

For 2 to 4 Players / AGES 9+
ADULT ASSEMBLY REQUIRED

Littlest
Pet Shop™



TALKING!
ELECTRONIC!

Mall Madness®

The shopping game
that's full of pet lovin' fun!

Hit the stores to pamper your Teeniest Tiniest pets! Grab a friend, get out your cash cards and be ready for a pet-lovin' adventure at the mall!

OBJECT

Be the first player to buy 6 items for your pet and get to your final destination, which the game will assign you.

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.

GAME SETUP

Build your Mall

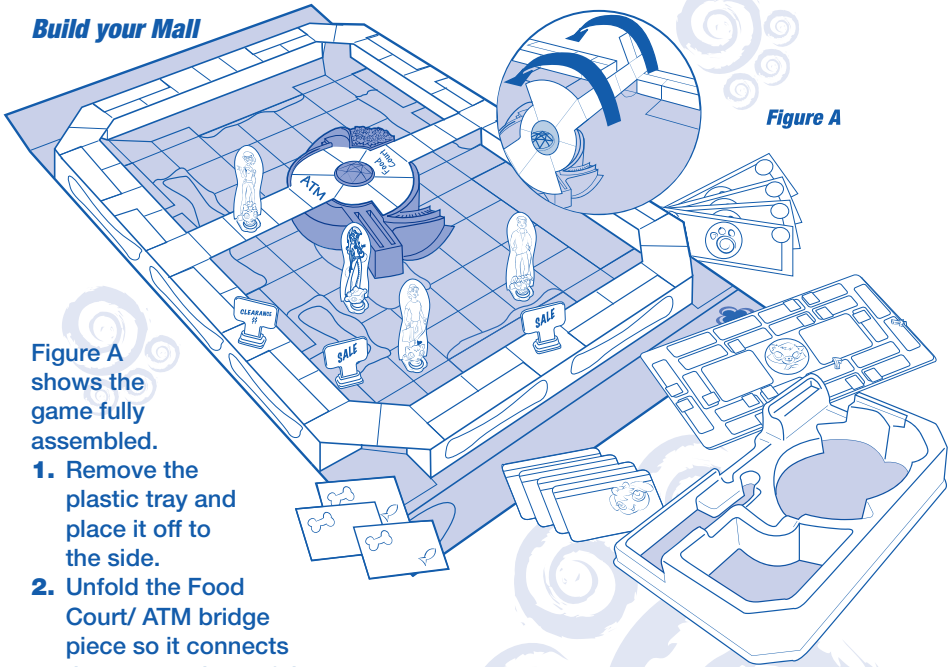


Figure A

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. Take the clearance and sales signs and put them in the clear pawn stands.
7. Place the treat tokens, sale signs, and clearance sign in a pile near the gameboard.

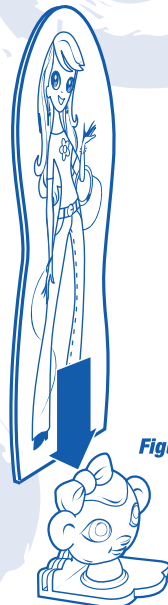


Figure B

You're almost ready! But don't forget your cash.

1. Choose a player to be the banker.
2. The banker gives each shopper \$150 cash in the following denominations: one \$50 bill, three \$20 bills, three \$10 bills and two \$5 bills. 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. Slide the power switch of the electronic console, which is located behind the ATM slot, to the ON position (I) and press the NEW button.
2. Each shopper will log in following the game's instructions. When you hear your pet announced, press the ENTER button (the blue button in the center of the electronic console). 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. After all players have logged in, the game will announce which stores are having clearances and sales. Place the signs in the corresponding stores. Then press the ENTER button.

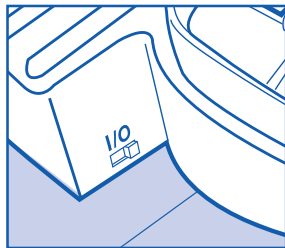
NOTE: *During the game new clearances and sales will be announced. When this happens, move the signs to the new locations.*

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."

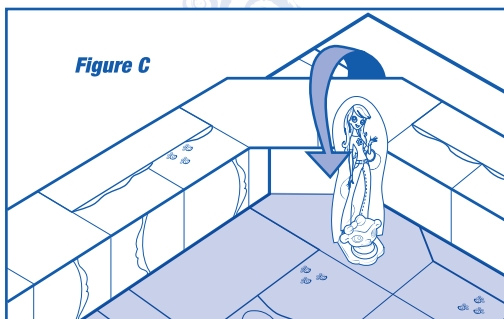
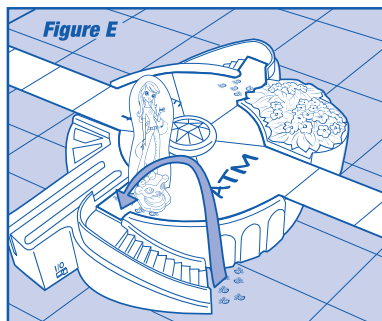
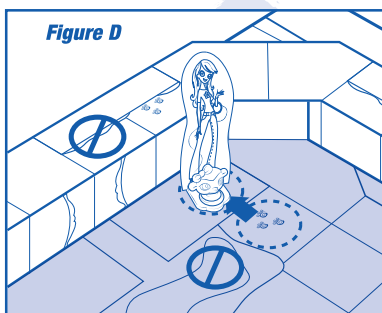


