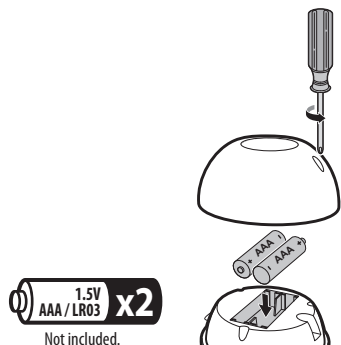




IMPORTANT: BATTERY INFORMATION

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

CAUTION:

As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.

TO AVOID BATTERY LEAKAGE

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. 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.

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.

KA-BLAB! and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. © 2021 Hasbro. TM & ® denote U.S. Trademarks.

Hasbro, Pawtucket, RI 02861-1059 USA. Retain this information for future reference.

Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept.,
P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service: <https://consumercare.hasbro.com/en-au>
New Zealand consumer service: <https://consumercare.hasbro.com/en-nz>

PARENTS:
HASBROGAMING.COM



10+

F2562
2-6

CONTENTS

Electronic timer, 3 dice, 200 category cards, and 18 tokens

OBJECT

Quickly blurt out things that fit your category and pass to the next player before the timer goes KA-BLAB! If the timer goes off on you, you lose a token. Lose all three and you're out!

GET READY

The first time you play, insert batteries into the timer. (See "Battery Information" on the back page.)

1. Shuffle the cards and place a stack facedown in front of each player. Try to make the stacks even. It's okay if some players get more cards than others, though!
2. Give each player three tokens. Put any leftovers back in the box.
3. Put the timer in the center of play.
4. Give the dice to the youngest player. They'll start the round, and play will move clockwise!



PLAY

Each round, you'll take turns blurting stuff out until you can pass to the next player. The round ends when the timer goes off!

Ready to start? Pull the fuse on the ticking timer and GO!

The timer is randomized, so you never know when it'll go KA-BLAB!

Need to stop the timer in the middle of a round? Just pull the fuse and hold for 2 seconds!



ON YOUR TURN

1. **ROLL** all three dice and add up any numbers. That's how many things you'll need to name!

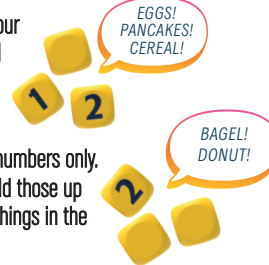


If you roll ALL BLANKS or a SKIP **X**, your turn ends immediately! Pass the dice to the next player—it's their turn!

2. **FLIP** over and read aloud your top card. That's your category this entire turn!

Breakfast foods

3. **BLURT** out things that fit your category until you've named as many as you rolled.



4. **REROLL** the dice showing numbers only. **Don't reroll blanks!** Now add those up and name that many more things in the same category.

5. **KEEP ROLLING & BLABBING** until either:

- You get ALL BLANKS or a SKIP. Pass the dice to the next player, while the timer's still ticking! They roll the dice, flip a new card, and start blabbing.
- The timer goes KA-BLAB! The round ends and you lose a token. Lose three tokens and you're out of the game! The player on your left starts the next round.

Note: Your turn isn't complete until you've passed the dice to the next player. So, if the timer goes off after you've blabbed but before you've passed those dice, you lose a token!

WIN

Keep playing until there's only one player with tokens left standing. They win the game!