

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state. For more information about Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com.

90 day warranty is applicable to UNITED STATES ONLY.

FCC NOTICE

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

UK CONSUMER INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.

Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO Box 43, Caswell Way, Newport, Wales, NP19 4YD
or telephone our Helpline on 00 800 2242 7276



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Colors and parts may vary from those pictured. MADE IN CHINA.



THE APPRENTICE™ INSTRUCTIONS



Ages 12+
2 or More Players
42618

Memo:

From Donald Trump

This amazing game is based on my hit TV show – *The Apprentice*. As you know, competitors from all walks of life are split into two teams. Each week they endure rigorous business tasks while living together in a Manhattan loft apartment. These interesting tasks test their intelligence, chutzpah and street-smarts.

While the competitors deal with the challenges of living in close quarters, they must also complete difficult job assignments that force them to think outside the box. Each week, one competitor who doesn't meet my standard of excellence hears those dreaded words – "You're Fired!"

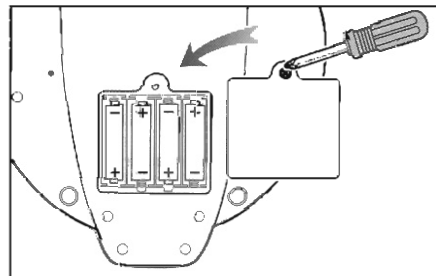
In order to win, and be hired by me, one competitor must outshine all of the others. This game plays the same way. Read the instructions below, but remember, once the game starts, I'll be directing you every step of the way.

Now show me what you've got! Play your cards right, and you might get a job offer!

Donald Trump

BATTERIES

4 AA or LR6 batteries required (not included).



To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (located on the back of the unit) and open the door.
2. Insert 4 new AA or LR6 size alkaline batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.
4. If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



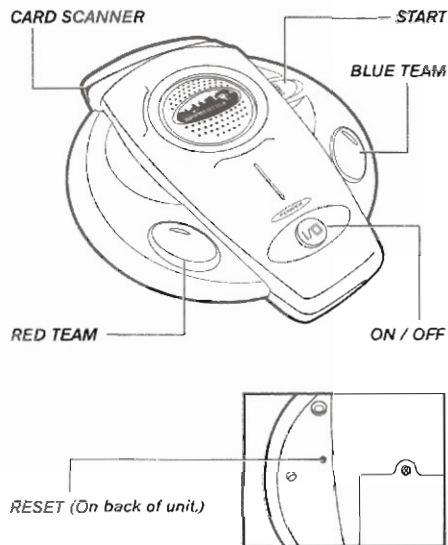
CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them 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 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 RECHARGE OTHER TYPES OF BATTERIES.

IMPORTANT

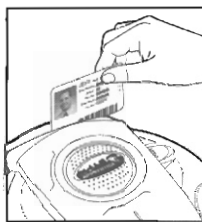
- If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button. See diagram below. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

A LOOK AT THE GAME UNIT



CONTROLS

- ON/OFF** – Press to turn the game on and off. The game turns off automatically after 5 minutes of non-use.
- START** – Press to begin a game. Also press to repeat the last message announced.
- RED TEAM** – Press when directed to do so.
- BLUE TEAM** – Press when directed to do so.
- CARD SCANNER** – Swipe COMPETITOR and TASK cards through the scanner when directed to do so. The bar code on each card should be facing toward the game unit as shown. Make sure the card is kept level as you swipe it through the scanner. If you don't scan the card correctly, you will be directed to try again.
- RESET** – Press with a ball-point pen if your game operates erratically or "locks up."



OBJECT OF THE GAME

Win the most tasks, earn the most money, avoid the boardroom, and get hired by Donald Trump.

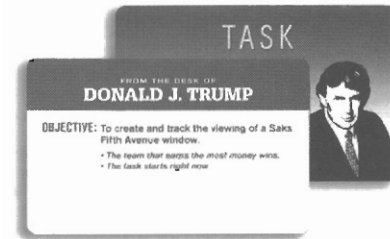
THE CARDS

Following is a brief description of each type of card:

COMPETITOR cards provide the name, age and photo of a competitor, along with point values for each of the five skills needed in this game. These skills include Sales and Marketing, Creativity, Education, Street Smarts and Charisma. Each competitor has some points in all of these skill areas from 1-10, with "1" being the lowest and "10" being the highest.



TASK cards describe job assignments that Mr. Trump uses to test your team's skills.



EARNINGS cards are awarded by Mr. Trump at various times during the game. These cards range in value from \$1,000 to \$5,000. The team with the highest total value of **EARNINGS** cards wins the task!



