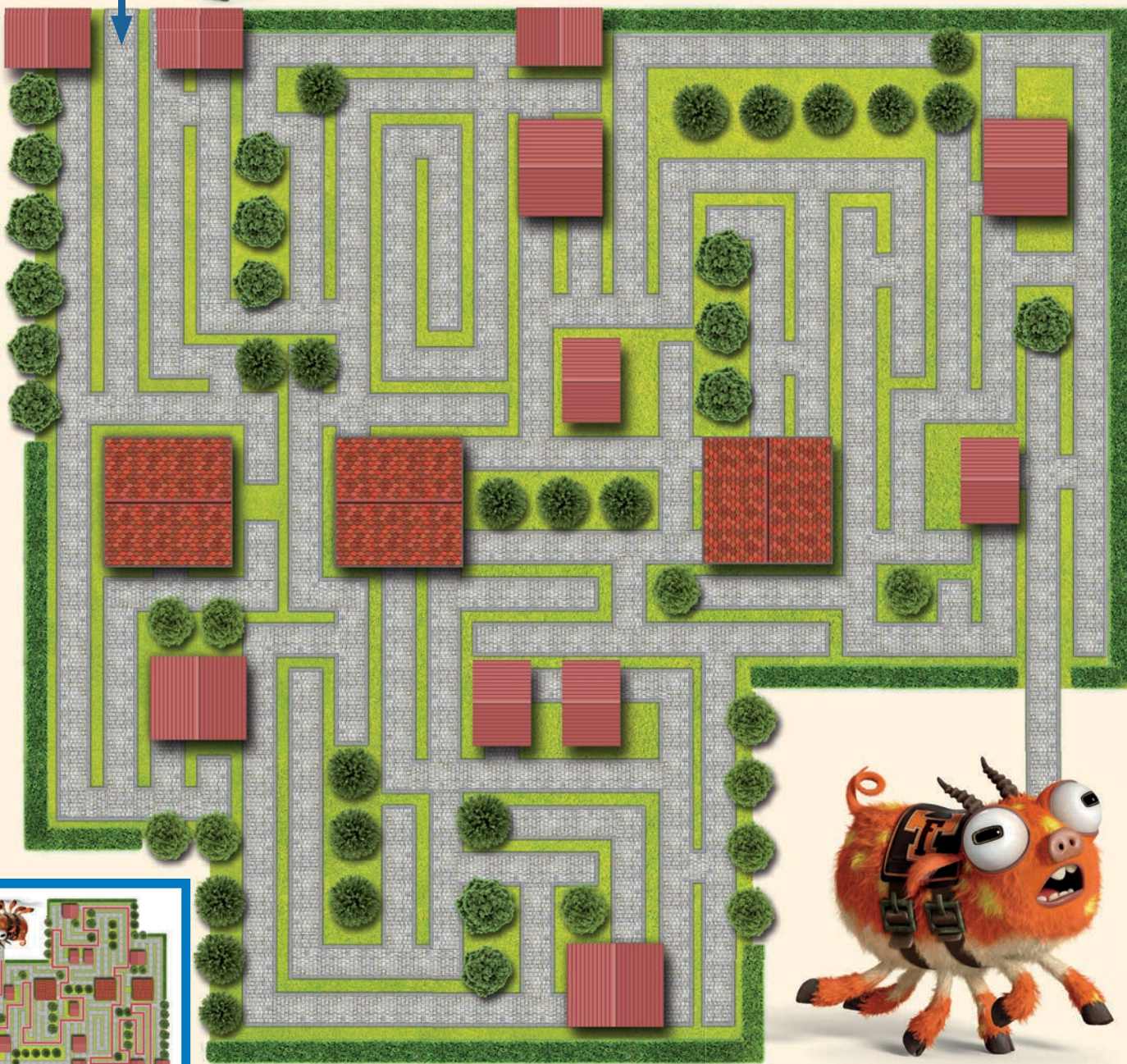
# GAMES

## CATCH ARCHIE!

SULLEY HAS STOLEN ARCHIE THE SCARE PIG - RIVAL SCHOOL FEAR TECH'S MASCOT - TO IMPRESS THE ROAR OMEGA ROARS. BUT WHEN ARCHIE ESCAPES, MIKE AND SULLEY HAVE TO CHASE AFTER HIM. HELP THEM CHOOSE THE RIGHT PATH THROUGH THE CAMPUS TO CATCH ARCHIE.



START



Solution: CATCH ARCHIE!

© Disney/Pixar

**GAMES**

# DOOR DESIGN

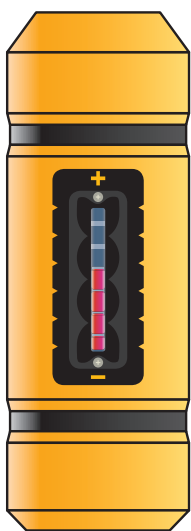
IN THE DOOR TECH DEPARTMENT, STUDENTS TEST DOORS TO THE HUMAN WORLD. WHICH OF THE DOORS BELOW IS IDENTICAL TO THE DOOR TO THE RIGHT?



**GAMES**

# SCREAM CAN DESIGN

"SOME SAY THAT A CAREER AS A SCREAM CAN DESIGNER IS BORING, UNCHALLENGING, AND A WASTE OF A MONSTER'S POTENTIAL," DRONES THE SCREAM CAN DESIGN TEACHER, PROFESSOR BRANDYWINE. CAN YOU SPOT THE CORRECT COMPONENTS THAT BELONG TO THE ORIGINAL CAN ON THE LEFT?



**ORIGINAL**



**A**



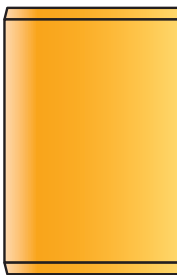
**C**



**B**



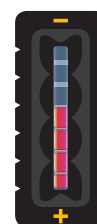
**D**



**E**



**F**



**G**



**H**



**I**

**TOP**

**BOTTOM**

**BODY**

**CAPACITY DISPLAY**

Answers: DOOR DESIGN = 5; SCREAM CAN DESIGN = A, D, E, H.

