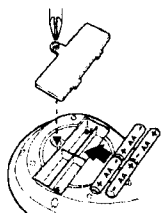




IMPORTANT

- If this game malfunctions or "locks up," use a ballpoint pen to press the **RESET** button. See diagram below. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

INSTALL BATTERIES



4 "AA"/LR6 SIZE BATTERIES ARE REQUIRED (NOT INCLUDED)

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (located on the back of the unit) and open the door.
2. Insert 4 new "AA" /LR6 size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.
4. If this game malfunctions or "locks up," use a ballpoint pen to press the **RESET** button.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

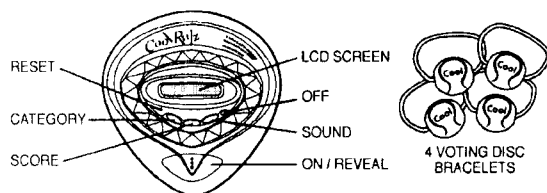
CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.
7. **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.**
8. Do not dispose of batteries in fire. Batteries may explode or leak.
9. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.

OBJECT OF THE GAME

Find out what you and your friends think is Cool or Not Cool! Be first to collect 15 points by agreeing with your friends.

A LOOK AT THE GAME UNIT



FEATURES

ON / REVEAL – Press to turn the game on. If pressed when the game is already on, it will call up a new "Cool Challenge" (or advance to the bonus round). This button is also used to accept a category that is displayed.

OFF – Press to turn the game off. The game will also turn off automatically after 3 minutes of non-use.

CATEGORY – The **CATEGORY** button is optional. Press to select one of 5 categories. A category may be selected at the beginning of a round and will be displayed on the LCD screen. If **CATEGORY** is not pressed, the game automatically chooses a Cool Challenge from one of the categories at random.

SCORE – Press during play to display all players' scores on the LCD.

SOUND – Press to change the sound level from high, medium, low, or to turn the sound off.

RESET – Press with a ball-point pen if your game operates erratically or "locks up."

VOTING DISC BRACELETS – Each player chooses a Voting Disc Bracelet (Blue, Green, Yellow or Purple). They are used to electronically vote "Cool" or "Not Cool" as explained later on in the instructions.

SUMMARY

Cool Rulz is played in rounds. After a Cool Challenge is shown on the screen, each player, in turn, secretly votes whether she thinks it is Cool or Not Cool. After everyone has voted, the game announces how many players agreed and gives one point to each of the players in the majority. Whenever there is a difference of opinion, the game goes to a bonus round where it declares if the Cool Challenge is considered Cool or Not Cool in a particular city. Players who voted the same as the city, each receive one point.

Cool Rulz may be played by two, three or four players. Set the game unit on a table or floor and have all players gather around it. Each player takes a Voting Disc Bracelet. Place any extra Bracelets out of play.

1. Press the **ON / REVEAL** button to turn on the game.
2. The game will prompt you to sign in. If you wish to adjust the screen contrast, press the **CATEGORY** button several times to darken or lighten the screen after the "sign in" animation is played.

Place your voting disc onto your hand as shown below.

Each player, in turn, then signs in by passing her Voting Disc over the top of the game unit. It doesn't matter which side of the Disc is showing. The game will announce each color as soon as each player signs in.

After all the players have signed in, press the **ON / REVEAL** button again. (If the maximum of 4 players have signed in, the game goes automatically to the next step, without anyone pressing **ON / REVEAL**.)

4. The game automatically chooses a Cool Challenge at random.

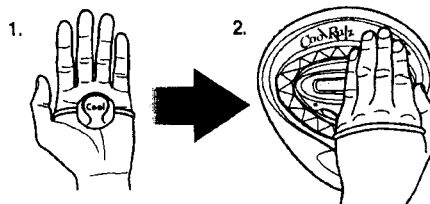
If you would rather choose a specific category, you can ignore the Cool Challenge shown on the screen. Instead press **CATEGORY** several times to scroll through each category. They include Lookin' Good, Sports & Activities, Social Creatures, School & Entertainment, Home & Hobbies and All Categories. (All Categories randomly selects a Cool Challenge from one of the categories.)

Once you have the desired category on screen, press the **ON / REVEAL** button to actually select the category.

Note: You may select a different category at the beginning of any round before a vote is cast.

5. When a Cool Challenge appears on the screen, read it out loud to all players

Then, turn the disc so that your choice of Cool or Not Cool is visible to you. Make sure that it cannot be seen by the other players! All players do the same. Then each player, in turn, passes her Voting Disc over the game unit to register her vote.



Note: Occasionally, the screen may read: **CREATE YOUR OWN COOL CHALLENGE**. When this occurs, one player thinks up a Cool Challenge phrase, announces it to all players, and a vote is taken as usual.

After all votes have been cast, the game announces how many players agreed with each other, or if the vote was split evenly. The players are then prompted to reveal their votes and discuss why they voted that way.

- If voting was unanimous, one point is awarded to each player. Press ON / REVEAL for the next round and a new Cool Challenge.
- If voting was not unanimous, but a majority agreed, then each player in the majority is awarded one point. Press ON / REVEAL for the Bonus Round.
- If voting was tied (split evenly), no points are awarded. Press ON / REVEAL for the Bonus Round.

Note: If you had to **CREATE YOUR OWN COOL CHALLENGE** there will be no bonus round unless there is a tie (split evenly).

Bonus Round

Whenever there is a difference of opinion, the game goes to a bonus round where it announces whether the Challenge is considered Cool or Not Cool in a particular city. Players who voted the same as the city, each receive one point. Then press ON / REVEAL for the next round and a new Cool Challenge.

Additional Rounds

Always press ON / REVEAL to begin a new round. Rounds continue until one player reaches a score of 15 points.

Viewing Scores

At any time during the game, scores can be displayed for all players. Press SCORE and the players (identified by color) will be shown on the screen with their scores. Press SCORE again to turn the score off and resume the game.

WINNING THE GAME

The first player to reach 15 points wins the game. The lights will flash and the game will announce the winner. If there is a tie (more than one player with 15 points at the end of a round), the game automatically continues with another round until the tie is broken.

AUTOMATIC SHUT OFF

Your game unit will shut off automatically after three minutes of non-use.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or push in the RESET button.

EFFECTS OR DAMAGE

If your game has been damaged or something has been left out, **DO NOT RETURN IT TO THE STORE**. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200,
Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to: Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO

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This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

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. 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

IMPORTANT INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE. Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO BOX 43, Caswell Way, Newport, Wales, NP19 4YD

or telephone our Helpline on 00 800 2242 7276

**PROOF OF PURCHASE
COOL RULZ™**

TIGER.

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U.S. Patent Pending

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