

Pirates' Passage

Squawkbox Cards[™]

Electronic card games with something to say!

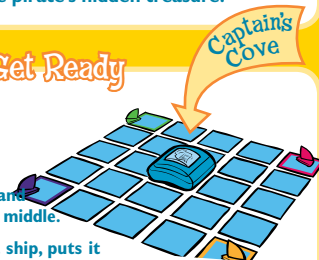
Welcome to Cranium
Pirate's Passage,
where you plot the
perfect path to
the hidden treasure!

Object of the Game

Be the first ship to reach Captain's Cove and claim the pirate's hidden treasure!

Get Ready

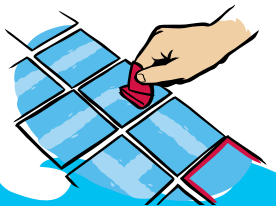
1. Shuffle the path cards and deal them into a board. Make a 5-by-5 grid with an island at each corner and the Squawkbox in the middle.
2. Each player chooses a ship, puts it together, and places it on the island of the same color.
3. The player whose birthday is coming up next goes first.
4. When you're ready, turn on the box.



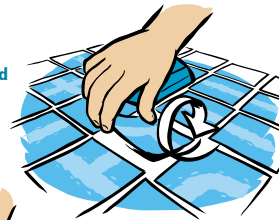
On Your Turn

Press the button. The pirate tells you to do one of the following:

Sail Away: Move your ship **one card** along any connecting path. More than one ship can be on a card, and it's okay to land on someone else's island. You must move even if you go in the wrong direction or land on a sea monster. If you land on a sea monster, go back to your home island and start again. If you cannot move, your turn is over.



Flip: Flip over any path card. You cannot flip an island or a card with a ship on it.



Swap: Swap any two path cards that **share an edge**, without rotating them. You cannot swap the Squawkbox or a card with a ship on it.

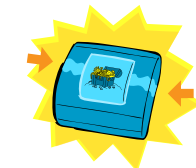


Rotate: Rotate any path card or the Squawkbox one-quarter turn in either direction. You cannot rotate a sea monster or a card with a ship on it.



How to Win

You can enter Captain's Cove only from two sides. The first ship to reach the treasure wins! When you get there, hold down the button to claim your prize!



Try this!

Next time you set up the board, deal the path cards to the players. Take turns placing one path card at a time to build the board. Create an easy path for yourself — or block other players' paths with sea monsters.

TROUBLESHOOTING

Are you having trouble with your Squawkbox?
Try these tips!

- | | |
|----------------------------------|--|
| If your Squawkbox... | Try this! |
| Isn't loud enough... | Adjust the volume with the switch on the bottom of the Squawkbox. |
| Sounds garbled... | Install three new AAA batteries. |
| Won't turn on... | Install three new AAA batteries. |
| Stops in the middle of a game... | Turn your Squawkbox off and then on again.
Install three new AAA batteries. |

If you've tried all these steps and you're still having trouble, go to cranium.com/support or call 1-877-CRANIUM. We value your input, and we'll do our best to help!

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 and EMC regulations. Conforms to the requirements of EN 50088. 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.

CHANGING THE BATTERIES

Your Squawkbox needs three AAA batteries. Follow these steps to install the batteries. Batteries must be installed and removed by an adult.

1. Turn over your Squawkbox and unscrew the battery cover.
2. Insert the batteries as indicated.
3. Replace the battery cover and tighten the screw.

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.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Rechargeable batteries must be removed before recharging.
- Rechargeable batteries must be recharged by an adult only.
- Batteries must be installed and removed by an adult only.
- Remove exhausted batteries and dispose of them properly.
- Do not try to recharge non-rechargeable batteries.
- The supply terminals are not to be short-circuited.



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Take the fun with you!
Squawkbox Cards™



a rapid race to catch
the most critters



the crazy cafeteria game where
you make the meals



The race is on to create your ultimate zoo!
It takes a bunch of resources (and a little bit of luck) to build four unique animal habitats and celebrate Opening Day.

Ages 8 to Adult

Express yourself with
Cranium character games!

You and your friends share fun creations and score points for the most original writing, drawing, singing, and more! Try new Doodle Tales™, Super Showdown™, Tune Twister™, and Wacky Words™.

Ages 8 to Adult



For everything Cranium, visit cranium.com