© Disney/Pixar



# MIKE OR SULLEY?

THEY'RE BOTH NICE MONSTERS, BUT IF YOU WERE ONE OF THEM, WHICH WOULD YOU BE? TAKE THIS QUIZ AND FIND OUT!



START HERE!

HOW DO YOU USUALLY SPEND YOUR SPARE TIME?

READING A BOOK

WATCHING SPORTS



WHICH COLOR DO YOU WEAR MORE OFTEN?

BLUE

GREEN



WHAT DO YOU DO THE DAY BEFORE A SCHOOL TEST?

STUDY

RELAX



WHAT WOULD YOU GIVE AS A GIFT TO YOUR BEST FRIEND?

A HALF-EATEN PIZZA

A BOOK ABOUT SCARING



WHAT WOULD YOU DO TO HELP YOUR TEAM WIN?

ANYTHING

YOUR BEST

YOU ARE SUDDENLY IN DANGER!

YOU RUN AWAY

YOU MAKE A PLAN



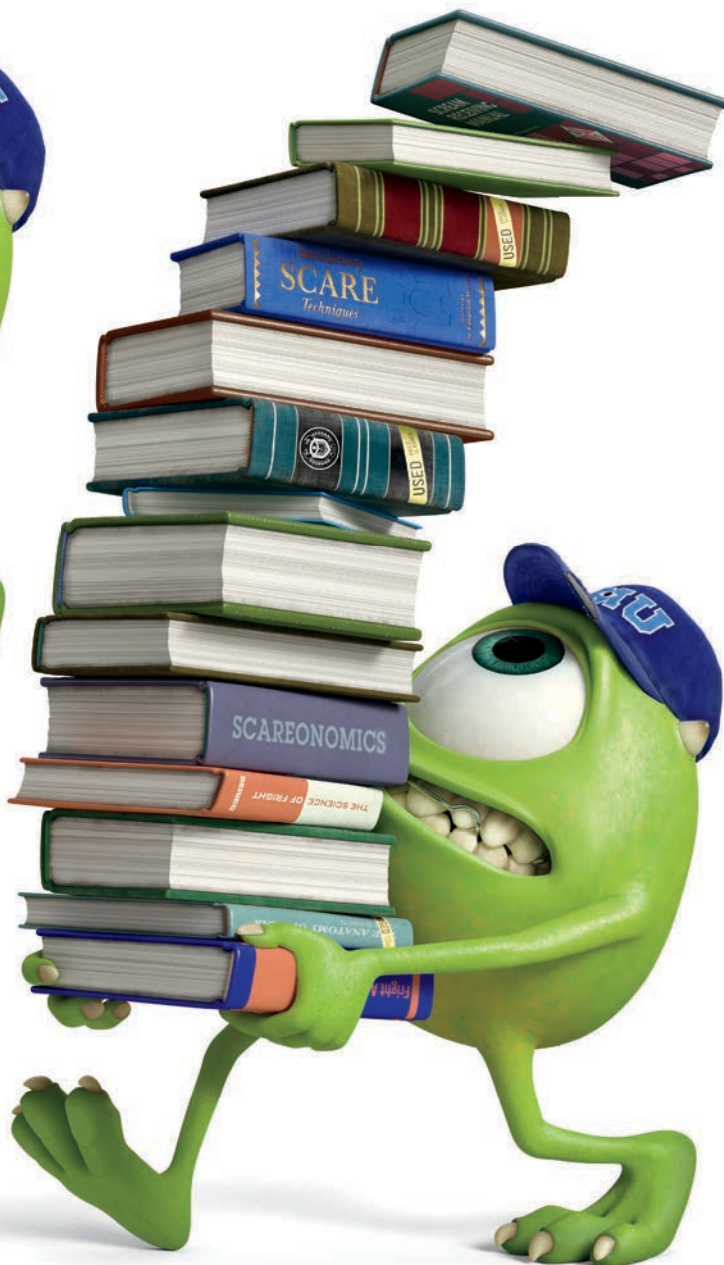
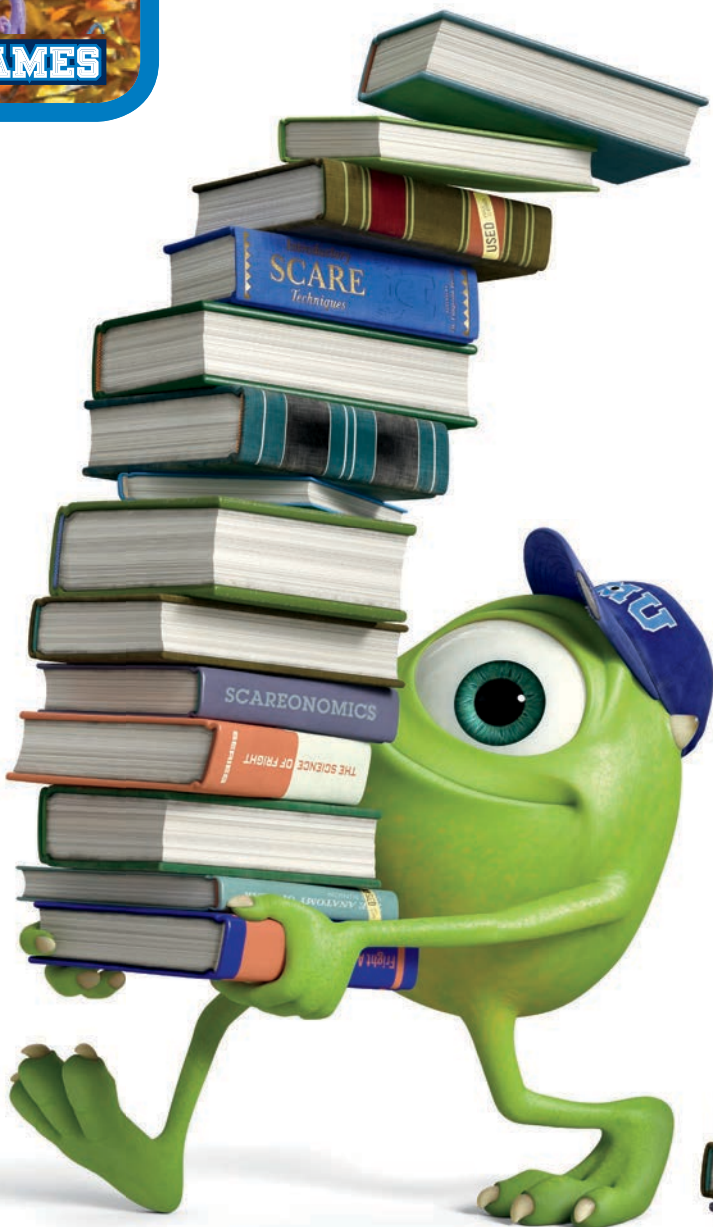
SULLEY

