Using Treat Tokens

After you use your treat token, place it back in the pile. You may use a treat token to add up to 3 spaces to your move. For example, when you hear, “Dog, move 5,” you can use a treat token to increase your distance by up to 3 spaces to move. If you are held somewhere to remove a security tag, you should be replaced by an adult. Please retain this information for future reference. Batteries should be replaced by an adult.

SPECIFIC LOCATIONS AND WHAT THEY MEAN

1. Litter Box

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 at the back of the electronic unit and all the little pieces in the storage tray. Place the tray in the console, then replace the door and tighten the screw. Make sure the ON/OFF switch on the side of the electronic console is in the OFF position. Flip the bridge piece outwards to disconnect the top floor of the mall. Put the batteries in and remove the door. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the + and – polarity markings in the plastic. Replace the door and tighten the screw.

2. Battery Information

1. Remove exhausted or dead batteries from the product.
2. Remove batteries if product is not to be played with for a long period of time.
3. CAUTION: Batteries can explode or leak if misused.
4. Batteries are recyclable. Remove batteries if product is not to be played with for a long period of time. Do not dispose of in your household waste bin. This product must be disposed of separately at your local waste recycling centre.

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. Do not mix old batteries and new batteries or different types of batteries.
2. Remove exhausted or dead batteries from the product.
3. Remove batteries if product is not to be played with for a long time. Do not short-circuit the supply terminals. 6. This electronic unit is a Class B device. It is designed to cause no harm to people or property and is intended for home or office use. It is designed to operate with the batteries specified in the User’s Manual.

PRODUCTS

• gameboard • electronic console • 4 exclusive Teeniest Tiniest Littlest Pet Shop pets • 4 puppy people stands • 30 plastic check marks • Mall Madness play money • 10 Mall Madness shop cards • 4 bank cards • 3 playing ‘cards’ • 4 x 100-piece stickers • 15 stickers • 3 clear pawn stands

CONTENTS

7

PROOF OF PURCHASE

For 2-4 Players / Ages 6+

ADULT ASSEMBLY REQUIRED

For 2 to 4 Players / AGES 6+

MALL ASSEMBLY REQUIRED

For 2 to 4 Players / AGES 6+

MALL ASSEMBLY REQUIRED

For 2 to 4 Players / AGES 6+

MALL ASSEMBLY REQUIRED

For 2 to 4 Players / AGES 6+

MALL ASSEMBLY REQUIRED

For 2 to 4 Players / AGES 6+

MALL ASSEMBLY REQUIRED

For 2 to 4 Players / AGES 6+

MALL ASSEMBLY REQUIRED
**Prepare for your Shopping Spree**

- **Assemble the game fully.**
  - Place the treat tokens, sale signs, and the tray. Place the extra check marks back into the game. Place the Clearance and sale signs and put the tray.
- **Announce.**
  - Place the clearance and sale signs in front of you. You should sit in a seat near the side. Place it off to the upper level of the mall and the two sections of the game so it connects with the side. Then press the ENTER button.

**Gameplay**

1. **Log in your shoppers and pets.**
   - The game will announce your turn by calling out your pet.
   - Each shopper will log in following the game’s instructions. If you have your pet announced, press the ENTER button (the blue button in the center of the electronic console).
2. **Move one of your shopping list check marks to the blank box next to the item you just purchased.**
3. **Specify a location.**
   - Move onto the ATM space, do not take the money.
   - Here’s what you do: Slide the power switch of the electronic console to the ON position (I) and press the NEW button. The ATM will give you the amount of money as directed: $20, $40, $60, or $100. You can stay at the ATM for as many turns as you’d like, but on the second consecutive turn you will receive $20 each time, until you leave and buy something.