SET UP

- Divide into two teams – the red team and the blue team. It doesn't matter how many players are on a team.
- Place the game unit in the center of the table.
- There are three different decks of cards – **COMPETITOR** cards, **TASK** cards and **EARNINGS** cards. Shuffle each deck and place all three decks facedown on the table.
- The Red team and the Blue team each begin with six **COMPETITOR** cards. One of the following three methods may be used to select the **COMPETITOR** cards for each team. However, both teams must decide as a group which method will be used.
 - Deal each team six **COMPETITOR** cards facedown. (or)
 - Deal each team ten **COMPETITOR** cards facedown. Each team then selects the six competitors at they want, and returns the remaining four cards facedown on the bottom of the **COMPETITOR** card deck. (or)
 - Each team takes turns drawing **COMPETITOR** cards. This version of card selection involves more strategy than the previous two versions. Your goal is to select **COMPETITOR** cards with high point values in as many skills as possible. One team begins by drawing a **COMPETITOR** card from the top of the deck. The team then decides to

keep it or discard it. If the card is discarded, it must be shown to the other team. Then the other team may either pick this card for itself, or draw the top card from the deck, and decide to keep that card or discard it.

Each team takes a turn drawing a **COMPETITOR** card until one team has picked the six competitors that it wants for the game. The other team is then forced to finish its selection by drawing from the top of the draw pile without discarding.

Trump Tip: "You can keep your **COMPETITOR** cards secret from the other team or reveal them. It's your choice. However, I like to keep my strengths and weaknesses hidden from the other team as long as possible."

HOW TO PLAY

As soon as each team has six **COMPETITOR** cards, press the **ON** button followed by the **START** button. Donald Trump will personally welcome you to the game, and instruct one of the teams to scan each of its six **COMPETITOR** cards. Once this team has scanned its cards, the other team will be instructed to do the same.

The First Task

Mr. Trump will then instruct one of the teams to draw a **TASK** card from the top of the **TASK** card deck and scan it. A member of that team reads the **TASK** card to all players. Each team considers which skills it thinks will be needed to win this task. Then each team picks three of its **COMPETITOR** cards most suited to take on this task.

After these cards have been chosen, each team presses its team's color button. "The Donald" will then reveal the first skill needed for this task.

Each team then picks one of its **COMPETITOR** cards from the three and scans it. Mr. Trump compares each competitor with the specific skill that he named, declares the winner and rewards each team with an appropriate amount of **EARNING** cards. The winning team draws its **EARNING** card(s) from the top of the deck. The other team then draws its **EARNING** cards the same way.

Mr. Trump then reveals the next skill needed. Each team picks one of its **COMPETITOR** cards from the remaining two and scans it. Once again, the results are announced and **EARNING** cards awarded.

The final skill is then announced. Each team scans its remaining **COMPETITOR** card. The results are then announced and **EARNING** cards awarded.

Each team then tallies its **EARNING** cards. The team with the highest earnings (not necessarily the most cards) wins the task, and informs Mr. Trump of this by pressing its team color button. If both teams have the same total earnings, each team draws another **EARNINGS** card until the tie is broken.

The winning team is congratulated by Mr. Trump. The losing team must then face him "in the boardroom." Mr. Trump acknowledges the best competitor on the losing team and allows that competitor to return to "the suite." One of the remaining two competitors is then **FIRED** and removed from the game. Place that **COMPETITOR** card out of play. The two surviving **COMPETITOR** cards return to their team.

All of the **EARNINGS** cards are returned to the deck and reshuffled.

Trump Tip: "If, at any time during the game, you didn't hear what I said, press the **START** button and I will repeat myself. Next time pay better attention!"

The Second Task

Mr. Trump will then instruct one of the teams to draw

a new **TASK** card from the top of the **TASK** card deck and scan it.

Again, each team considers which skills it thinks will be needed to win this task. Then each team picks three of its **COMPETITOR** cards most suited to take on this task. Play continues as previously described.

The Corporate Reshuffle

Whenever one team has two fewer **COMPETITOR** cards than the other team, The Donald will call for a Corporate Reshuffle. The team with the most **COMPETITOR** cards will be asked to choose one of its cards and hand it over to the other team. Scan the chosen card so that Mr. Trump knows who was sent over to the other team!

Trump Tip: "You can send over any remaining competitor you have to the other team. Of course, I'd try to figure out which one is the weakest and send that one. Since future tasks are unknown to you, this decision may be difficult. Do your best. I never said this would be easy!"

The Remaining Tasks

Each team continues to compete with new tasks as previously described. Before long, one team will have only two **COMPETITOR** cards left to scan for the three skills. When this happens, simply use one of the cards for two different skills. (You cannot use the same card for all three skills.)

The Final Task

For the final task, Mr. Trump makes sure there is only one remaining competitor on each team. These two competitors will compete in one last task as described above. There is no need to scan in the final two **COMPETITOR** cards. Mr. Trump will automatically compare these competitors' skills and award **EARNINGS** cards as previously described. Each team then tallies its earnings and the winning team's button is pressed as previously described.

Mr. Trump will then review the overall performance of the two teams and the final two competitors. He will then hire one of the final two competitors as his Apprentice!

HOW TO WIN

The team with the competitor chosen as The Apprentice wins the game!

AUTOMATIC SHUT OFF

The unit turns off automatically after 5 minutes of non-use.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or push in the **RESET** button.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
P.O. Box 200
Pawtucket, RI 02862 USA.

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.