MIKE



# STUDYING MAKES A DIFFERENCE

MIKE CAN NEVER GET ENOUGH WHEN IT COMES TO STUDYING. BUT SOMETIMES HE GOES A LITTLE OVERBOARD! SPOT THE 7 DIFFERENCES BETWEEN THE TWO STACKS OF BOOKS! (DON'T INCLUDE MIKE'S EXPRESSION)



Solution: CULTURE MAKES A DIFFERENCE =



# THE FLYING DEAN

YOU CAN OFTEN SEE THE FRIGHTENING-LOOKING HEAD OF THE SCARING PROGRAM, DEAN HARDSCRABBLE, FLYING OVER THE CAMPUS. WHICH OF THESE SHADOWS BELONGS TO THE ORIGINAL IMAGE OF DEAN HARDSCRABBLE?

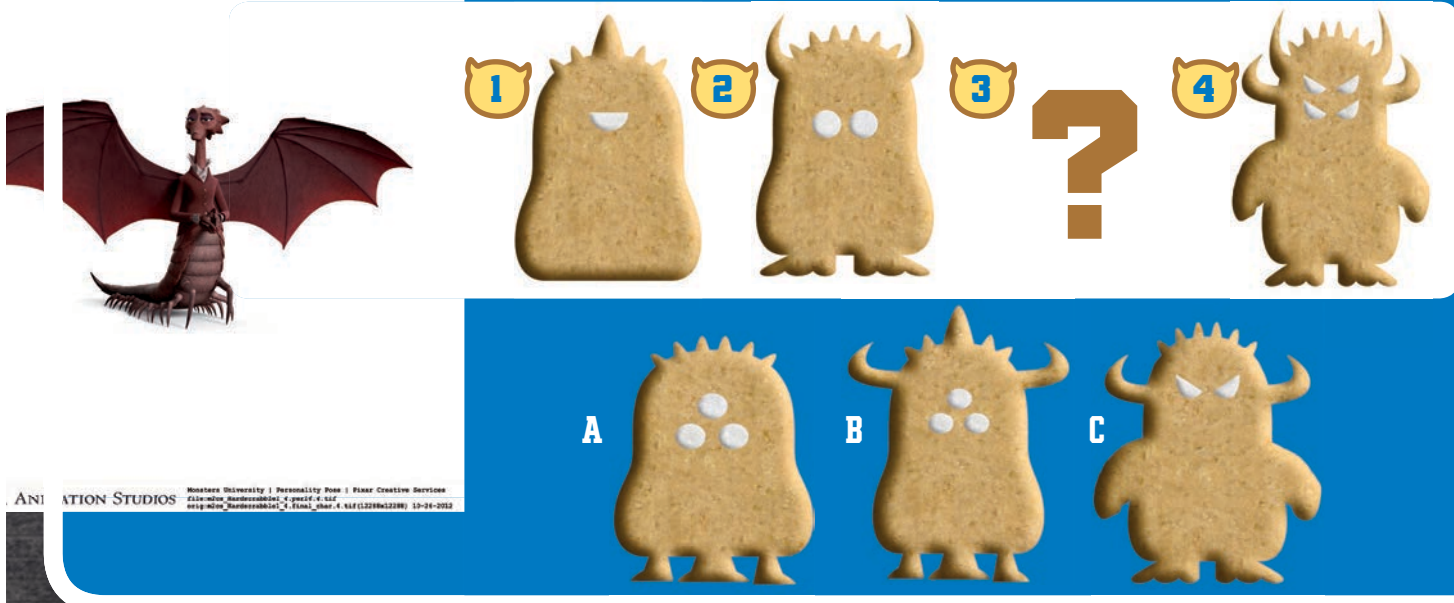


ORIGINAL DEAN HARDSCRABBLE



# THE MISSING COOKIE

OOZMA KAPPA MEMBERS KNOW THAT SQUISHY'S MOM BAKES DELICIOUS COOKIES. CAN YOU GUESS WHICH OF THE 3 COOKIE SHAPES AT THE BOTTOM COMPLETES THE SEQUENCE BELOW?



Answers: THE FLYING DEAN = 3; THE MISSING COOKIE = B.

ANIMATION STUDIOS Monsters University | Personality Post | Pixar Creative Services  
file:mhw\_hardscrabble\_4.psd:4.122  
org:mhw\_hardscrabble\_4\_klax\_0bar.4.klf(12286)(12286) 10-26-2013

# SCARING 101 TEST

ARE YOU A GENIUS IN SCARING? IF SO, IT WILL BE EASY FOR YOU TO GET AN A+ AFTER ANSWERING PROF. KNIGHT'S QUESTIONS.

