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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO MALL MADNESS. You'll find the answers to all your questions on the HASBRO MALL MADNESS 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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Manual abstract:

CONTENTS · gameboard · electronic console · 4 exclusive Teeniest Tiniest Littlest Pet Shop pets · 4 purple pawn stands · 30 plastic check marks · Mall Madness play money · 10 Mall Madness shoppers · 4 bank cards · 4 shopping lists · 2 sale signs · 1 clearance sign · 3 clear pawn stands · 8 treat tokens · 1 storage tray See page 7 for battery information. **1 GAME SETUP** Build your Mall Figure A shows the game fully assembled. 1. Remove the plastic tray and place it off to the side. 2. Unfold the Food Court/ATM bridge piece so it connects the two sections of the upper level of the mall and carefully slide the electronic unit underneath as shown in Figure A. Prepare for your Shopping Spree 1. Pick a pet and the shopper that will represent you. You should sit in a seat near your pet's parking lot space. 2.

Snap your shopper and your pet in a purple pawn stand, as shown in Figure B. 3. Put your pet on their parking lot. 4. Take the shopping list and cash card for your pet and place these in front of you.

5. Take 6 plastic check marks and place them in front of you. You will use these to check off the items you buy for your pet throughout the game. Place the extra check marks back into the tray. 6.

@@@7. @@But don't forget your cash. 1. Choose a player to be the banker. 2. @@During the game the banker collects and distributes all money from the shoppers as the game directs. **GAMEPLAY** Log in your shoppers and pets. 1. @@2. Each shopper will log in following the game's instructions.

@@Your pet will make a sound when you're logged in. If you don't log in fast enough, don't worry. The game will give you one more chance before play begins. 3. @@Place the signs in the corresponding stores. Then press the ENTER button. **NOTE:** During the game new clearances and sales will be announced. When this happens, move the signs to the new locations. Begin your mall adventure! The game will announce your turn by calling out your pet. 1. On your turn, move your shopper and pet pawn as directed. If the game instructs you to move another player, do as it says. 2. You might head to the ATM, buy something in a store, get a treat token, or go to another location in the mall. Read the sections below for specific instructions on each action you might take on your turn.

3. When your turn is done, press the ENTER button. **REPEAT:** If you missed something that was said, press the "?" button. The last announcement will be repeated. **MOVING** There are two types of movement that the game could announce.

1. Move a number of spaces, such as "Cat, move ten." 2. Move to a specific location, such as "Cat, go to the Litter Box." 3 **How to Move** On your first turn, move from your pet's Parking Lot space to the entrance space. This counts as one space. @@You can move in any direction, EXCEPT diagonally. You can move through and share spaces with other shoppers. @@See Figure D. You can move under the bridge.

@@@@This counts as one space. @@@@. If you don't have enough money to buy the item, press the ENTER button to end your turn. · If you have enough money, put your bank card into the BUYING slot. The game will direct you to do one of the following things: What you hear: Cha-Ching! If you hear the cash register sound, you may make the purchase. Pay the banker the amount listed on your shopping list. · Pay regular price If there are no sale or clearance signs in the store. · Pay the sale price If there is a sale sign in the store. · Pay the clearance price If there is a clearance sign in the store. @@Then press the ENTER button to end your turn. 4 What you hear: "Hey this is on clearance!" Surprise! @@@@Better try again later!" or "Ooh we're out of stock.

Try again later." Sorry, you can't buy anything just yet. Press the ENTER button to end your turn. @@Here's what you do: · Move onto the ATM space. · Insert your bank card into the ATM slot.

@@@@@@@@@@@@@@@@@@@@@You can use two treat tokens at once (to move up to 6 spaces). @@For example, when you hear. @@@@@Then press the ENTER button to end your turn. @@Both of you may take a treat token. (See Treat Tokens on page 5.

) Press the ENTER button to end your turn. What you hear: "Meet a friend at the Food Court." What you do: Move your shopper and any other shopper to the Food Court. Both of you may take a Treat token. (See Treat Tokens on page 5.) Press the ENTER button to end your turn. What you hear: "Move (number of spaces) and send a friend anywhere." What you do: Move your shopper as directed. Then move any other shopper to any space on the gameboard. Yes, this does include the parking lots.

What you hear: "Move (number of spaces) and send a friend to the Monkey Mania Arcade." What you do: Move your shopper as directed. Then move any other shopper to the Monkey Mania Arcade. @@Then move any other shopper to the Sweet Treats Ice Cream Shop. That player may take a treat token. @@@@Press the ENTER button to end your turn. @@@@@@Be quick because your final destination could change on your way there! Note: Your goal is to collect any SIX items throughout the game. You don't have to collect one from each color category on your shopping list. The colors on the shopping list are only to be used as a tool to help you find these items in the mall. **RESTORAGE** Slide the electronic unit out from under the ATM/Food Court bridge piece.

Flip the bridge piece outwards to disconnect the top floor of the mall. Put the electronic unit and all the little pieces in the storage tray.

@@@@@@@@@Replace the door and tighten the screw. @@Batteries should be replaced by an adult. 1.

Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and polarity markings. 2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 3.

Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this 7 **CAUTION:** product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries.

Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT** .



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