ON YOUR TURN

Draw a card from the deck to see which of the four Conda 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.



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



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 quesser.

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

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 The timer is random. It might correctly or time runs out.

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



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!

OR INDICATE ANY APPROVAL, ENDORSEMENT, AFFILIATION, OR SPONSORSHIP BY SUCH THIRD PART

over

The person whose birthday is coming up next goes first.

Now you're ready to get started!

2 Give each player a Conga scoring case.

Set out the card deck, scoring tiles, Cranium Clay[®], and Conga timer.

SETUP

ACTIVITY RULES

CREATIVE CA SEULPTORADES

se upting. Start sculpting as but no talking while you're can move your sculpture around, sculpt out of Cranium Clay? You Make up an answer you can

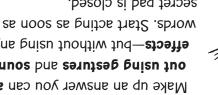
soon as the secret pad is closed.



STAR PERFORMER MIJ941SONNOS

secret pad is closed. words. Start acting as soon as the punos pue sainisab buisn ino Make up an answer you can act







OAJH ATAQ

MORD WORM

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

"AOTAMIT223UD

blank on the card. Tell the guessers

Write down ONE word to fill the

MINDRENDER

GET READY Get to know your Conga timer before you play!

2 Guess button

make a guess!

4 Scoring lights

You'll hit the green guess

Secret pad (under cover)

On your turn you'll use the

magnet pen to write your answer on the secret pad.

The scoring lights tell you

to collect after each turn.

* Requires three AA batteries

Every few guesses, the

number goes up!

the number of scoring tiles

button every time you

1 Power switch (left side) *

Turn on the power

switch before you

start your game.

5 Timer stop button

Press this button to

stop the timer and

open the secret pad.

the tirst letter of the word.



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

is encouraged to try to correct the interference by one or more of the following measures: television reception, which can be determined by turning the equipment off and on, the user particular installation. If this equipment does cause harmful interference to radio or communications. However, there is no guarantee that interference will not occur in a used in accordance with the instructions, may cause harmful interference to radio equipment generates, uses, and can radiate radio frequency energy and, if not installed and reasonable protection against harmful interference in a residential installation. This device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide This equipment has been tested and found to comply with the limits for a Class B digital

- Do not try to recharge non-rechargeable batteries.
- Remove exhausted batteries and dispose of properly.
- * Rechargeable batteries must be recharged by an adult only.
- * Batteries must be installed and removed by an adult only.
- Rechargeable batteries must be removed before recharging.
 - * Do not mix old and new batteries.

Battery Safety:

ine pattery case.

- nickel-cadmium) batteries.
- negative (-) ends must be inserted in the correct directions
- * Do not put the batteries in backwards. Positive (+) and

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

Cranium

The object of the

game is to be the

a Phillips screwdriver, remove the battery cover and replace the batteries as shown inside

Is your Conga timer sounding faint or garbled? Ask an adult to change the batteries. Using ΝΟΙΤΑΜЯΟΊΝΙ ΥΆΞΤΤΑΒ

Welcome to

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.

first player to fill your Conga scoring

case with scoring tiles. You win tiles

by completing activities with other

players before time runs out.

OBJECT

- tollowing the polarity (+/-) diagram in the battery compartment.

* Do not mix alkaline, standard (carbon-zinc), or rechargeable