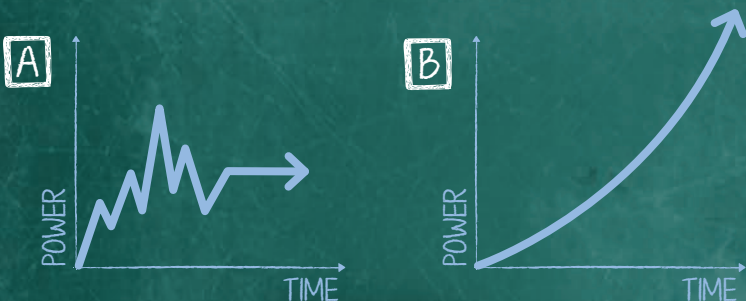
1 WHICH IS THE SCARIEST EYES EXPRESSION?



2 WHICH CHILD'S FACE IS SCARED?



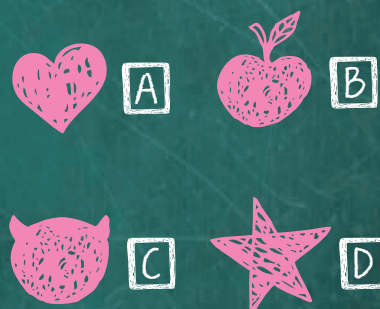
3 WHAT SHOULD THE GRAPH OF A SCREAM LOOK LIKE?



4 WHICH FIGURE COMPLETES THE LEFT PART OF THE DRAWING?



5 WHICH SYMBOL LOOKS LIKE A REAL SCARER?

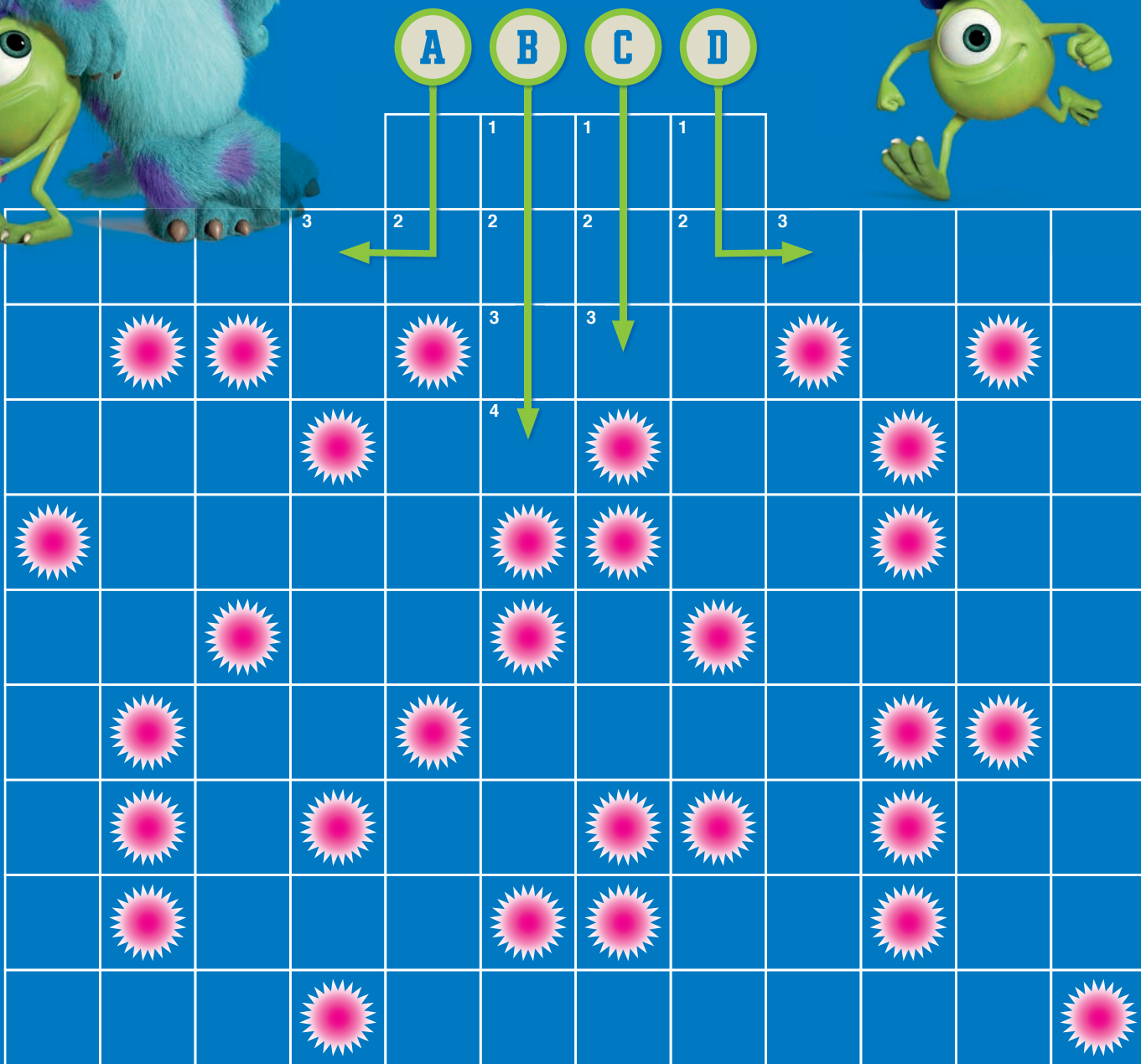


Answers: SCARING 101 TEST = 1-C, 2-B, 3-B, 4-A, 5-C.

GAMES

# TOXICITY CHALLENGE

THE FIRST EVENT OF THE SCARE GAMES IS A RACE THROUGH A DARK TUNNEL FILLED WITH STINGING GLOW URCHINS. THE OBJECT OF THE CHALLENGE IS TO AVOID THE URCHINS AND REACH THE END OF THE TUNNEL AS QUICKLY AS POSSIBLE. FROM WHICH OF THE FOUR START POSITIONS CAN YOU FIND THE WAY OUT OF THE MAZE WITH THE FEWEST STEPS?



