

2 to 4 PLAYERS/AGES 9+

TALKING!  
ELECTRONIC!

# Mall Madness™



It's time to shop! So, get out your cash card and let's head to the mall.

In this shopping spree game you can step into the shoes of 1 of 8 different mall-goers and buy, buy, buy your way to a win!

## OBJECT

Be the first player to buy 6 items and get to your final destination.

## CONTENTS

- gameboard
- electronic console
- 6 plastic escalator rails
- 6 plastic mall walls
- 11 pawn stands
- 30 plastic check marks
- Mall Madness play money
- 2 cardboard parts sheets containing: 8 shoppers, 4 cash cards, 4 two-sided shopping lists, 2 sale signs, 1 clearance sign, 8 food tokens and mall assembly

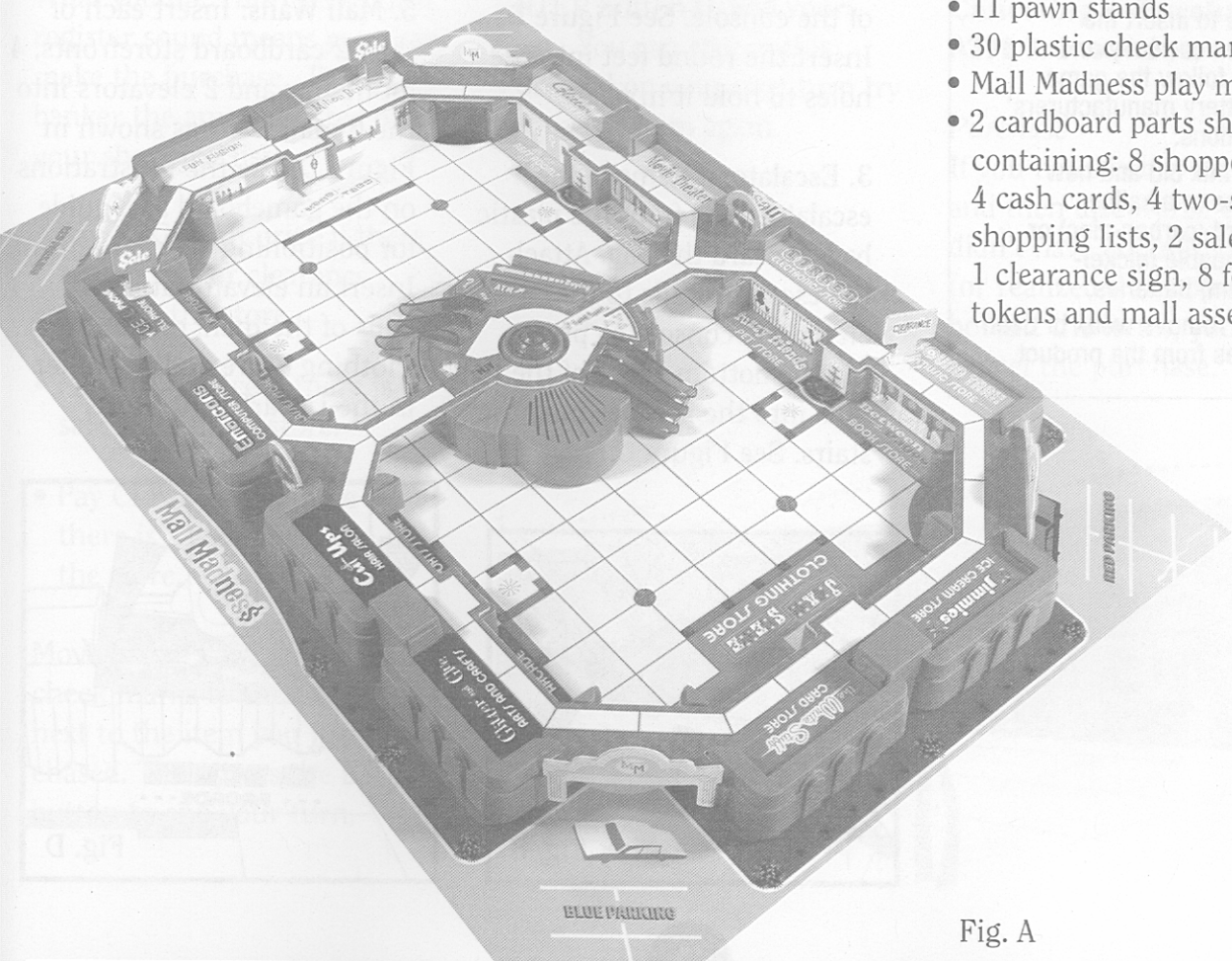


Fig. A

## 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.

## BUILDING YOUR MALL

Before you start shopping, you get to build your own mall! Here's how... (Figure A shows the game assembled. Refer to it as you set up your own game.)

