



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO LIFE ADVENTURES. You'll find the answers to all your questions on the HASBRO LIFE ADVENTURES in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual HASBRO LIFE ADVENTURES
User guide HASBRO LIFE ADVENTURES
Operating instructions HASBRO LIFE ADVENTURES
Instructions for use HASBRO LIFE ADVENTURES
Instruction manual HASBRO LIFE ADVENTURES



Contents
110 cards (27 pink Family cards, 27 blue Career cards, 27 green Wealth cards, 27 yellow Adventure cards and 2 Reminder cards).

How to Win
Be the player with the most points in your life story at the end of the game.
More cards in front of you on the table = more points!
Play cards onto the table to create your own life story. Have a great time and watch those points come flooding in! Read through the rules and try a practice game before you play for real.

Get ready!
1. Separate the cards into piles by color. Keep the 2 Reminder cards on hand as you play.
2. Give everyone a good shuffle and put them face-down on the table.
3. Take turns taking 1 card at a time, until you have 5 cards each.
• You can take cards from any of the decks - It's good to mix and match!
• You don't have to take a card from every deck, as long as you have 5 cards in total.

For example, you could take 1 Career card, 2 Wealth cards and 2 Adventure cards.
If you draw a +10 card, put it to one side and take a new card. When everyone has taken 5 cards, put any +10 cards back into the decks they came from and reshuffle.
Keep your cards secret!

Play
Life's simple! On your turn:
1. **Play a card** on to the table.
2. **Tell a story** to match the card.
3. **Take a new card** from the top of any draw pile or discard pile and add it to your hand.
That's it!

Take a card from any pile at the end of each turn.

Every card in your life story has a point value. The player with the most points wins!

How do I play a card?
Remember, it's all about collecting those points!
If a card has no symbol in the top right corner, play it onto the table right in front of you to start building your own life story. Read the card aloud and tell the other players a story to go with it.
For example: "Wow - I got a job as a **Pop Star** - I'm going to be famous!"
If a card has a red symbol in the corner, it means you need to have a particular card in your life story **before** you can use it. The symbol shows what you need.
For example, to **Sail solo around the world**, you need a boat first! So you need a Boat card in your life story before you can use this one.

Use cards with **arrow symbols** to get stuff from other players! For example, use a **Lawsuit** card to sue another player like this:
1. Choose another player and tell them why you're suing them - make up a reason! Be creative!
2. They must choose a card (from their life story) worth 30 points or more and give it to you.
3. Put the card into your life story.
4. They put the **Lawsuit** card into their life story.
Once a card is part of someone's life story, it must stay on the table. It can't go back into any player's hand.



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Manual abstract:

Have great time and watch these principles come flooding! Read through the rules and try a practice game before you play for real. **CARD GAME** Get ready! 1. Separate the cards into piles by color. Keep the 2 Reminder cards on hand as you play. 2. Give each pile a good shuffle and put them face down on the table. 3. Take turns taking 1 card at a time, until you have 5 cards each. @@· You don't have to take a card from every deck, as long as you have 5 cards in total. For example, you could take 1 Care card, 2 Wealth cards and 2 Adventure cards.

If you draw +10 card, put it to the side and take a new card. When everyone has taken 5 cards, put any +10 cards back into the decks they came from and reshuffle.

Keep your cards secret! Play Take card from any pile at the end of each turn. +10 cards. 20 years have passed! Life's simple! On your turn: 1.

Play card on the table. 2. Tell a story to match the card. 3. Take a new card from the top of any draw pile or discard pile and do it on your hand.

@@@Read the card loud and tell the other players a story go with it. @@The symbol shows what you need. @@So you need a Boat card in your life story before you can use this one. Use cards with arrows to get stuff from other players! For example, use a Lwsuit card to sue another player like this: 1. Choose another player and tell them why you're suing them. Make up a reason! Be creative! 2. They must choose a card (from their life story) worth 30 points or more and give it to you. 3. Put the card into your life story. 4. They put the Lawsuit card into their life story.

@@@Put it face up next to the deck it came from to start discard pile. Pick up a new card suit. @@Each one shows the 10 years have flown by! The game ends after 60 years. @@Show everyone a card put it to the side of the playing area. 2. Take a new card from any pile and Your turn is over. do it on your hand. 3. @@4. All add up the points on the cards in your life story.

Don't count a y cards till your hand. 5. The player with the most points wins! Congratulations a wonderful life! If there's a tie, the player with the most cards wins. Tip! @@Her's what each type of card Care leader Get a job! @@@@You can have up to 3 Pay cards per Career. Check the orientation of a card to see if it has symbols.

@@@Look out for the symbols as you play. For example: To celebrate your Golden Anniversary, you need to be married (we have Wedding card in your life story). Just like in real life! You can't make Home Improvements until you have home! Sometimes you need to play card from the deck before you can complete a Life event from a different deck. For example, you need to play Boat card from the Wealth deck into your life story before you can play a 'Sil so ar und the world' card from the Adventure deck! @@@@It's like a computer! © 2010 Hasbro.

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