



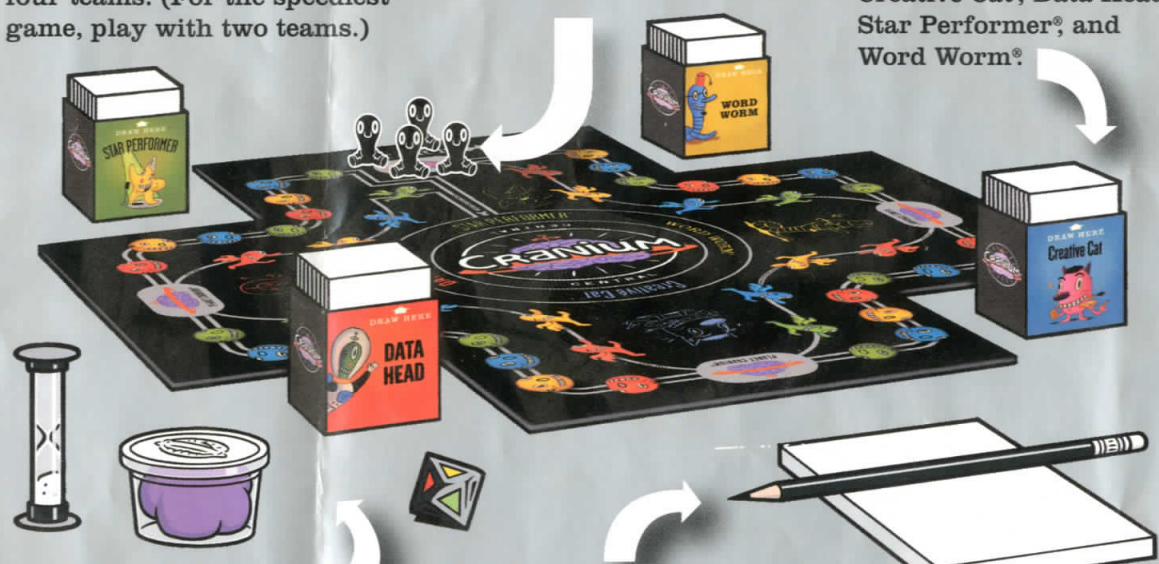
DISCLAIMER: THIS GAME HAS BEEN KNOWN TO CAUSE OUTRAGEOUS FUN AND UPROARIOUS LAUGHTER WHEN PLAYED BY FOUR OR MORE FRIENDS. PLEASE BE ADVISED THAT YOUR TEAM MAY SOON BE SCULPTING, ACTING, PUZZLING, AND POSSIBLY EVEN SPELLING BACKWARDS TO WIN.

GET READY

1. **Divide into teams of two or more.** You can play with two, three, or four teams. (For the speediest game, play with two teams.)

2. Each team chooses a mover, gives it a hat or hairdo, and places it on the purple Planet Cranium™ labeled **START**.

3. Set out the four character card boxes: Creative Cat®, Data Head®, Star Performer®, and Word Worm®.



5. Set out the die, timer, and tub of **Cranium Clay®**.

4. Give each team a pad and pencil.

OBJECT OF THE GAME

Be the first team to move clockwise around the board and into Cranium Central, then complete one final activity for the win!

ON YOUR TURN

The team with the player whose birthday is coming up next goes first.

1. In Cranium, you roll the die at the **end** of your turn, after you successfully complete an activity. The color of the space your mover is on matches the color of the Cranium activity card you'll play.



On your first turn, and every time you're on a Planet Cranium, your team can choose from any one of the four character card boxes.

2. Have the team to your right draw your card and read it out loud to you.

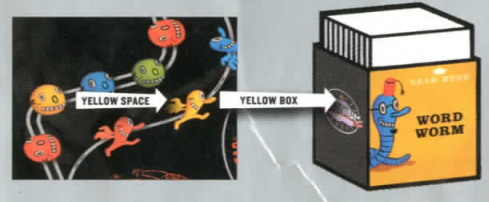
3. When you're ready, the team to your right starts the timer. Your team must successfully complete the activity before time runs out.

4. Were you successful?

Yes! (Nice!) **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. **Now your turn is over.** Play passes to your left.

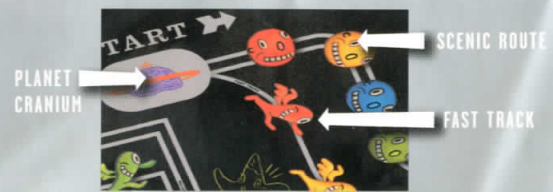
No. (Not so nice.) **Don't roll. Don't move.** (Just sit there, look fabulous, and prepare for your next attempt.) **Now your turn is over.**

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 inner 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 scenic route—the outer path.



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.



Cloodle

Everyone plays this Club Cranium **Cloodle!** Choose one artist from each team to **draw** clues on paper with no talking, letters, or symbols. The first team to guess the answer wins an immediate **bonus roll**. If this card was drawn on your turn, you get another card after the winner's bonus roll.

HINT

THING



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.

HOW TO WIN

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.

Here's how to do it



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 have to wait and try again on your next turn. (Sorry, we don't make the rules. Wait—yes we do.)

If your team is the first to successfully complete an activity in Cranium Central (Club Cranium cards count, too), congratulations! It's time to uncork the champagne or carbonated nonalcoholic beverage of your choice, because you, my friends, have won Cranium.