**1. Gameboard:** Place the gameboard in the center of the play area. Remove and discard any cardboard waste from the gameboard.

**2. Electronic Console:** Remove the electronic console from its packing. Then, place it in the center of the gameboard, matching up the outline on the gameboard with the shape of the console. See Figure B. Insert the round feet into the holes to hold it in place.

**3. Escalators:** Remove the escalator rails from the plastic bag. Discard the bag. Attach the escalator rails to the electronic console by pressing the bottom edges of the rails into the grooves near the stairs. See Figure C.

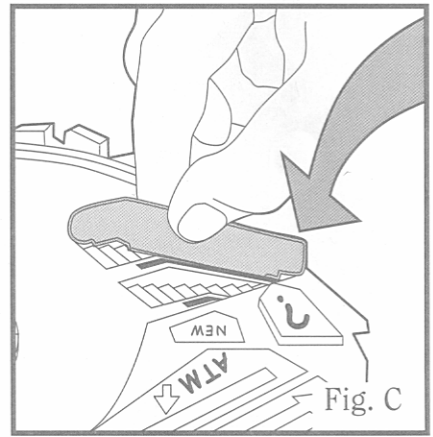


Fig. C

**4. Cardboard and Plastic Parts:** Carefully remove all of the cardboard pieces from the parts sheets and remove the plastic check marks from the runner. Discard the cardboard waste and the runner.

**5. Mall Walls:** Insert each of the 12 cardboard storefronts, 4 fountains, and 2 elevators into the 6 mall walls as shown in Figure D. Use the illustrations on the gameboard as a guide for positioning each storefront. Insert an elevator at both ends of the mall; one in the Clothing Store and the other in the Department Store.

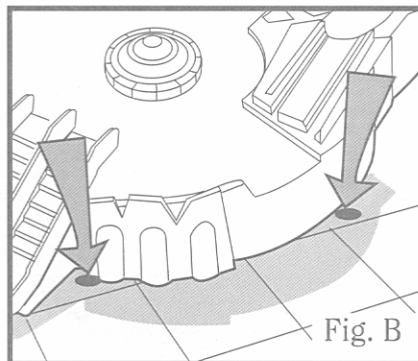


Fig. B

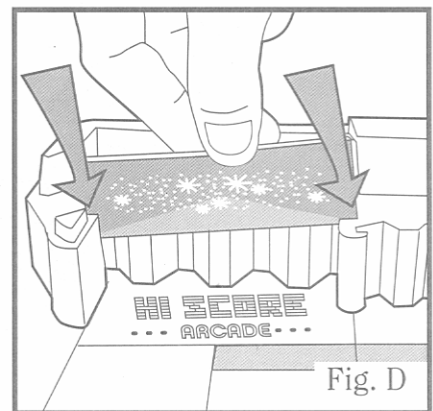


Fig. D



## CAUTION:

### To Avoid Battery Leakage

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

6. **Mall:** Place the 6 assembled mall walls onto the gameboard over their matching storefronts as shown in Figure A. The mall walls will sit on top of the matching purple outlines on the gameboard.

Insert the tab on the bottom of each wall into the hole in the gameboard to hold it in place.

7. **Pathway:** Unfold the upper floor pathway and place it onto the mall (see Figure A) making sure to match up the colors with the stores on the first floor. Very gently bend or flex the pathway to lay it flat.

8. **Entrances and Windows:** Insert the 4 entrances and 2 windows as shown in Figure A.

9. **Shoppers and Signs:** Insert the 8 shoppers into the matching color pawn stands. Insert the 2 sale signs and clearance sign into the black pawn stands.

## SETUP

Before you play, here's what everybody needs to do:

1. Pick a color and sit by the matching mall entrance.

2. Then take the matching color shopping list and cash card and place these in front of you.

3. Choose who you want to

be. You'll choose a shopper matching the color of the entrance you are sitting by. There are 2 shoppers per color to choose from. Each has a unique personality and shopping agenda. Refer to the shopping lists to get to know them better.

4. Take the pawn matching the shopper you've chosen and place it in the parking lot outside your color entrance. Place the unused pawns back in the box.

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

6. Place the food tokens in a pile near the gameboard.

Choose a player to be the **banker**. The banker gives each shopper \$150 cash: one \$50, three \$20s, three \$10s, and two \$5s. During the game, the banker collects and distributes all money from the shoppers as the game voice directs.