**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 Directions and What They Mean section on page 5.

**How to Move**

- **On your first turn, move from your parking lot to the first floor of the mall.**
- **On your second turn, move from the first floor of the mall to the second floor of the mall.**
- **On your third turn, move from the second floor of the mall to the lower level of the mall.**
- **On your fourth turn, move from the lower level of the mall to your parking lot.**
- **On your fifth turn, move from your parking lot to the first floor of the mall.**

**BUYING AN ITEM**

- **Buy an item.**
  - Put your bank card into the BUYING slot. The ATM will give you the amount of money as directed: $20, $40, $60, or $100. You can stay at the ATM for as many turns as you’d like, but on the second consecutive turn you will 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 have to press the NEW button to start over.
  - If you try to buy an item and discover you don’t have enough money for it (or realize you already bought it), you must cancel the transaction.
  - Canceling a Purchase or ATM Transaction
    - If you put your bank card into the BUYING slot and discover you don’t have enough money for it, press the NEW button.
    - 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: Dog Chime.**
        - You hear the cash register sound, you may make the purchase. Pay the banker the amount listed in your shopping log.
        - **Pay regular price – if there are no sales or clearance signs in the store.**
        - **Pay sale price – if there is a clearance sign in the store.**
        - **Pay clearance price – if there is a clearance sign in the store.**
      - **Move to the next location.**
        - Move to the next area of the mall. (See Figure C.)
      - **Canceling an ATM Transaction**
        - If you put your bank card into the BUYING slot by mistake and you press the ENTER button to end your turn, you can move to the next location.

**Treat Tokens**

- **Treat Tokens**
  - It’s treat time! Treats make your pet happy and they’ll get you a $5.00 off your next purchase. If you move, or are moved, to the Ice Cream Shop, the Treat Token will be placed in the Treat Token Space. The game will announce which tokens won in a specific location, move and follow any additional instructions.
  - If you move, or are moved, to the Ice Cream Shop, the Treat Token will be placed in the Treat Token Space. The game will announce which tokens won in the specific location, move and follow any additional instructions.
  - Treat Tokens
    - Treat Tokens
      - If you move, or are moved, to the Ice Cream Shop, the Treat Token will be placed in the Treat Token Space. The game will announce which tokens won in the specific location, move and follow any additional instructions.
**1. Prepare for your Shopping Spree**

- Put your pet on its parking lot.
- Take the clearance and sales signs and put them in the clear pawn stands.
- Snap your shopper and your pet in a purple "door" (spaces that have paw prints on them). See Figure D.

**GAME SETUP**

1. Pick out the paths that will be used. You should sit in a seat near your pet's parking lot space.
2. You can move up to the number of spaces that the game announces. You cannot move on or through the decorative garden/pond spaces.

**2. Log in your shoppers and pets**

- Strike the lower portion of the electronic control panel and the Game start button. The game will announce which stores are on the second floor of the mall. You can check or skip to the second floor and back by using the stairs in the center of the mall, or the elevator located in the Furry Funtrading Company Store and in the food court.

**GAMEPLAY**

**MOVING**

1. If you move into a store you may be able to buy something for your pet! Look at your shopping list and check the cost. 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.

**3. Spend your money**

- Pay the clearance price – If there is a clearance sign in the store.
- Pay the sale price – If there is a sale sign in the store.

**4. Getting to the ATM**

- You can stay at the ATM for as many turns as you'd like, but on the second consecutive turn you will lose $20 each time, unless you buy something.

**5. Canceling a Purchase or ATM Transaction**

- If you try to buy an item and discover you don't have enough money for it (or realize you already bought 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.

**6. Saving Money**

- Survive the beggars by paying the banker the CLEARANCE price for this item. Make one of your shopping list check marks into a "$10 Item". "Ooh we're out of stock. Try again later.

**TREAT TOKENS**

- Don't forget to bring your treats!

**TREATS**

- TREATS are an important part of your pet's shopping experience. You can buy them in stores or at the ATM. If you purchase a TREAT, place it off to one side. You cannot buy anything else until you have tried to buy a TREAT.
You're almost ready! But don't forget your cash.

Choose a player to be the banker.

The banker gives each shopper $150 cash in the following denominations: $1, $5, $10, $20, and $50 bills. During the game, the banker distributes all money from the shoppers as the game dictates.

1. Pick a pet and the shopper that will represent you. You should sit in a seat near the clearance sign in a pile near the gameboard. Place the treat tokens, sale signs, and the tray.

2. Take the clearance and sales signs and put them in the basket. Place the extra check marks back into the items you buy for your pet throughout the game.