A  ...    
  B  ...    
 EXIT    
  C  ...    
  D  ...

Answer: TOXICITY CHALLENGE = C.

**GAMES**

# AVOID THE PARENT

IN THE SECOND CHALLENGE, THE TEAMS HAVE TO SNEAK THROUGH THE LIBRARY AND CAPTURE THEIR TEAM'S FLAG WITHOUT GETTING CAUGHT BY THE LIBRARIAN. HELP EACH OF THE OK MEMBERS MOVE AMONG THE DESKS. TRY TO FIND THE PATH THAT ADDS UP TO THE LEAST AMOUNT OF NOISE-POINTS POSSIBLE.



**SULLEY:** A+G+H+N+T=6    **DON:** ..... = ...    **TERRI & TERRY:** ..... = ...  
**ART:** ..... = ...    **MIKE:** ..... = ...    **SQUISHY:** ..... = ...

Answers: AVOID THE PARENT = SULLEY: A+G+H+N+T=6, DON: B+H+N+T=5, TERRI & TERRY: C+I+J+K+O+X=4, ART: D+J+K+O+X=5, MIKE: E+K+Q+K=4, SQUISHY: F+E+K+O+X=5.

# SCARY DIFFERENT

WHAT DO THESE SCARERS HAVE IN COMMON? NOTHING -- EACH OF THEM HAS SOMETHING SPECIAL. NOW TAKE A BETTER LOOK, AND YOU'LL FIND OUT THAT EVEN BETWEEN EACH OF THE 4 SETS OF IMAGES THERE ARE 3 DIFFERENCES. CAN YOU SPOT THEM?

**ORIGINAL**



1



**ORIGINAL**



3

**ORIGINAL**



2



1- Second horn on blue monster's head, tentacle of orange monster, missing eye of pink monster; 2- Third eye and longer tooth of green monster, extra arm of pink monster; 3- Fourth head, green stripes on back, bigger furry collar; 4- Blue hair, extra stripe on body, longer yellow nails on left foot.

**ORIGINAL**



4



Answer: SCARY DIFFERENT =

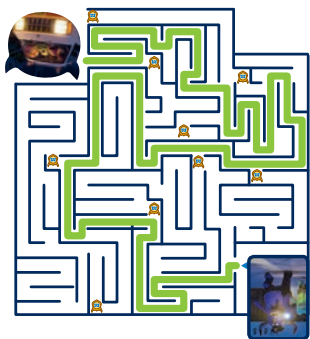
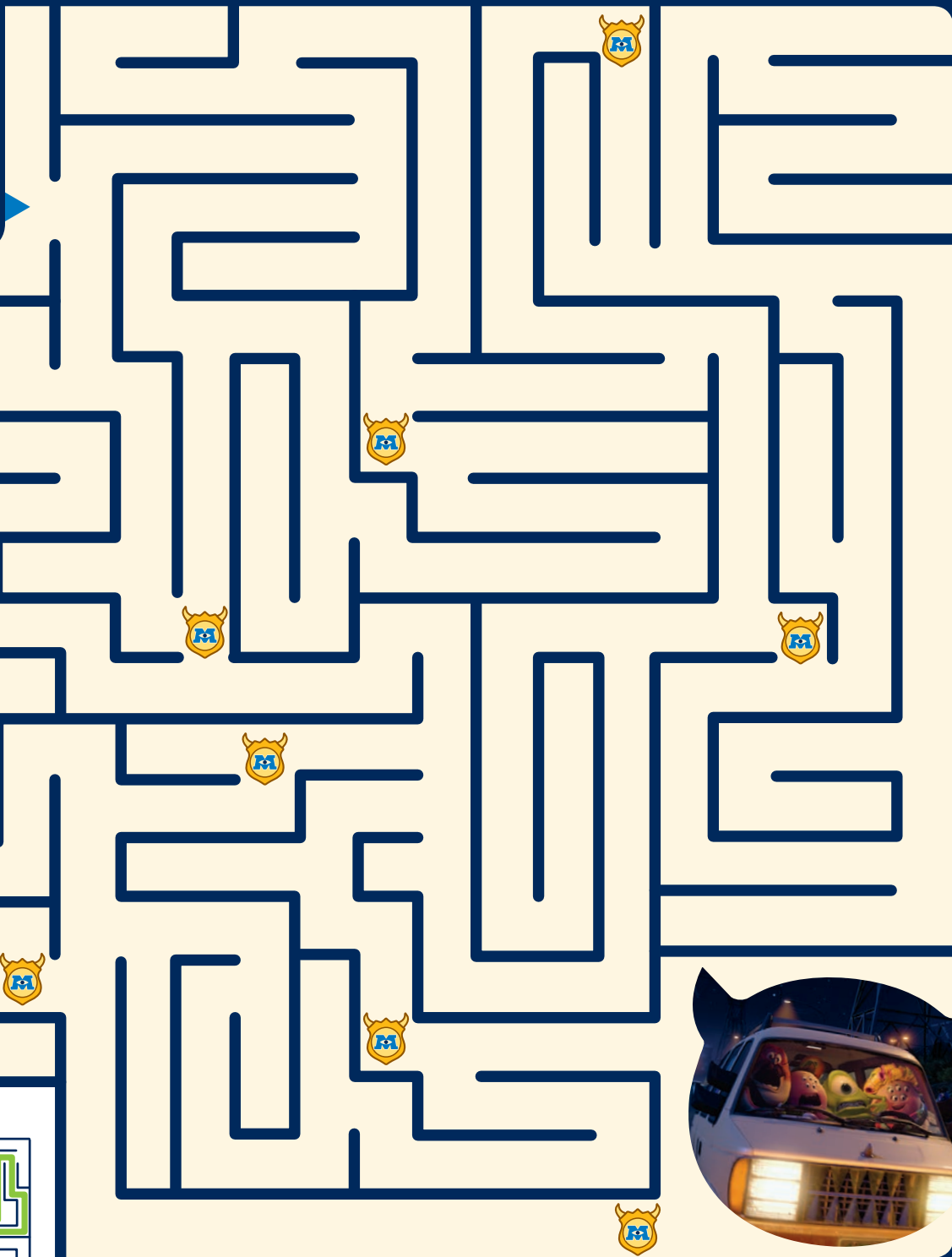
# GAMES