## HOW TO PLAY

1. Slide the ON/OFF switch to the ON position and press the NEW button.

2. Each shopper will log in following the game voice's

instructions. If you don't log in fast enough, don't worry! The game voice will give you one more chance before the game begins. When you hear your color announced, press the ENTER button (the blue button in the center of the electronic console).

3. After all the players have logged in, the game voice will announce the store locations for one clearance and two sales. Place the clearance and sales signs at the corresponding stores. Press the ENTER button when all three signs have been placed.

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

## Let's Start Shopping!

**Turns Announced:** The game voice will announce a shopper's turn by color.

## On Your Turn

1. Move your shopper (and any others) as directed.

2. Buy something, if possible; pick up a food token, if possible; get cash from the ATM, if you need to.

3. When you are all done, press the ENTER button to end your turn.



**REPEAT:** If you missed something that was said, press the “?” button.

The last announcement will be repeated.

### Moving Through the Mall

There are two types of movement that the game voice could announce.

1. Move by a number of spaces:  
*“Red... move ten.”*
2. Or move to a specific location:  
*“Red, go to the Rest Rooms.”*

### Moving by Number of Spaces

Where to move:

Try to move into a store so you can buy something. It’s usually a good idea to head for a store that’s having a sale or a clearance. You’ll save cash and that means fewer time-consuming trips to the ATM!

How to Move:

- On your first turn, move from the parking lot to the

entrance space. This counts as one space. See Figure E.

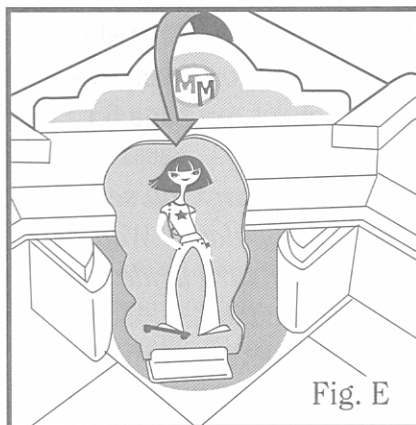


Fig. E

- You can move up to the number of spaces that are announced.
- 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.” You cannot move through store walls. See Figure F.

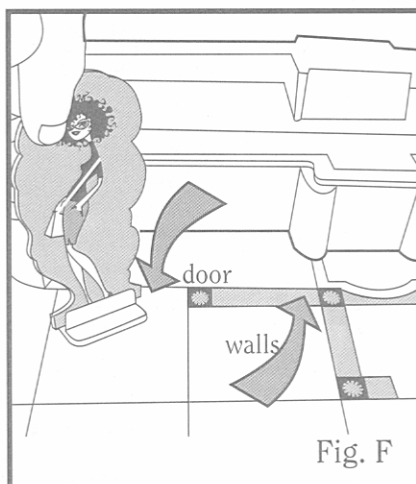


Fig. F

### Going Upstairs:

Half of the stores as well as the ATM and Food Court are on the second floor of the mall. You can move from the first floor to the second floor and back by using the escalators in the center of the mall or the elevators at either end of the mall. It counts as one space to move between the upstairs and downstairs. See Figures G and H.

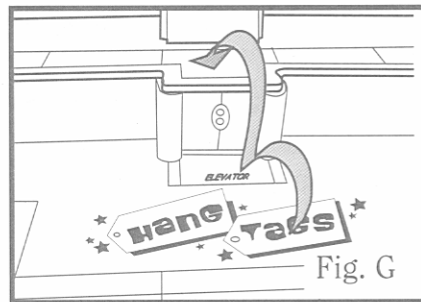


Fig. G

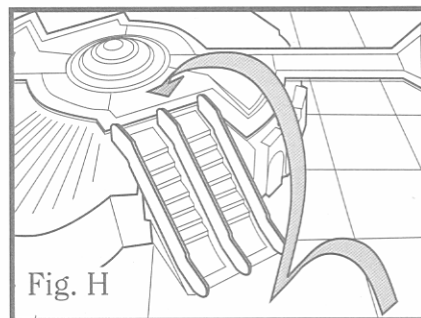


Fig. H

### Moving to a Specific Location

On your turn, if the game voice tells you to move to a specific location, move your shopper as instructed and follow any other instructions the game voice gives. If you have any questions about these instructions refer to *Specific Locations and What They Mean* on pages 6 and 7.

## Buying an Item

If you move into a store, you may be able to buy something. Look at your shopping list and check what item you are looking for in this store and how much it costs.

