



Your PDF Guides

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

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AGES 9+
2-6 PLAYERS

Aim of the Game

Live LIFE to the extreme.

Move around the board and live life as an adventure! Will you take the safe path and build your fortunes the sensible way or will you risk it all as you walk the extreme path?

Follow the instructions on the space you land on or take a story card and experience an amazing event based on real life. Extreme Story cards are events sent to us by real people – look for the name and country on the card.

Win or lose money for the things you do as you move around the track. Choose a crazy real-life home and an off-the-wall career. Get married, have lots of babies to win you money at the end of the game. Work hard, play hard and make your life count.

The richest player at the end of the game wins!

Contents

Gameboard, 1 spinner (in 4 parts),
6 cars, 52 people pegs (blue and pink),
12 career cards, 18 promotion tokens,
6 land tokens, 6 plastic house stands,
12 house tokens, 12 house cards,
7 lottery tokens, 17 LIFE tokens,
7 Extreme LIFE tokens, 54 bank loans,
1 pack of money, 6 reminder cards,
50 Story cards, 20 Extreme Story cards,
plus 10 blank cards and a sheet of sticky labels for your own stories.

Adult Assembly Required

Assembly

The first time you play:

- Carefully remove the game pieces from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.
- Push the spinner dial and all the tokens out of the cardboard sheet.
- To assemble the spinner, slide the spinner ring into the dial as shown and twist it clockwise to fit it in place. Line up the spinner colors to match the lottery track on the board (e.g. 1 is yellow; 10 is green). On the inner circle, black lines up with even numbers and red with odd numbers.

Daycare Board

Put the Daycare board onto the gameboard and put the lottery tokens near the board.
Don't throw any of these parts away!



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Manual abstract:

Move around the board and live life as an adventure! Will you take the safe path and build your fortune the sensible way or will you risk it all as you walk the extreme path? Follow the instructions on the space you land on or take a story card and experience an amazing event based on real life. Extreme Story cards are events sent out by real people - look for the name and country on the card. Win or lose money for the things you do as you move around the track. Choose a crazy real-life home and an off-the-wall career. Get married, have a lot of babies to win you money at the end of the game. Work hard, play hard and make your life count. The richest player at the end of the game wins! Contents Gameboard, 1 spinner (in 4 parts), 6 cars, 52 people pegs (blue and pink), 12 career cards, 18 promotion tokens, 6 land tokens, 6 plastic house stands, 12 house tokens, 12 house cards, 7 lottery tokens, 17 life tokens, 7 extreme life tokens, 54 bank loans, 1 pack of money, 6 reminder cards, 50 story cards, 20 extreme story cards, plus 10 blank cards and a sheet of sticky labels for your own stories. Adult Assembly Required Daycare Board Assembly · Push the spinner dial and all the tokens out of the cardboard sheet. The first time you play: · To assemble the spinner, slide the spinning ring · Carefully remove the game pieces from the plastic into the dial as shown and twist it clockwise to frame. If needed, use an emery board and paper fit in place. Line up the spinner color to match to remove the excess plastic from the game pieces. @ @ @ @ Don't throw any of these parts away! SET-UP Each time you play: 1. lace facedown life tokens on P the Winners' Podium spaces. The number of life tokens is shown on each space. 2. huff the story, extreme story, S House and Career and College Career cards separately and place them facedown in piles near the board. 4. @ @ 5. @ @ leave the golden lottery token near the board. Bank money Bank loans er than (Much quick me of Life!) l Ga the origina Land space Put your house token on the land space of your choice. HOW TO PLAY Why wait? Read the rules on this page, then start playing right away! if you get stuck when you land on a space, look for that space in the reference section to find out the juicy details. Before you Start each put a pink or blue peg in your car (that's you, driving along!) and choose whether to start on the Career or College start space. Any number of players can start on either space. land token START COLLEGE College Students, take a \$20K bank loan from the banker and put it in front of you. · ou will stop and choose Y your career as soon as you reach the Diploma space. · ou can pay off your bank loan on any turn, Y as long as you have enough cash. On your Turn 1. pin the spinner and move that many spaces S around the board, in the direction of the arrows. Players can land on the same space. 2. @ @ 3. @ @ 4. f you're on the extreme track when you i do this, take an extreme story card. 5. h en you're done, your turn is over. @ @ @ @ The player with the most extreme hair do starts. @ @ @ @ Reminder cards 3. Red Stop Spaces Whenever you see a red STOP sign, STOP! even if you have moves left. Dowhat the space says, then spin again to move. e.g. Get your diploma. For College students, the first STOP space is the DiPIOMA space. Seepage 5. For all of these spaces, look at the Reference Section to read about each space in detail. 2. LIFE tokens if you land on a space with a life symbol on it (or extreme life if you're on the black extreme track), take the relevant token and, without peeking at the value on the front, put it facedown in front of you. Makesure the colors match this illustration when your spinner is complete. They match the numbers on the lottery track on the board. Red lines up with odd numbers and black with evens. This will come in handy during the game! GAME OVER As soon as 2 players have reached RETIREMENT at the end of the track, jump to GAME OVER on page 6. 3 2 REFERENCE SECTION BANK LOANS Taking Out Loans The banker is in charge of bank loans. if you have to pay for anything before you've earned any money, you must take out a bank loan. Keep your loan certificate in front of you until you decide to pay it back. Example: You need to buy a house worth \$120K, but you only have \$90K. Take two \$20K loans from the banker. That counts as \$40K : towards the price of your house. PRICE ALE FOR S SPIN Now pay the difference (\$80K) 90K \$ K \$150 to the banker. You will have \$10K left over. Pay off the loans whenever you have enough money to do so. Tell the banker how many loans you want to pay off and spin the spinner. · pin black: Pay the bank the loan amount. S · pin red: Pay the bank the loan amount plus S 50% interest. Example: Bank loan \$100K Spin black: You owe \$100K. Spin red: You owe \$100K + \$50K (\$150K in total). @ @ @ @ your left to read your extreme story card. Follow the instructions in the story (only one extreme story per card). @ @ 2. Wheredid the babyometer stop? @ @ @ @ @ @ @ @ @ 1. @ @ Place your lottery token and the golden lottery token next to them. 2. @ @ 3. Spin the spinner. 4. @ @ 5. @ @ You get their career and the salary to go with it! Take their promotion token too. Keep this salary for the rest of the game (unless someone swaps with you again!). Lose your House Your house is repossessed! Give your house card and token to the banker and leave the land token where it is. if you land on a blank space on the extreme track, ask the person on 4 REFERENCE SECTION RED STOP SPACES · STOP! even if you have moves left. · Follow the instructions on that space. · pin again. Move and follow the S instructions for the space you land on. @ @ @ @ end of the path park their 1. ake the life tokens from the podium space T car on the first space on the 5. @ @ the life tokens. you owe. 2. f you have kids, take \$50K per child from i As soon as the second 6. dd the cash you have left to your token total. @ @ the track and park their The richest player is the winner! 3. f you own a house, sell it back to the bank. @ @ @ @ top, even if you have moves left, then S spin again. 2. ultipliy your spin by 10. This is the M percentage you scored in your exam. · 0-100%: Congratulations you passed! 4 Take 3 facedown College Career cards, pick the one you want and put the rest back. Now spin again to move. 1. Stop! Spin the spinner. 2. pin black: Your family pays for the S wedding. 3. pin red: you foot the bill. Pay the S bank \$50K. 4. ut another people peg (your new husband or P wife) in the car next to you, then spin again to move on. 3. ay the Bank the amount on the card. P Take out a loan if you're short of cash. 4. lidethat card's house token into your house S stand and place it on the land space of your choice, right on top of the land token. You can build a nice hotel in the desert if you like! 5. Spin and move again! Choose your Path! Buy a House 1. top! Take 3 facedown house S cards from the house card pile. 2. ick the one you want to keep and P return the others. 1. top! Will you take the safer route S or risk it all on the extreme path? 2. ake your choice and spin again. M Move that number of spaces down your chosen path and follow the instructions for the space you land on. PRINT YOUR OWN STORY CARDS here are two sale prices on your card. T Spin the spinner. · Spin black: sell for the boom price. · pin red: sell for the recession price. S 3. ow buy a new house and end your turn N (see Buy a House above). @ @ @ @ @ @ @ @ be quick and painless.. 2. Spin the spinner. or it could cost you a n 3. heredid the babyometer stop? Take the W armandaleg! number of pegs the arrow is pointing to and i f you land here, you are in the hospital. put them in your car. if you're out of room in your car, put them in Daycare, in the space that Spin the spinner. · pin black: Pay nothing! You're discharged! S matches your car color.

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