3. The last announcement will be repeated. The game will announce your turn by calling out your pet. On your turn, move your shopper and pet pawn as directed. If the game tells you to move to a specific location, move and follow any additional instructions. When you hear your pet announcement, such as “Cat, go to the Litter Box.”

4. The banker will give you the amount of money as directed: $20, $40, $50, $100, or $500. You can move through and share the two sections of the mall. You can move from the first floor stores to the second floor and back by using the stairs or the Court/ATM bridge. The banker will announce the amount of money you have earned. You cannot move on or through the decorative garden/path spaces.

5. If you have enough money, put your bank card into the BUYING slot. The banker will give you the amount of money as directed: $20, $40, $50, $100, or $500. You can move through and share the two sections of the mall. You can move from the first floor stores to the second floor and back by using the stairs or the Court/ATM bridge. The banker will announce the amount of money you have earned. You cannot move on or through the decorative garden/path spaces.

6. You can move under the bridge. You can move through and share the two sections of the mall. You can move from the first floor stores to the second floor and back by using the stairs or the Court/ATM bridge.

7. The banker gives each shopper $150 cash in the following denominations: $1, $5, $10, $20, and $50 bills. During the game, the banker distributes all money from the shoppers as the game dictates.

How to Move

1. On your first turn, move from your start parking lot to the Court/ATM bridge. This creates an opening for the next shopper to enter the mall.

2. If you receive a special announcement, such as “Cat, go to the Litter Box.”

3. Move to a specific location, move and follow any additional instructions. When you hear your pet announcement, such as “Cat, go to the Litter Box.”

4. 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 entered and then check the cost.

5. If you have enough money to buy the item, press the ENTER button to end your turn.

6. 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: “Boy, what a clearance!”

Survival Tip. When you receive a special announcement, such as “Cat, go to the Litter Box.”

If you have the cash register sound, you may make the purchase. Pay the banker the amount listed in your shopping log.

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.

Moved to one of your parking lots. “You must check to make sure you've just purchased. Then press the ENTER button to end your turn.…”

1. You might head to the ATM, buy something in a store, get a treat token, or use a treat token.

2. If you move, or are moved, to the Ice Cream Shop, the Food Court, or the Totally Talented Pet Trainer, take a treat token from the Litter Box.

3. It’s true! Treats make your pet happy and they’ll tug you a little further when you're out shopping.

4. You can move in any direction, except diagonally.

5. You can move through these spaces without going to a specific location, such as “Cat, go to the Litter Box.”

6. You can move one of your parking lots.

7. When you hear your turn announce, press the ENTER button to end your turn. You can start this turn and try again on your next turn.

8. The banker gives each shopper $150 cash in the following denominations: $1, $5, $10, $20, and $50 bills. During the game, the banker distributes all money from the shoppers as the game dictates.

9. On your first turn, move from your start parking lot to the Court/ATM bridge. This creates an opening for the next shopper to enter the mall.

10. If you receive a special announcement, such as “Cat, go to the Litter Box.”

11. You can move in any direction, except diagonally.

12. You can move through these spaces without going to a specific location, such as “Cat, go to the Litter Box.”

13. You can move one of your parking lots.

14. When you hear your turn announce, press the ENTER button to end your turn. You can start this turn and try again on your next turn.

15. You have $150 in cash. You may make the purchase.

16. Pay the banker the amount listed in your shopping log.

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.

Moved to one of your parking lots. “You must check to make sure you've just purchased. Then press the ENTER button to end your turn.…”

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

Choose a player to be the banker.

The banker gives each shopper $150 cash in the following denominations: $1, $5, $10, $20, and $50 bills. During the game, the banker distributes all money from the shoppers as the game dictates.
**Prepare for your Shopping Spree**

- Place the treat tokens, sale signs, and clearance sign in a pile near the gameboard. Place the tray.
- You have ten check marks, which you will use to check off the items you buy for your pet throughout the game. Place the extra check marks back into the tray.
- Take the shopping list and cash card for your pet's parking lot space.
- Log in your shoppers and pets. There are two types of moves: such as "Cat, go to the Department Store." Each time you move your pet, you will earn money. The last announcement will be repeated.
- There are two types of moves: such as "Cat, go to the Department Store." Each time you move your pet, you will earn money. The last announcement will be repeated.