- If you don't have enough cash to buy the item, press the ENTER button to end your turn.
- If you have enough cash, put your cash card into the BUYING slot. You will hear one of the following things:

What you hear: *"Cha-Ching!"*

What you do: This classic cash register sound means 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 SALE price if there is a sale sign in the store.
- Pay 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!"*

What you do: Surprise!

Regardless of any signs that may or may not be in the store, 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: *"Try again later!"* or *"Ooh, we're out of stock. Sorry, try again later."*

What you do: You can't buy anything right now. Press the ENTER button to end your turn. You can stay in this store and on your next turn try to buy the item again.

## Going to the ATM

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

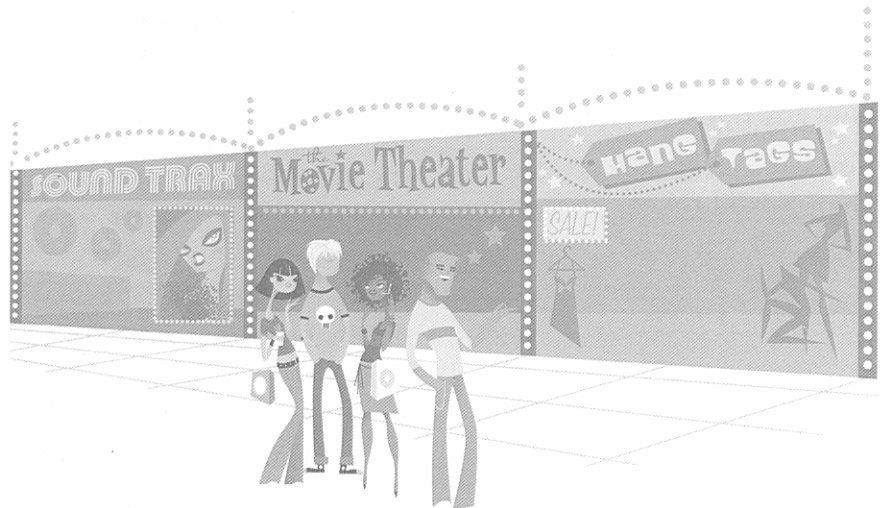
- Move onto the ATM space.
- Insert your cash card into the ATM slot.
- The banker will give you the amount of money indicated by the game voice.

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

## Canceling a Purchase or ATM Transaction

### Purchase

If you tried to buy an item and then discovered that you didn't have enough money (or realized that you already bought the item), you *must* cancel the purchase.



- Insert your cash 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.

### ATM Transaction

- If you put your cash card into the wrong slot, simply insert it into the BUYING slot again. Your ATM transaction has been cancelled.
- Press the ENTER button to end your turn.



**Food Tokens**

It's true! Food gives you energy!

If you move (or are moved) to Jimmies Ice Cream Shop, the Movie Theater or the Food Court, take a food token from the pile and place it in front of you. **IMPORTANT:** You can never have more than 2 food tokens in front of you at any time.

### Using Food Tokens:

- You may use a food token to add up to 3 spaces to your movement.

- You can only use a food token after the game voice announces the number of spaces to move. For example. When you hear, “*Red, move 5,*” you can use a food token to increase your move up to 8.
- You cannot use a food token if the game voice sends you to a specific location or if you are held somewhere to remove a security tag.
- After you use your food token, place it back in the pile.



### WINNING

Once you buy 6 items, the game voice 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 might change on your way there!

### RESTORAGE

You must take the mall apart before storing the game. Carefully remove the entrances, windows and upper floor pathway. Then return all of the pieces to the box and close the lid for easy storage.

**Note:** You do not need to remove the storefronts from the plastic walls.

### Specific Locations and What They Mean

What you hear: “*Go to the Rest Rooms.*”

What you do: Move your shopper to the Rest Rooms space. Then press the ENTER button to end your turn.

What you hear: “*Meet a friend at the Movie Theater.*”

What you do: Move your shopper and any other shopper to the Movie Theater space. Both of you may take a food token. (See Food Tokens, to the left.) 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 food token. (See Food Tokens, to the left.) 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 Arcade.”*

**What you do:** Move your shopper as directed. Then move any other shopper to the Hi Score 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 Jimmies Ice Cream Shop. That shopper may take a food token. (See Food Tokens, on page 6.)

**What you hear:** *“You set off the security alarm! Wait here for another turn 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:** You and all other shoppers 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 (see Going to the ATM, on page 5). When all players have taken their cash, press the ENTER button to end your turn.





### 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.
- 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. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

©2004 Hasbro, Pawtucket, RI 02862. All Rights Reserved. ® denotes Reg. US Pat. & TM Office.

04047

