

Welcome to CRANIUM®

Cranium is the outrageously fun party game for four or more players that will get you and your team sculpting, acting, puzzling, and even spelling backwards to win!

OBJECT

The object of the game is to be the first team to move clockwise around the board and into Cranium Central™, where your team will attempt its final activity for the win!

SETUP

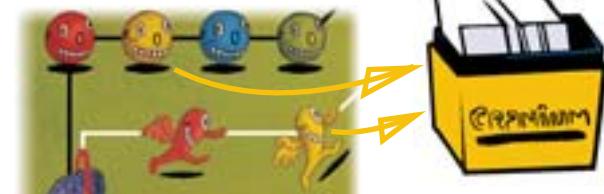
- 1 **Divide into teams** of two or more. Each team chooses a **game piece** and places it on the purple Planet Cranium® labeled **START**.
- 2 Set out the four **character card boxes**: Creative Cat®, Word Worm®, Star Performer®, and Data Head®.
- 3 Set out the **die, timer, and tub of Cranium Clay®**.
- 4 Give each team a **pad and pencil**.
- 5 **Now you're ready to play Cranium!**



ON YOUR TURN

At the start of the game, the team with the person whose birthday is coming up next goes first.

- 1 The team to your right draws your card and reads it aloud to you. Your card is drawn from the character card box that matches the colored space your team's game piece is on.



On your first turn, and every time you're on a purple **Planet Cranium**, you get to choose which box your card will be drawn from.

- 2 Your team does the activity described on the card.



- 3 **If you're successful...** Roll the die and move to the next color indicated on the die. You must **stop on every purple Planet Cranium** even if your roll would otherwise take you past it. If you roll purple, zoom ahead to the next Planet Cranium. **Your turn is now over.** Play passes to your left.

If you don't succeed... Don't roll or move. You must wait until your next turn and try again. **Your turn is now over.**

REMEMBER

In Cranium you roll at the **END** of your turn, after you have successfully completed an activity.

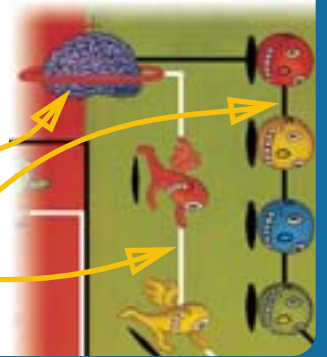


Getting on the fast track

On every Planet Cranium you have a chance to get on the fast track. If your team is **successful on the first activity** you do on the Planet Cranium, hop on the inner **fast track**. Otherwise, take the outer **scenic path**.



Planet Cranium
scenic path
fast track



over

CLUB CRANIUM™

Read this section if you draw a Club Cranium card.

A Club Cranium card pauses the game for an outrageous all-play activity, with all teams competing to earn a bonus roll. The first team to shout out the correct answer before time runs out wins an immediate bonus roll.

After the Club Cranium is played, the winner of the Club Cranium card takes one **bonus roll and moves**. Then the team whose turn it was when the Club Cranium card was drawn takes its **regular turn**.

Just follow the instructions on the card.



If you draw a Club Cranium card while you're on a Planet Cranium...

- If your team wins the Club Cranium and it was your first activity while on a Planet Cranium, roll and move onto the fast track.
- If your team doesn't win the Club Cranium and it was your first activity while on a Planet Cranium, don't worry—you can still try for the fast track on your regular turn.

WINNING

- 1 Enter the **Cranium Circle** on a roll at the end of a turn. **Move to the name** of the character card box that matches the color on the die.
If you roll **purple**, you can choose your starting point on the circle.

Now wait for your next turn.

- 2 Each time you successfully complete an activity in the Cranium Circle, **keep the card**, move clockwise to the next character name, and **wait until your next turn** to do an activity from that box.

Club Cranium cards count, too. If you win a Club Cranium card while you're in the Cranium Circle, keep the card if it's one you need. If the card you won matches the character name you are on, move clockwise to the next character name.

If you are not successful, stay where you are and try again on your next turn.

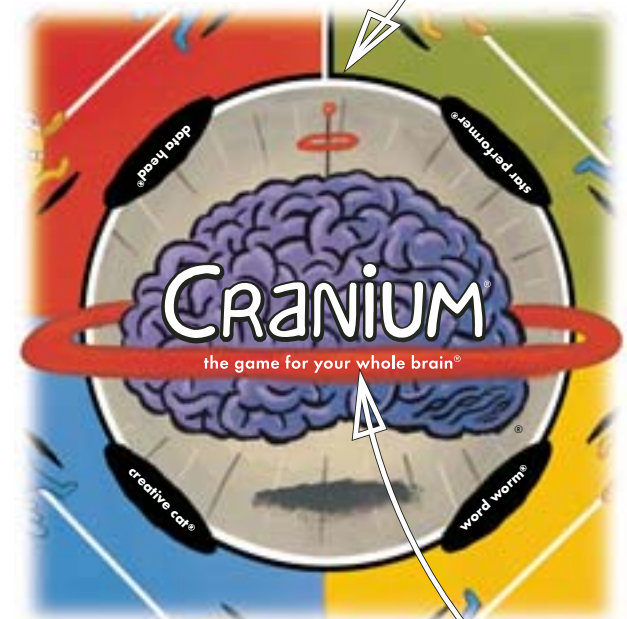
- 3 Once your team holds one card from each character card box, **move into Cranium Central**.

On your next turn, the other teams collectively **choose the character card box** for your final activity.

If you are unsuccessful, you must try again on your next turn.

If your team is the first to successfully complete an activity in Cranium Central (Club Cranium cards count, too), congratulations! **You've won Cranium!**

To win, your team must be the first to win one activity from each character card box in the **Cranium Circle**...



...and then successfully complete one final activity in **Cranium Central**.