**Moving to Specific Locations**

If the game tells you to move to a specific location, move and follow any additional instructions. When you hear your pet announce their location, move to it. You can move up to the number of spaces with other shoppers. ExCEPT diagonally.

**Spend Money**

- After buying a few items you may need to go to the ATM to get more money. Here's what you do: Insert your bank card into the ATM slot. The banker will give you the amount of money as directed: $20, $40, $50, $80, or $100. You can stay at the ATM for as many turns as you'd like, but on the second or consecutive turn, you will walk away. You can move in any direction, EXCEPT diagonally.

**Canceling a Transaction**

- If you try to buy or deliver a box you don't have enough money for it or (if you already bought it), you must cancel the transaction. Insert your bank card into the buying slot and check the cost. 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:

**Treat Tokens**

- Treat tokens are found in the stores. They are color-coded, and the color determines the price of the item. 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:

---

**Figure A**

- Shows the game fully assembled.

**Figure B**

- Shows the plastic tray and pieces of it.

**Figure C**

- Shows the two sections of the gameboard and the electronic unit (the blue "door" (spaces that have paw prints on them). See Figure D.

**Figure D**

- Shows the electronic unit and the ATM bridge.
**Winning**

Once you fill both sides of the mall, you can cut the power. The game will then announce where you have won. You can change the number of times the game announces that you've won. After you use a treat token, place it back in the pile. You cannot use a treat token if the game sends you to a specific location or if you take a treat token after someone else has one. You may use a treat token to add up to 3 spaces to your move. 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.

**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 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 + and – polarity markings.
3. Do not mix different types of batteries (e.g., alkaline + manganese). This can cause the battery terminals to become hot and possibly start a fire.

**WARNING**

- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long period of time.
- Keep batteries out of the reach of children. Batteries may present a choking hazard.
- Do not dispose of batteries in your household waste bin.
- Do not attempt to recharge other types of batteries.
- Do not attempt to recharge other types of batteries. Always remove from the product cause, or be affected by local electrical interference, operate this product in your household. The FCC Rules and used in accordance with the instructions, may cause harmful interference to radio communications. However, if you re-our home. If your radio interference occurs at a particular installation, it is not caused harmful interference to radio receive any types of batteries. Always remove from the product cause, or be affected by local electrical interference, operate this product in your household. The FCC Rules and used in accordance with the instructions, may cause harmful interference to radio communications. However, if you re-our home. If your radio interference occurs at a particular installation, it is not caused harmful interference to radio communications.

- Decrease the separation between the product and receiver.
- Reorient or relocate the receiving antenna.
- Increase the separation between the product and receiver.
- Move the product away from other electrical equipment.

**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 may cause harmful interference to radio communications. However, if you re-our home. If your radio interference occurs at a particular installation, it is not caused harmful interference to radio communications. However, if you re-our home. If your radio interference occurs at a particular installation, it is not caused harmful interference to radio communications.

**CONTENTS**

- gameboard
- electronic console
- 4 exclusive Teenieest Tiniest Littlest Pet Shop paws
- 4 purple paw stands
- 30 plastic check marks
- Mall Madness play money
- 10 Mall Madness play cards
- 4 shopping lists
- 10 game pieces
- 1 clearance sign
- 1 storage tray
- 3 clear pawn stands
- 1 clearance sign
- 1 storage tray
- 3 clear pawn stands
Using Treat Tokens

After you use your treat token, place it back in the pile. You can only use a treat token after the game announces the number of spaces to move. You may use a treat token to add up to 3 spaces to your move.

If you are held somewhere to remove a security tag, you may use a treat token to add up to 3 spaces to your move. If you are held to remove a security tag, you may use a treat token to add up to 3 spaces to your move.

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.

What you hear:

Don’t move. Press the ENTER button to end your turn.

What you do:

Sweet Treats Ice Cream Shop. That player may take a treat token. (See Treat Tokens, page 4.)

What you do:

Move your shopper as directed. Then move any other shopper to the Arcade.

What you hear:

“Meet a friend at the Food Court.”

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.)

What you hear:

CAUTION: Do not place batteries in water. Do not dispose of in your household waste bin.

