



Winner of the Toy Industry Association's Game of the Year award three years in a row!

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BATTERIES AND TROUBLESHOOTING

Does your Sounds of the Seashore Magic Seashell 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.

If changing the batteries doesn't fix your Magic Seashell, try turning it off and then on again. If this doesn't work, go to cranium.com/help. We value your input, and we'll do our best to help!

Here are some more 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.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.

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 and ICES-003/NMB-003. 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.

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.



WARNING: TO AVOID BATTERY LEAKAGE

Please follow these battery usage instructions. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

Sounds of the Seashore™

Welcome to Cranium Sounds of the Seashore, the game that explores the sights and sounds of a day by the sea! Listen to the Magic Seashell and match the sounds you hear with the pictures on the shell cards. You'll find boats, seals, dolphins — even a buried treasure!

OBJECT OF THE GAME

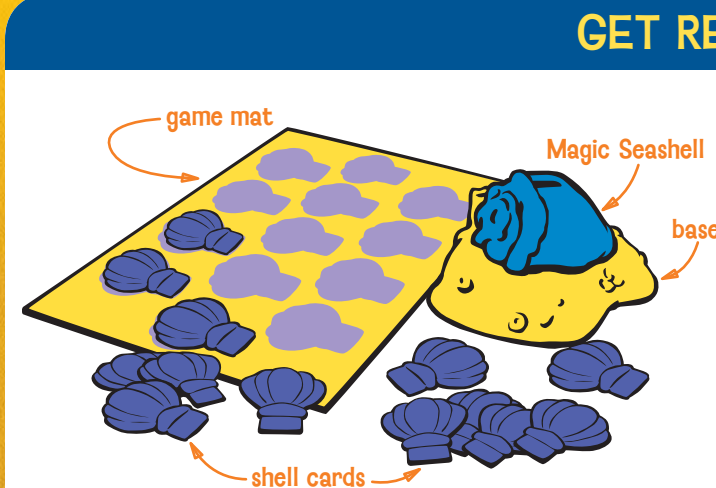
Match the sounds with the shell cards. Collect the most cards by the end of the game to win!

GET TO KNOW THE SHELL CARDS



You'll hear a surprise when you put the treasure card into the Magic Seashell at the end of the game!

GET READY



1 Place the shell cards **face down** on the game mat.

2 Turn on the Magic Seashell and place it in the base.



3 The player with the smallest feet goes first.

Now you're ready to play!

WARNING:
CHOKING HAZARD – Small parts.
Not for children under 3 years.

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HOW TO PLAY



BEGINNER

Keep turning over cards until you find a match.

1 Start your turn by lifting the Magic Seashell from the base to your ear and **listening to the sound**.



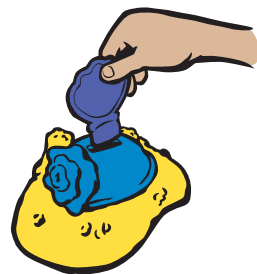
2 Return the Magic Seashell to the base so everyone can hear the sound. (Note: In order for the seashell to operate, it must be properly nestled in the base. The shell will not make sounds if it is sitting directly on a table or on the floor.)



3 Try to find a shell card that matches the sound. **Turn over the cards one at a time** until you think you have a match.



4 Put the shell card into the slot on top of the Magic Seashell.



5 Listen to find out if your card matches the sound.



Did you make a match?

yes

It's a match!
Keep the card until the end of the game!

no

No match this time?
Return the card face down to the space where you found it. **Keep turning over cards** until you find a match.

6 After you make a match, it's the next player's turn.

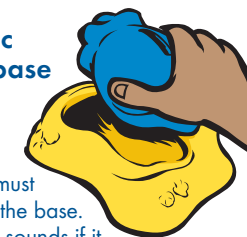
ADVANCED

On your turn select one card to find a match.

1 Start your turn by lifting the Magic Seashell from the base to your ear and **listening to the sound**.



2 Return the Magic Seashell to the base so everyone can hear the sound. (Note: In order for the seashell to operate, it must be properly nestled in the base. The shell will not make sounds if it is sitting directly on a table or on the floor.)



3 Try to find a shell card that matches the sound. Select **ONE** shell card and **turn it over**.



4 Put the shell card into the slot on top of the Magic Seashell.



5 Listen to find out if your card matches the sound.



Did you make a match?

yes

Keep the card until the end of the game!

no

Return the card face down to the space where you found it.

Hint: Try to remember each card you put back. You might hear a sound again on your next turn.

6 Now it's the next player's turn.

HOW TO WIN

At the end of the game, count your cards. The player with the most cards is the winner!



PLAY AGAIN!

Mix up the shell cards and place them face down on the game mat. Start playing again!

