

For 1 to 4 Players / AGES 8+

that's So raven Girl TALK

GAME



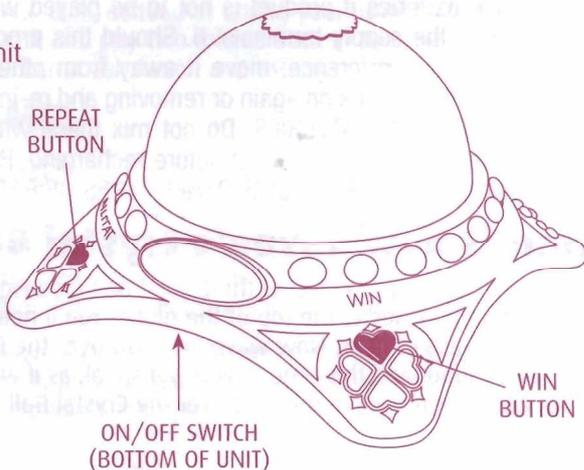
BEFORE WE BEGIN... This game plays best indoors, under normal lighting. Very bright or halogen lighting may temporarily cause your Crystal Ball to lose its powers. If your Crystal Ball doesn't seem to be working properly, try moving to another spot.

OBJECT

Guess how Raven will answer questions about you, and collect tokens for each correct answer. Be the first player to get 5 tokens on the gameboard to win. Then listen to Raven read your fortune!

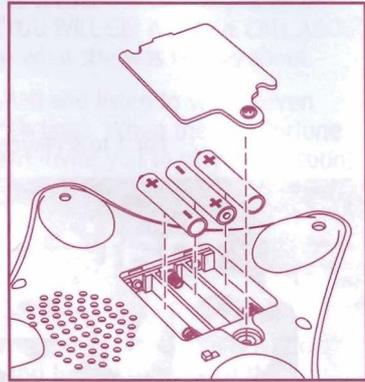
CONTENTS

- Raven's Crystal Ball Game Unit
- Gameboard
- 46 Question Cards
- 4 Ask Again Cards
- 24 Fortune Disks
- 20 Plastic Tokens
- 4 Yes/No Chips



Requires 3 x 1.5V "AA"/LR 6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Make sure the ON/OFF switch on the underside 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"/LR 6 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.



CAUTION: TO AVOID BATTERY LEAKAGE

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

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. 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 battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.

Here's how Raven's Crystal Ball works...

Wave any card over the top of the Crystal Ball (see Figure 3). You must swipe the card within 2 inches of the top of the globe. You'll hear a mystical "whoosh" sound and see a flash of light. Now wave any card over the Ball again. You'll hear another mystical sound, and this time Raven will speak as if answering a question. If Raven does not respond, wave the card over the Crystal Ball again.

- There is an ON/OFF switch on the underside of the game unit. Slide the switch to the "ON" position when you start a game with your friends.
- On the top of the two legs of the game unit there are two ruby red heart buttons. Press the button marked "WIN" when someone has won the game and gets to have her fortune read.
- Press the ruby red "REPEAT" button whenever you want Raven to repeat the last thing she's said.

Note: If the game ever goes into "sleep" mode, press either the WIN or REPEAT button to wake the game up.

If you forget to turn the game unit off, it will automatically shut off to help save the batteries.

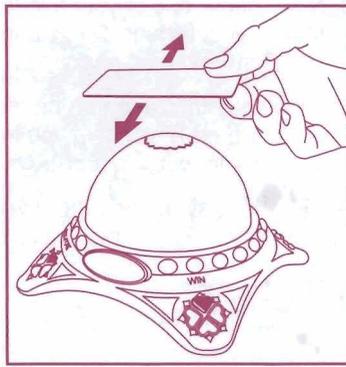


Figure 3. Wave any card over Raven's Crystal Ball twice to hear her speak! Be sure the card is within two inches of the Crystal Ball.

SET UP THE GAME

1. Remove the game components from their wrapping.
2. Each player selects one color token to collect. No two players may collect the same color tokens. Take one token of your chosen color and place it in front of you. All players do the same. Place the remaining tokens in a pile within reach of all players.
3. Remove the four cards that say, "Raven Could Be Wrong — Ask Again!" from the card deck and give each player her matching color card. Place any extra ASK AGAIN cards out of play. Shuffle the remaining cards into one deck and place it facedown within reach of all players.
4. Shuffle the 24 fortune disks fortune-side down. Place one fortune disk facedown on each of the 18 colored circles on the gameboard. Place any extra disks out of play.
5. Place Raven's Crystal Ball game unit in the center of the gameboard, within reach of all players. Slide the switch on its underside to "ON."
6. Take a YES/NO chip that matches your token's color and place it in front of you. All players do the same. Place any extra tokens out of play.
7. Choose a player to go first. Play continues clockwise (to the left).

HOW TO PLAY

On every turn, follow each of these 5 steps (explained in detail, on page 4):

- Step 1. Draw a card and read a question.
- Step 2. Decide how you think Raven will answer.
- Step 3. Ask Raven your question.
- Step 4. All players reveal their guesses.
- Step 5. Place, collect or pay a token.

- There is an ON/OFF switch on the underside of the game unit. Slide the switch to the “ON” position when you start a game with your friends.
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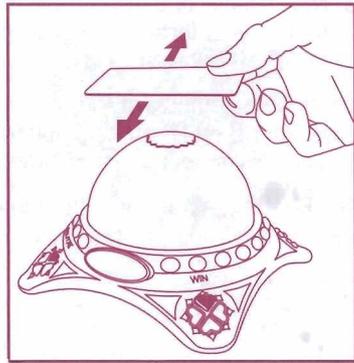


Figure 3. Wave any card over Raven’s Crystal Ball twice to hear her speak! Be sure the card is within two inches of the Crystal Ball.