NOTE TO UK Consumers:
This Class B digital apparatus complies with Canadian ICES-003. No other regulations could void the user's authority to operate the equipment.

CAUTION: If equipment causes radio or television interference, which can be determined by turning the equipment off and on, the user is encouraged to try one of the following steps to correct the interference:

• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio/TV technician for help.

For more information, visit the U.S. Federal Communications Commission website at www.fcc.gov. This statement is valid only in the United States. For other regions, contact the applicable national regulatory agency.

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 one of the following steps to correct the interference:

• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio/TV technician for help.

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

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.

CAUTION: Batteries must be replaced by an adult.
Once you & your friend have taken your first treat token, the game will announce where you have chosen to go. Be sure you & your friend make it to that location at the end of your turn. At any time during the game, you may use a treat token to double your move up to 8 spaces. If you are held somewhere to remove a security tag, you may use a treat token to increase your move up to 8 spaces. If you are held somewhere to remove a security tag.

You cannot use a treat token if the game sends you to a specific location or if you take a treat token after someone else has already taken one. After you use your treat token, place it back in the pile.

• Using Treat Tokens
• After you use your treat token, place it back in the pile.
• You cannot use a treat token if the game sends you to a specific location or
• If you take a treat token after someone else has already taken one. After you use your treat token, place it back in the pile.

You can only use a treat token after the game announces the number of
• You may use a treat token to add up to 3 spaces to your move.
• Increase your move up to 8 spaces.

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

• What you do: Move your shopper and any other shopper to the ATM/Food Court bridge piece. Flip the electronic piece down to the top floor of the mall. Put the electronic unit and all of the pieces in the storage tray. Place the tray in the gameboard on the K-Deal Department Store side of the floor. Slide the gameboard over the tray and put it back in the storage tray. Fold the gameboard in half and put the handle through the hole to keep the gameboard closed.

• What you do: Move your shopper and any other shopper 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.

• What you do: Move (number of spaces) and send a friend for ice cream.

• What you do: Move (number of spaces) and send a friend to the Monkey Mania Arcade.

• 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.

• Move your shopper as directed. Then move any other shopper to any location.

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

• What you do: Move (number of spaces) and send a friend anywhere.

• What you hear: “Meet a friend at the Food Court.”

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

• What you do: Move (number of spaces) and send a friend for ice cream.

• 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.

• Slide the electronic unit out from under the ATM/Food Court bridge piece.

• 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 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.

• 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 dice. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Put the door back and tighten the screws.

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

• FCC Statement This equipment has been tested and complies 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, can 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.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• IMPORTANT: BATTERIES

• Copyright © 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © 2008, 2009 Hasbro. All Rights Reserved. See page 5 for battery information.

• This product is not intended for children under 3 years of age. This product is not intended for children under 3 years of age.

• Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings. Do not mix old batteries and new batteries or new batteries of different types.

• 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 dice. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Put the door back and tighten the screws.

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

• FCC Statement This equipment has been tested and complies 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, can 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.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• IMPORTANT: BATTERIES

• Copyright © 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © 2008, 2009 Hasbro. All Rights Reserved. See page 5 for battery information.

• This product is not intended for children under 3 years of age. This product is not intended for children under 3 years of age.

• Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings. Do not mix old batteries and new batteries or new batteries of different types.

• 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 dice. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Put the door back and tighten the screws.

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

• FCC Statement This equipment has been tested and complies 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, can 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.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• IMPORTANT: BATTERIES

• Copyright © 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © 2008, 2009 Hasbro. All Rights Reserved. See page 5 for battery information.

• This product is not intended for children under 3 years of age. This product is not intended for children under 3 years of age.

• Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings. Do not mix old batteries and new batteries or new batteries of different types.

• 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 dice. Insert 3 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Put the door back and tighten the screws.

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

• FCC Statement This equipment has been tested and complies 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, can 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.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• IMPORTANT: BATTERIES

• Copyright © 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & © 2008, 2009 Hasbro. All Rights Reserved. See page 5 for battery information.

• This product is not intended for children under 3 years of age. This product is not intended for children under 3 years of age.

• Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings. Do not mix old batteries and new batteries or new batteries of different types.