

ON YOUR TURN

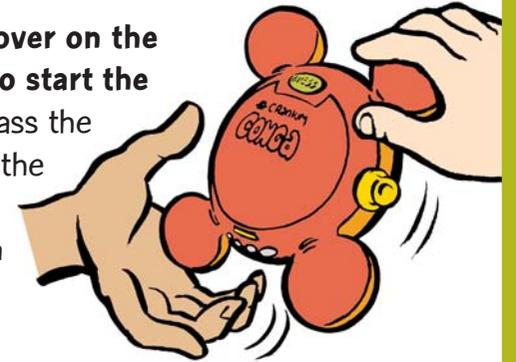
- 1 Draw a card from the deck to see which of the four Conga activities you will do. **Read the whole card out loud to the other players.** See the rules on the back page for each type of activity.



- 2 **Think of an answer that you can get the other players to guess.** Write it down on the secret pad. Don't let anyone see your answer!



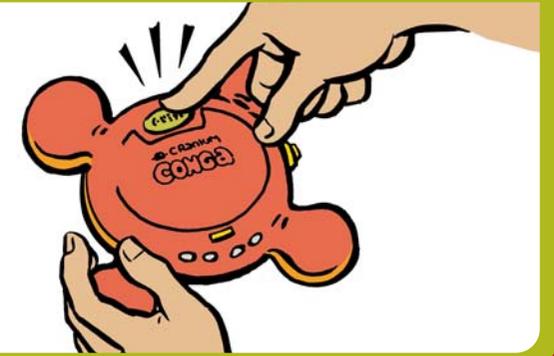
- 3 **Close the cover on the secret pad to start the Conga timer.** Pass the Conga timer to the player on your left. This person is the first guesser.



- 4 **Start the activity.** Follow the rules on the back page to help the other players guess your answer.

- 5 **The first guesser makes one guess and hits the green guess button.** After each guess you'll say whether the guesser was right or wrong. If that guess is wrong, the guesser **quickly passes the Conga timer** to the next player. Players keep guessing, hitting the guess button, and passing until someone guesses correctly or time runs out.

The timer is random. It might stop after just ten seconds, but it could go for as long as a minute. So guess quickly before the timer goes off!



SCORING

If Somebody Guesses Correctly...

- **Stop** the Conga timer by opening the secret pad.
- **Collect** your scoring tiles. You **and** the person who guessed correctly each win the number of tiles shown by the scoring lights on the Conga timer.

Now your turn is over.

The player to your left goes next.

If Time Runs Out...

- **If it's your turn, you don't score**, and the player holding the timer when time ran out doesn't score, either.
- **All of the other players win one scoring tile** for staying out of trouble!

Now your turn is over.

The player to your left goes next.

HINT

GUESS

More Guesses = More Tiles

As the number of guesses goes up, the number of tiles you can win goes up, too. So when it's your turn, try to think of an answer that other players will be able to guess before time runs out, but not on their first try.



WINNING

If you fill your Conga scoring case with tiles, **you win!** Shout out "Conga!" and open your case so everyone can see. If two or more players fill their cases on the same turn, **all of those players win!**

Welcome to CRANIUM CONGA™

the hilarious "guess what I'm thinking" game™

Cranium Conga will get your whole family laughing out loud as you act, sculpt, guesstimate, and pick hilarious words.

OBJECT The object of the game is to be the first player to fill your Conga scoring case with scoring tiles. You win tiles by completing activities with other players before time runs out.

WARNING: TO AVOID BATTERY LEAKAGE

Please follow these battery usage instructions. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

BATTERY INFORMATION

Is your Conga timer sounding faint or garbled? Ask an adult to change the batteries. Using a Phillips screwdriver, remove the battery cover and replace the batteries as shown inside the battery case.

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

Battery Safety:

- * Do not put the batteries in backwards. Positive (+) and negative (-) ends must be inserted in the correct directions following the polarity (+/-) diagram in the battery compartment (nickel-cadmium) batteries.
- * Do not mix alkaline, standard (carbon-zinc), or rechargeable (rechargeable batteries must be removed before recharging.
- * Rechargeable batteries must be recharged by an adult only.
- * Remove exhausted batteries and dispose of properly.
- * Do not try to recharge non-rechargeable batteries.

