

FOR MORE CRANIUM FUN, TRY...

Cariboo®
a magical treasure hunt game



BATTERIES AND TROUBLESHOOTING

Does your Hullabaloo sound faint or garbled? Ask an adult to change the batteries. Using a screwdriver, remove the battery cover and replace the batteries as shown inside the battery case.

If changing the batteries doesn't fix your Hullabaloo, try turning it off and then on again or using a paper clip to press the **Reset** button. If this doesn't work, go to cranium.com/help. We value your input, and we'll do our best to help!

Here are some more tips to keep your game safe and fun.

IMPORTANT: BATTERY INFORMATION

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

 **x3 BATTERIES REQUIRED**
1.5V AA or LR6 size Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries. **NOT INCLUDED**

CAUTION:

- Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
- Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long time.
- Do not short circuit the supply terminals.
- 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.
- RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. 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.
- 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.

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.

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If you have questions or comments about Cranium, please e-mail: consumer_affairs@hasbro.com. You can also write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Or call 888-836-7025 (toll-free for U.S. and Canadian residents).



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HULLABALOO

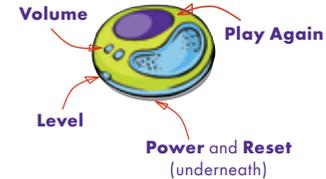
Welcome to Cranium Hullabaloo, the game that's full of fun and surprises. Listen closely and follow along as you bounce, spin, high-five, and dance to the fun sounds and friendly voice of Hullabaloo!

AGES
4+

get Ready

Hullabaloo has five buttons and a switch, and needs three AA batteries (not included).

If you're new to Hullabaloo, get warmed up with the beginner level (I). Anytime you're ready for a challenge, flip the switch on the side and jump on up to the advanced level (II).



Hullabaloo comes with 16 pads. These four purple pads are the **Cranium Pads**. Learn their names before you play!



get Set

1. Take off your shoes.

2. Spread all 16 pads on the floor about two kid-feet apart. **Mix up** the shapes and colors.

3. Put your **Hullabaloo** on the floor nearby.



over

PLaY!



Turn Hullabaloo on and follow along! Hullabaloo will tell you what to do.

Get on a purple Cranium Pad to start.

FREEZE!

Stay still when you hear "Freeze!"

More than one player can share the same pad.

How To Win

At the end of each game, Hullabaloo will tell you which pad is the **lucky pad**. If you're touching that pad, **you win!**

PLaY again!

Every few games, Hullabaloo will ask if you want to keep playing. If you do, push the purple **Play Again** button. Hullabaloo will turn itself off if nobody pushes the button.