



WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.



AGE
4+


PLAYGROUND

Welcome to CRANIUM Playground, the game where you race around the monkey bars matching, drawing, dancing, and making letter shapes as you go!

Object of the Game

Be the first player to follow the monkey bars all around the playground!

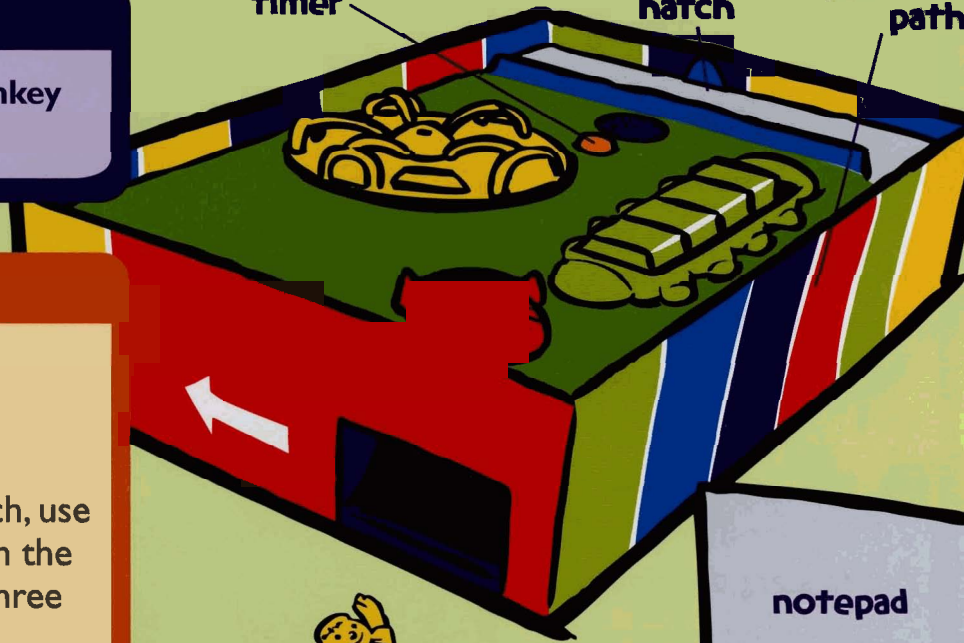
Get Ready

- 1** The first time you play: Place the yellow merry-go-round on its matching spot on the game board. Then lift the hopscotch hatch, use a Phillips-head screwdriver to open the battery compartment, and install three AAA batteries.
- 2** Set out the game board, dice, movers, and notepad. You'll also need a pencil.
- 3** Each player chooses a mover and places it on the Start spot. 
- 4** Now you're ready to play. The player with the smallest feet goes first!

timer

hopscotch hatch

monkey path



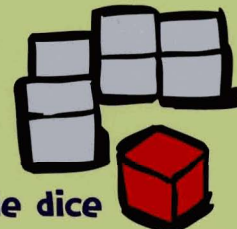
notepad



movers



hopscotch die



slide dice

CONTENTS:
Game board,
four movers, six dice,
timer and notepad.

over

On Your Turn

- 1 The color of the space your mover is on tells you which activity to play.

Since you're on a red space at the beginning, play the Data Head Dice Slide activity first.

If you land on a purple space, pick any activity to play!

- 2 When you're ready, ask another player to start the timer.
- 3 Keep playing until time runs out—or you finish the activity.



Data Head DICE SLIDE



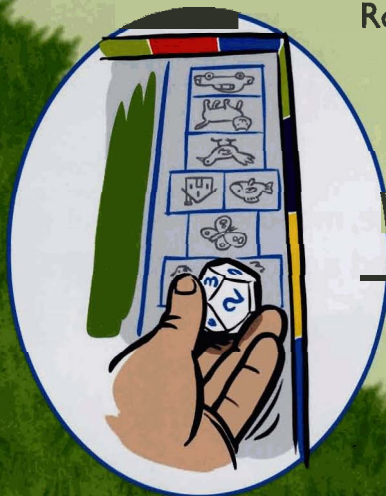
- Roll the red die down the slide. This is the number you'll try to match.
- Now roll all the white dice down the slide. Look for dice with the same number of pictures as the number on the red die. Set your matches aside.
- Keep rolling the dice that aren't matches down the slide until time runs out.

- Your score is the number of matches you make.

Four spaces most you can any to



Creative Cat HOPSCOTCH CHALK



Roll the hopscotch die onto the court and see what picture it lands on.

Draw your own version of the picture before time runs out.

Your score is the number shown on the hopscotch die.

Star Performer DANCE PARTY



Spin the four tumblers. Make a dance by doing each move you see—in order—as many times as you can before time runs out.



- Your score is the number of times you do the moves in order.

are the
move on
n.

Word Worm



LETTER-GO-ROUND

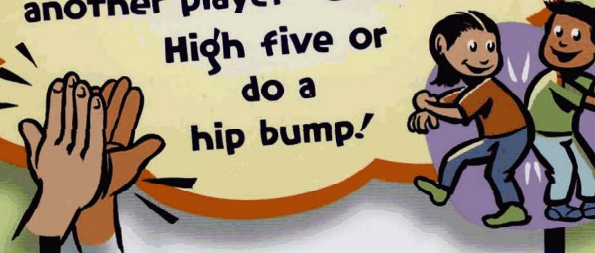
- Spin the merry-go-round. Make your body into the shape of the letter it lands on and say that letter out loud.
- Keep spinning and trying new letters until time runs out.
- Your score is the number of letters you make.



- When time is up, move ahead the same number of spaces as your score.
- Now it's the next player's turn!

If your mover ends up sharing a space with another player—**CELEBRATE!**

High five or
do a
hip bump!



HOW TO WIN

The first player to make it all the way around the playground is the winner!

The winner hosts a Dance Party. Spin the tumblers and start the timer, then get everyone up for one last dance as the music plays!

Keep Playing!

Extend the fun of CRANIUM Playground and help your child's natural abilities grow with these do-together activities!



DISCOVER
Next time you go to a playground, count the things you see—swings, kids, birds in the trees! Try matching, too. Look for yellow things, red things, tall things, small things. Who can point to five shiny things first?

PERFORM

Invent your own dance moves! Put them in a sequence and do them together...cool moves, silly moves, upside-down moves. And don't forget to name your moves as you go!



CREATE

Draw one of your favorite pictures from the hopscotch court—and then draw a whole scene around it. Add color, sign your name, and call it a masterpiece!

CONNECT

Spin the merry-go-round and take turns thinking up words that start with the letter you land on. Make up your own funny words if you can't think of any real ones!



To Replace Batteries:

Loosen the screw on the battery compartment, located beneath the hopscotch panel, and remove the door. Insert 3 AAA-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: BATTERY INFORMATION

 **x3** 1.5V AAA or R03 size
NOT INCLUDED
BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

CAUTION:


1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.

4. Remove exhausted or dead batteries from the product. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. 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.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**



Note to UK Consumers: Batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

Visit cranium.com
for all things CRANIUM.

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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 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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