## WE SCARE BECAUSE WE CARE

MIKE ASKS MS. SQUIBBLES TO DRIVE THE OKs TO MONSTERS, INC. SO HE CAN SHOW HIS FRIENDS WHAT THE PROFESSIONAL SCARERS LOOK LIKE. UNFORTUNATELY, THE SECURITY GUARDS SPOT THEM AND THEY MUST RUN QUICKLY BACK TO THE CAR. HELP THEM THROUGH THE MAZE AVOIDING THE GUARDS.



GOOOOOO!!!



Solution: WE SCARE BECAUSE WE CARE =



**GAMES**

# RISE AND SHINE!

THE OK TEAM IS TRAINING HARD FOR THE SCARE GAMES. EVERY MORNING MIKE'S ALARM CLOCK GOES OFF VERY EARLY. CAN YOU GUESS WHAT TIME THE ALARM IS SET FOR? FIND OUT BY BLACKING OUT THE SEGMENTS IN THE CLOCK'S DIGITS THAT MATCH THE DARKENED SEGMENTS IN THE PHRASE BELOW.

RISE AND SHINE



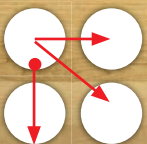
**GAMES**

# IN A CHILD'S ROOM

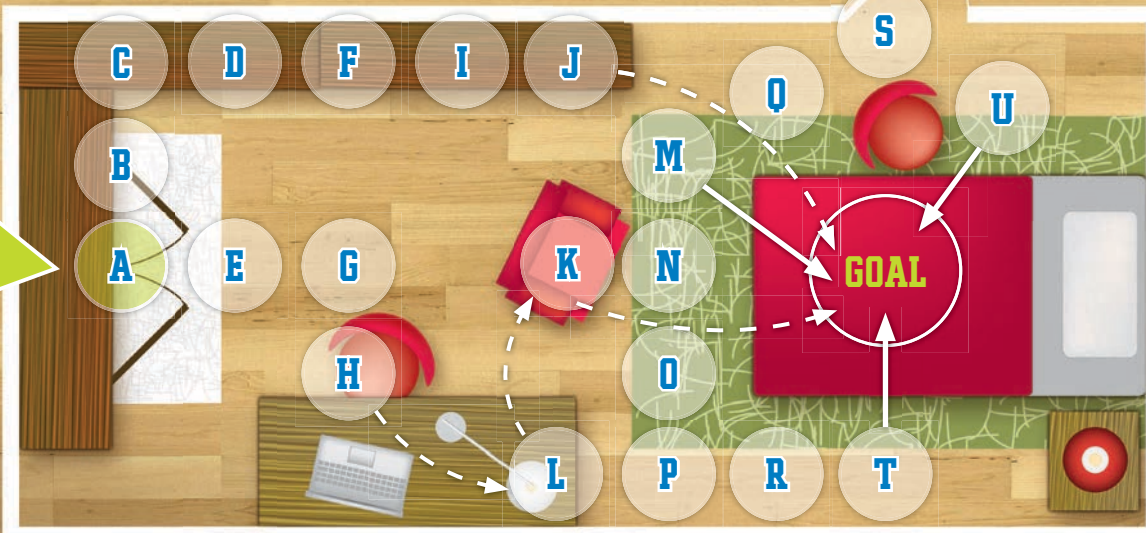
ONE OF THE MOST IMPORTANT SKILLS THAT A SCARER SHOULD HAVE IS TO MOVE QUICKLY IN A CHILD'S ROOM. CAN YOU FIND THE SHORTEST WAY FROM THE CLOSET TO THE CHILD'S BED? AVOID ALL OBSTACLES AND DON'T MAKE A SOUND!

WAY IN

MOVE IN ANY DIRECTION:



--- JUMP



Answers: RISE AND SHINE! = 06:00; IN A CHILD'S ROOM = A-E-G-H-L-K.





**GAMES**

# DIG DEEP!

SULLEY DECIDES TO TEACH HIS FRIEND HOW TO BE SCARY. MIKE TRIES A HEARTFELT ROAR, BUT SULLEY WANTS MORE. TRY TO ORDER THE ROARS FROM THE SOFTEST (SMALL LETTERS) TO THE LOUDEST (BIG LETTERS).