Figure C

How to Move

- On your first turn, move from your pet's Parking Lot space to the entrance space. This counts as one space. (See Figure C.)
- You can move up to the number of spaces that the game announces.
- You can move in any direction, EXCEPT diagonally.
- You can move through and share spaces with other shoppers.
- You can only enter a store through its "door" (spaces that have paw prints on them). See Figure D.
- You can move under the bridge.
- The ATM, Food Court and half of the stores are on the second floor of the mall. You can move from the first floor to the second floor and back by using the stairs in the center of the mall, or the elevators located in the Funky Feathers Clothing Store and the K-9 Department Store. This counts as one space.
- You cannot move on or through the decorative garden/pond spaces.



Moving to a Specific Location

If the game tells you to move to a specific location, move and follow any additional instructions. If you have questions refer to the **Specific Locations and What They Mean** section on page 6.

BUYING AN ITEM

If you move into a store you may be able to buy something for your pet! Look at your shopping list and check what item you're looking for in the store you moved into and then check the cost.

- 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.

Move one of your shopping list check marks to the blank box next to the item you just purchased. Then press the ENTER button to end your turn.

What you hear: “Hey this is on clearance!”

Surprise! Regardless of any store signs, pay the banker the CLEARANCE price for this item. Move one of your shopping list check marks to the blank box next to the item you just purchased. Then press the ENTER button to end your turn.

What you hear: “Wow, a long line! 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. You can stay in this store and try again on your next turn.

SPENDING MONEY

Going to the ATM

After buying a few items you may need to go to the ATM to get more money. Here’s what you do:

- Move onto the ATM space.
- Insert your bank card into the ATM slot.
- The banker will give you the amount of money as directed: \$20, \$40, \$60, \$80, or \$100

You can stay at the ATM for as many turns as you’d like, but on the second consecutive turn, you will only receive \$20 each time, until you leave and buy something.

Canceling a Purchase or ATM Transaction

Note: Be careful, if you make a mistake and put your card in the wrong slot you will lose your turn.

CANCELING A PURCHASE

If you try to buy an item and discover you don’t have enough money for it (or realize you already have it), you must cancel the transaction.

- Insert your bank card into the BUYING slot again and you will hear, “Try again later.” Your purchase has been cancelled.
- Press the ENTER button to end your turn.

CANCELING AN ATM TRANSACTION

- If you put your bank card into the ATM slot by mistake and you are not on the ATM space, do not take the money.
- Press the ENTER button to end your turn.

TREAT TOKENS

Treat Tokens

It’s true! Treats make your pet happy and they’ll tug you a little further when you use a treat token. If you move, or are moved, to the Ice Cream Shop, the The Totally Talented Pet Trainer or the Food Court, take a treat token from the pile and place it in front of you. IMPORTANT: You can never have more than 2 treat tokens in front of you.

Using Treat Tokens

- You may use a treat token to add up to 3 spaces to your move.
- You can use two treat tokens at once (to move up to 6 spaces).
- You can only use a treat token after the game announces the number of spaces to move.

For example, when you hear, “Dog, move 5,” you can use a treat token to increase your move up to 8 spaces.

- You cannot use a treat token if the game sends you to a specific location or if you are held somewhere to remove a security tag.
- After you use your treat token, place it back in the pile.

SPECIFIC LOCATIONS AND WHAT THEY MEAN

What you hear: “Go to the Litter Box.”

What you do: Move your shopper and pet to the Litter Box space. Then press the ENTER button to end your turn.

What you hear: “Meet a friend at the Totally Talented Pet Trainer.”

What you do: Move your shopper and any other shopper to the Totally Talented Pet Trainer. 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.

What you hear: “Move (number of spaces) and send a friend for ice cream.”

What you do: Move your shopper as directed. Then move any other shopper to the Sweet Treats Ice Cream Shop. That player may take a treat token. (See Treat Tokens, on page 5.)

What you hear: “You set off the security alarm! Wait here while they remove the tag.”

What you do: Don’t move. Press the ENTER button to end your turn.

What you hear: “Meet all shoppers at the ATM!”

What you do: All shoppers (including you) must immediately move your pawns to the ATM space. All shoppers (starting with you and passing to the left) take turns getting cash from the ATM. When all players have taken their money, press the ENTER button to end your turn.

WINNING

Once you buy 6 items for your pet, the game will announce where you have to go to win the game. If you reach your final destination before anyone else buys their 6 items and reaches their final destinations, you win! 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. Place the tray in the gameboard on the K-9 Department Store side of the mall. Fold the bridge over the tray and put the shopping lists on top of the bridge. Fold the gameboard in half and pull the handle through the hole to keep the gameboard closed.

BATTERIES



BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Make sure the ON/OFF switch on the side of the electronic console is in the OFF position. Then loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Replace the door and tighten the screw.

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 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

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.**

FCC Statement

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.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

NOTE TO UK Consumers:



This product must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

© 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © denote U.S. Trademarks. Colors and parts may vary from those pictured.



hasbrogames.com

PROOF OF PURCHASE

MB
GAMES

05359



Mail
Madness