NOTE: If you have three or more tokens at the beginning of your turn, you may do something special! For more on how to do this, be sure to read the **SPECIAL 3 TOKENS RULE** on page 5.

Step 1. Draw a card.

Take the top card from the deck. Choose which of the three questions on the card you'd like to ask Raven, then read it out loud to your friends. At the end of your turn, discard the card faceup next to the draw pile.

Step 2. Guess how Raven will answer.

How will Raven answer your question? Do you think her response will be a "yes"/positive answer or a "no"/negative answer?

Announce what your guess is and turn your YES/NO chip so your guess is faceup for all players to see.

Secret Guesses from Other Players. Now any other players may also guess if they wish, but they must do it secretly by covering their YES/NO chip with their hands. Players who guess correctly earn tokens, but wrong guesses also cost tokens!

Guessing is optional. If any other player does not want to guess, they must say so now.

Step 3. Ask Raven!

After players are ready with their guesses, it's time to ask Raven! When it's your turn to ask the question, ask away... then wave the card over Raven's Crystal Ball twice to hear her answer. You'll hear a magical sound each time you wave the card over the Ball. If you don't hear a sound, try again!

Raven will give a "yes"/positive answer (such as "EXCELLENT CHANCE!" or "YEA THAT IS SO TOTALLY GOING TO HAPPEN") or a "no"/negative answer (such as "I DON'T THINK SO!" or "NOT IN THIS LIFETIME").

Raven might say "VERY INTERESTING... WHAT WAS THE QUESTION AGAIN?" which means you just need to ask again.

Raven might also say "ASK ONE OF YOUR FRIENDS!" If this happens, pick any other player and ask her to answer the question. If you ask a player who guessed, she must show you the answer on her chip. If you ask a player who has not guessed, she must immediately give you a "yes" or "no" answer. This player's answer counts as Raven's answer!

Step 4. Reveal guess(es).

Now the players who guessed secretly reveal their YES/NO chips at the same time. All players whose guesses "match" Raven's answer ("YES" for a positive answer, "NO" for a negative answer) have guessed correctly! See Step 5 to see what to do after all guesses have been revealed.

ASK AGAIN Cards

Keep these cards faceup until you're ready to use them. If Raven's answer doesn't match your guess, you can ask her again. Turn your ASK AGAIN card facedown and ask Raven again. She might change her mind (or she might not). You may play

your ASK AGAIN card on another player when it's her turn, and any other player can play hers on you when it's your turn, but;

- You must play your card immediately after players reveal their guesses;
- Only one ASK AGAIN card may be played per turn.

Whenever all players' ASK AGAIN cards are turned facedown, players may all turn them faceup and re-use them.

Step 5. Place, collect or pay a token.

On your turn, if you guess correctly:

- If you already have one or more tokens in front of you, place one on any fortune disk on the gameboard. Your turn is over.
NOTE: Don't place more than one of your own tokens on a fortune disk! You may, however, place a token on a disk already occupied by another player's tokens.
- If you don't have any tokens, take one from the pile (that matches the color you picked at the beginning of the game) and place it in front of you. Your turn is over.

On your turn, if you guess incorrectly:

- If you have one or more tokens in front of you, you must pay one token to the pile. Your turn is over.
- If you don't have any tokens, do nothing. You never have to take any tokens off the gameboard. Your turn is over.

On your turn, when other players guess correctly:

If any other player guessed correctly, she wins a token of her chosen color from the pile and places it in front of her (not on the gameboard).

On your turn, when other players guess incorrectly:

- If any other player guessed incorrectly, she must pay one token to the pile (if she has one in front of her).

SPECIAL 3-TOKENS RULE

If you have at least three tokens at the beginning of your turn you may, if you wish, pay to place a token on a fortune disk, instead of taking your usual turn. To do this, place one token on a fortune disk and pay two tokens back to the pile. Since this takes up your whole turn, you do not ask Raven a question.

WINNING THE GAME:

LISTEN TO YOUR FORTUNE!

If you're the first player to get all five of your color tokens on the gameboard, you win! Now you get to have Raven read your own personal fortune!

1. Remove the five fortune disks from under your five tokens and place them facedown in front of you. Don't look at what's on the other side of the disks yet!
2. Press the "WIN" button on Raven's Crystal Ball base. You'll hear the game's theme song, and then Raven will congratulate the winner and invite her to have her fortune read. Then the reading will begin.

3. Now choose one of your five fortune disks and wave it over the Crystal Ball twice to hear your fortune. For example, she might say, "YOU WILL GET A PHONE CALL ABOUT THIS!" After Raven speaks, turn the disk over to see what she was talking about.

Continue passing each fortune disk over the Crystal Ball and listen to what Raven says. Your friends can help you interpret Raven's predictions. When the fifth fortune is read, Raven will announce the end of the game and invite you to play again soon!

NOTE: After Raven ends the game, slide the switch to "OFF" before starting a new game, or hit one of the ruby red heart buttons.

SOLO PLAY

For solo play, take the fortune disks and shuffle them. Spread them facedown on a flat surface in front of you. Now select five fortune disks at random, without looking at the other sides. Press the "WIN" button and follow the rest of the directions under "Winning the Game: Listen to Your Fortune!"

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. US consumers please 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. 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.

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