**A** ROOOOAR!

**B** ROOOOAR!

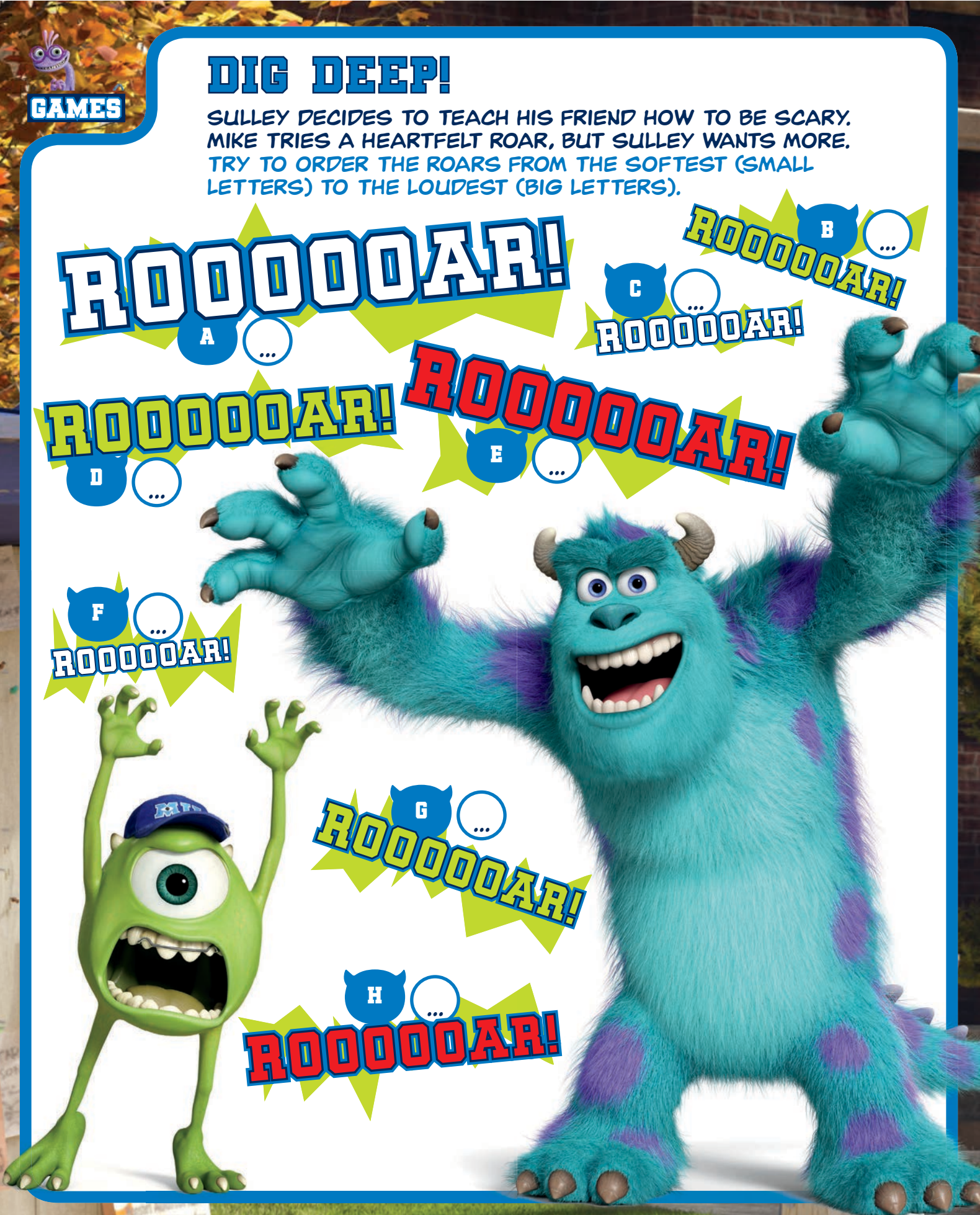
**C** ROOOOAR!