Note: 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 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:

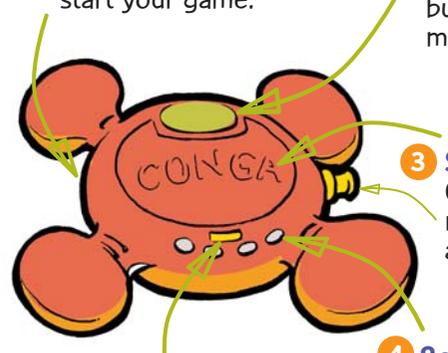
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING: TO AVOID BATTERY LEAKAGE

GET READY

Get to know your Conga timer before you play!

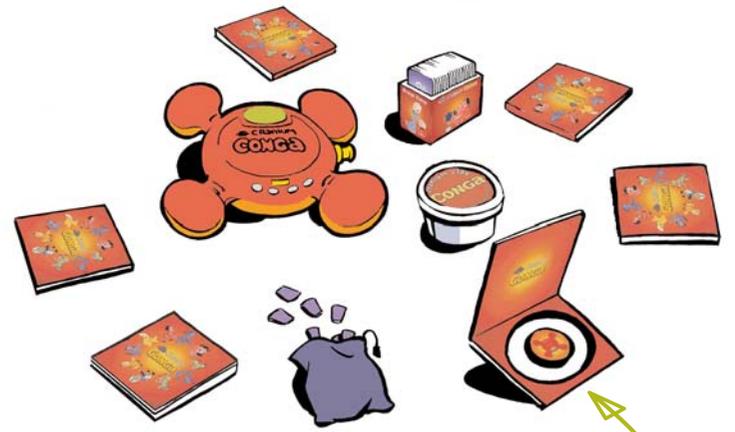
- 1 Power switch** (left side) * Turn on the power switch before you start your game.
- 2 Guess button** You'll hit the green guess button every time you make a guess!
- 3 Secret pad** (under cover) On your turn you'll use the magnet pen to write your answer on the secret pad.
- 4 Scoring lights** The scoring lights tell you the number of scoring tiles to collect after each turn. Every few guesses, the number goes up!
- 5 Timer stop button** Press this button to stop the timer and open the secret pad.



* Requires three AA batteries

SETUP

- 1** Set out the card deck, scoring tiles, Cranium Clay®, and Conga timer.



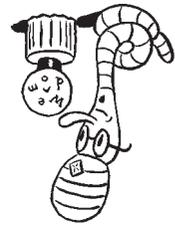
- 2** Give each player a Conga scoring case.

Now you're ready to get started!
The person whose birthday is coming up next goes first.

ACTIVITY RULES

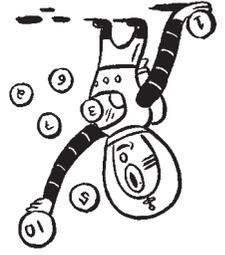
WORD WORM® MINDREADER™

Write down **ONE** word to fill the blank on the card. Tell the guessers the first letter of the word.



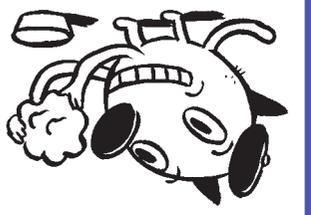
Estimate your own answer to the question on the card. After each guess, say whether your answer is higher or lower.

DATA HEAD® GUESSTIMATOR™



CREATIVE CAT® SCULPTRADES™

Make up an answer you can sculpt out of Cranium Clay®. You can move your sculpture around, but no talking while you're sculpting. Start sculpting as soon as the secret pad is closed.



Make up an answer you can act out using gestures and sound effects—but without using any words. Start acting as soon as the secret pad is closed.

STAR PERFORMER® SOUNDSTAGE™

