



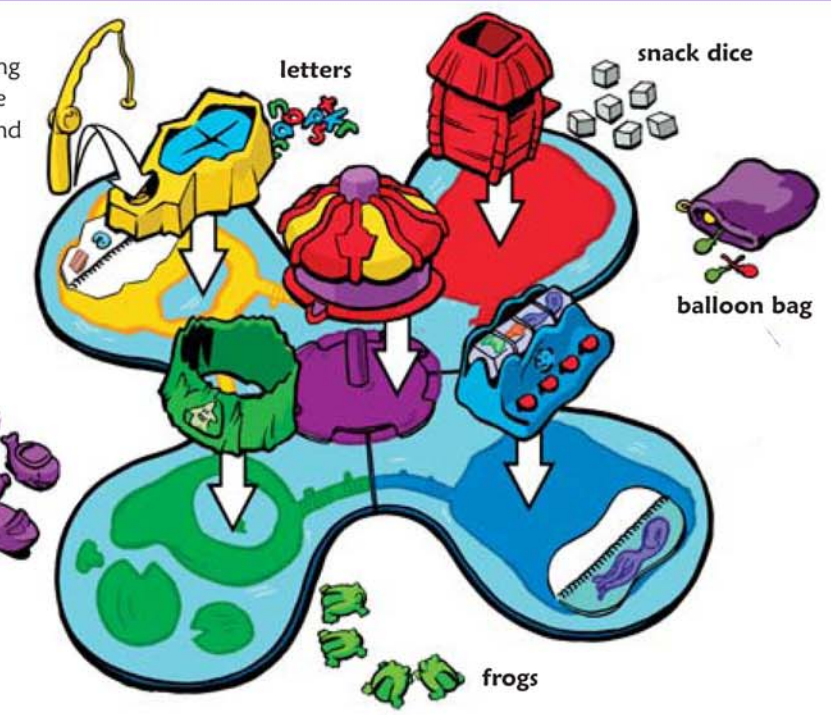
Balloon Lagoon™

Ladies and gentlemen, boys and girls, welcome to Balloon Lagoon! Today is your day at the carnival. Step right up and try your hand at four carnival games while the musical merry-go-round keeps time!

OBJECT Collect balloons as you play the four carnival games. If you're the first player to fill your mover with balloons, you're the winner!

GET READY TO PLAY

1. Assemble the game board by attaching the four puzzle sections to the purple center piece. Place the merry-go-round on the purple post.
2. Attach each carnival game to the game board, with the sticker facing away from the merry-go-round. The color of each game matches its spot on the board. Put the letters in Letter Lake, place the dice near the Snack Hut, and place the frogs near the Frog Pond.
3. Each player chooses a purple mover. You'll float your mover around the Balloon Lagoon carnival, stopping at one of the docks on each turn to play a game.



Now you're ready to play! Take turns going first.

BATTERY INFORMATION

Does your Balloon Lagoon merry-go-round timer 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.

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.
 - Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
 - Do not mix old and new batteries.
 - Rechargeable batteries must be removed before recharging.
 - Batteries must be installed and removed by an adult only.
 - Rechargeable batteries must be recharged by an adult only.
 - Remove exhausted batteries and dispose of properly.
 - Do not try to recharge nonrechargeable 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 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 taking one or more of the following measures:

- Reorienting or relocating the receiving antenna.
- Increasing the separation between the equipment and receiver.
- Consulting the dealer or an experienced radio/TV technician for help.



WARNING: CHOKING HAZARD - Small parts. Not for children under 3 yrs.

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ON YOUR TURN

1. Spin the merry-go-round.

The game it points to is the game you'll play on this turn. Float your mover to the game's dock and get ready to play.



2. Get set.

When you're ready, ask another player to press the purple button to start the timer for you.



3. Play your game!



Fish for letters to spell a word!

Turn to a new word in the flipbook. Use the fishing pole to reel in the letters. If you catch a letter that's part of the word you're spelling, place it on top of that letter in the book. If you catch a letter that doesn't belong, set it aside. Keep fishing until you spell your word or time runs out.

Your score is the number of correct letters you fish.



Hop the frogs back into their pond!

Take the frogs out of the pond. Put your first frog on the big lily pad. Slide your finger or thumb off the frog's tail to hop it back into the pond. Keep trying until you get all four frogs in or time runs out.

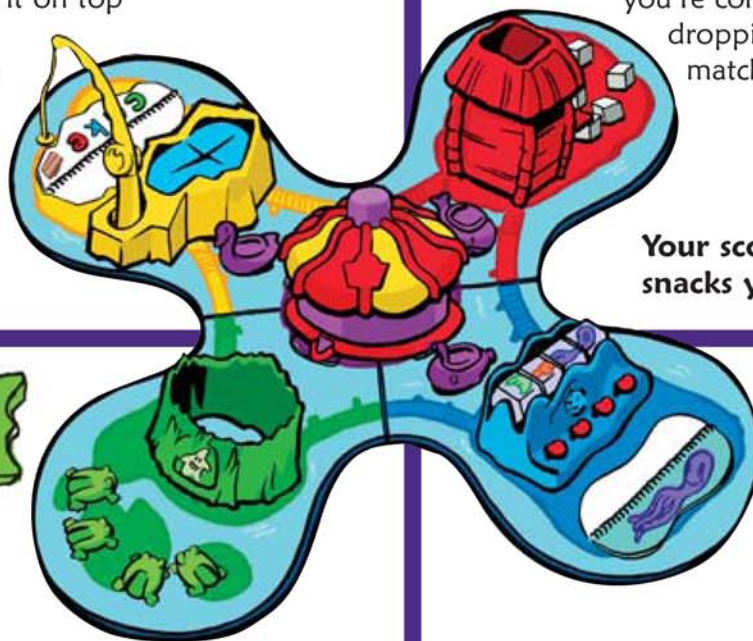
Your score is the number of frogs that make it into the pond.

Collect four matching snacks!



Drop all six dice into the top of the snack hut. Choose a snack and try to collect four of a kind. Put the dice you're collecting on the snack rack, and keep dropping the rest until you collect four matching snacks or time runs out.

Your score is the number of matching snacks you collect.



Spin the wheels to make a picture!

Turn to a new picture in the flipbook. Match the picture in the book by pressing the red levers to spin the wheels. Keep trying until you match all four sections of the picture or time runs out.

Your score is the number of sections that match the picture.

4. Collect balloons!

When time is up, count your score. You get that many balloons! Choose any color balloons from the balloon bag and add them to your mover. The player to your left goes next.



HOW TO WIN

If you're the first player to fill your mover with balloons, you're the winner!