**D** ROOOOAR! **E** ROOOOAR!

**F** ROOOOAR!

**G** ROOOOAR!

**H** ROOOOAR!



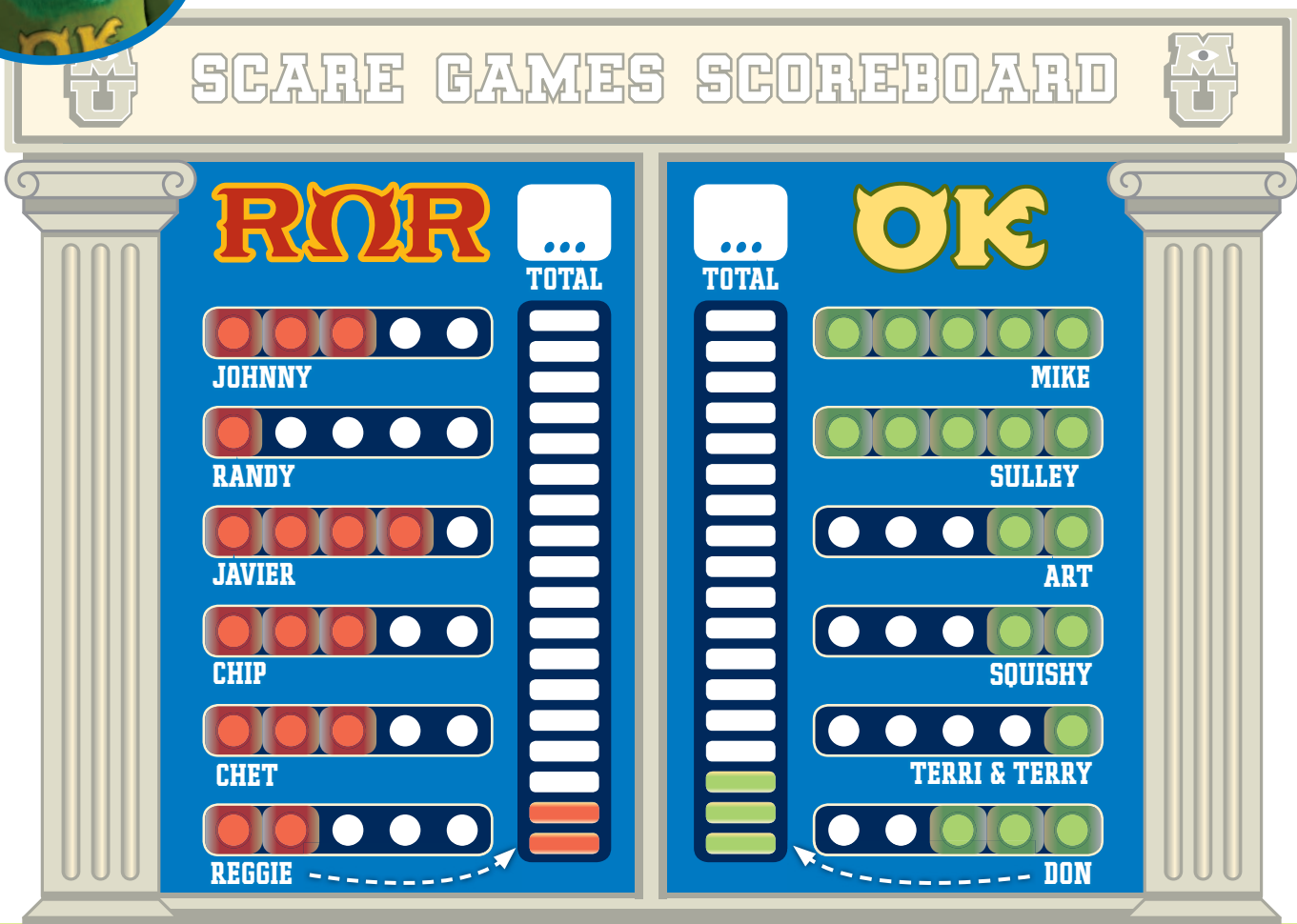
Answer: DIG DEEP! = F-C-B-G-H-D-E-A

**GAMES**



# IN THE SCARE SIMULATOR

IN THE FINAL EVENT OF THE SCARE GAMES, EACH MEMBER OF THE OKS COMPETES AGAINST ONE OF THE RORS. ONE AFTER ANOTHER, THE SETS OF PLAYERS HAVE TO HEAD THROUGH THE SIMULATOR. WHEN THEY COME OUT, THE SCOREBOARD SHOWS THE LEVEL OF THE SCARE PERFORMED BY EACH PLAYER. WHICH TEAM WILL WIN? COLOR IN THEIR SCORES AND ADD THEM UP TO FIND OUT.



Answer: IN THE SCARE SIMULATOR = OK wins with 18 points (ROR makes 16 points).

# GAMES

## THE REAL TROPHY

NOBODY COULD EVER IMAGINE THE OUTCOME OF THE SCARE GAMES! THE CROWD CHEERS WILDLY AS THE WINNING TEAMMATES HUG ONE ANOTHER AND WEEP TEARS OF JOY. WHICH OF THE 3 TROPHIES BELOW MATCHES THE ORIGINAL TROPHY IN THE BOX ON THE LEFT?



1



2



3

# GAMES

## THE SCARIEST BUNCH OF MONSTERS I'VE EVER MET

THIS IS A SNAPSHOT FROM THE OOZMA KAPPA PHOTO ALBUM. AS YOU CAN SEE, THE OKS ARE HIDING IN THE ROOM. CAN YOU FIND THEM ALL? CHECK OFF THE CIRCLE BESIDE EACH OK ONCE YOU'VE LOCATED HIM.



Solution: THE REAL TROPHY = 3; THE SCARIEST BUNCH OF MONSTERS I'VE EVER MET: Sulley is behind the corner, Don, Art and Mike are behind the sofa, Squishy is in the fireplace, Terry and Terry are behind the armchair.



# GAMES

## SCARY MIKE

MIKE LETS OUT HIS BIGGEST ROAR, BUT THE CHILD THINKS HE'S FUNNY. WHICH OF THE 6 DETAILS BELOW BELONG TO EACH PICTURE?



A



B



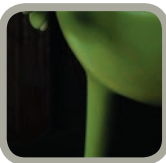
1

...



2

...



3

...



4

...



5

...



6

...

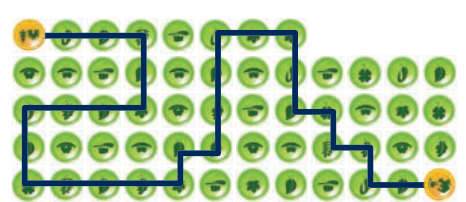


# GAMES

## ESCAPE THE RANGERS!

MIKE AND SULLEY HAVE FLED TO THE FOREST. HELP THEM ESCAPE THE RANGERS. REACH THE CAMPERS' CABIN BY MOVING ONLY ON THE LEAF SYMBOLS. MAKE SURE TO AVOID THE RANGER HATS!

START

Answers: SCARY MIKE = 2,5,6-A, 1,3,4-B; ESCAPE THE RANGERS = 1,2,3,4,5,6,7,8,9,10,11,12



**GAMES**

# REALLY SCARY

THE RANGERS ARE GETTING CLOSE TO THE CABIN WHERE MIKE AND SULLEY ARE HIDING. BUT IF THE TWO OF THEM SCARE OFF THE RANGERS WITH THE 6 TACTICS BELOW, THEY SHOULD BE ABLE TO GET HOME. SPOT THE SEQUENCE IN THE BOX BELOW.



**1.**  
TURN ON  
FAN



**2.**  
MOVE  
CURTAINS



**3.**  
SLAM  
DOOR



**4.**  
SHADOWS  
SKITTERING  
ON WALLS

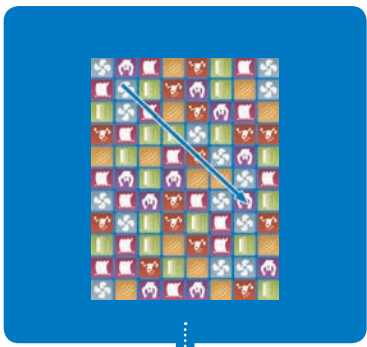
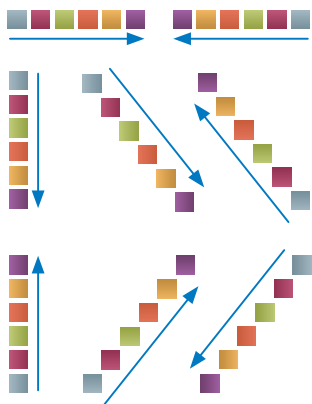


**5.**  
CLAW MARKS  
ON WALLS



**6.**  
TERRIFYING  
ROAR

**TIP:** YOU MAY FIND THE SEQUENCE IN ANY DIRECTION:




Answer: REALLY SCARY =