Welcome to Cranium, the outrageously fun party game for four or more players that gets you and your team sculpting, acting, puzzling, and even spelling backwards to win.

**OBJECT OF THE GAME**

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

**GET READY**

1. Divide into two teams of two or more players. If you're a large group, you can divide into as many as four teams, as long as each team has at least two players.

2. Each team chooses a mover and places it on the purple space labeled START.

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

4. Set out the die, timer, and tub of Cranium Clay.

5. Give each team a notepad and pencil (not included).
ON YOUR TURN

1. In Cranium, you roll 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 activity. The Cranium activity card you'll play.

2. Your team can choose from any one of the four character cards boxes. On your first turn, and every time you enter on a purple or Planet Cranium.

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!

Roll the dice and move to the next color indicated on the die. If you are playing Planet Cranium, play passes to your left. The mid-sized or full-sized game, you must stop at every Planet Cranium — even if your roll would otherwise take you past it.

No. Don't roll or move. Now your turn is over. You'll have to wait until your next turn and try again.

Remember: In Cranium, you roll at the end of your turn. After you have successfully completed an activity, you roll at the end of your turn. You'll have to wait until your next turn and try again.

YOUR TURN

Choose how long to play.

Fold the board to pick the game length you want.

Quick Game

(90 minutes)

Mid-sized Game

(60 minutes)

Full-sized Game

(90 minutes)

Now you're Ready to Play.

Notice: Cranium clay contains wheat.

Choose fun activities with the player whose birthday is coming up next goes first.

Discretionary snacks and the overall ambiance may vary depending on luck, etiquette, and/or your very best guess. Actual game times vary.

OVER
ALL-PLAY CARDS

An all-play card pauses the game and gives all the teams a chance to compete at the same time. The first team to shout out the correct answer before time runs out wins an instant bonus roll.

After an all-play card is played, the winner takes one bonus roll and moves. Then the team whose turn it was when the all-play card was drawn takes its regular turn.

Getting on the fast track

When you play the full-sized game, every Planet Cranium gives you a chance to get on the fast track. If your team is successful on the first activity you do on a Planet Cranium, hop on the inner fast track. Otherwise, take the scenic route—the outer path.

You must stop at every Planet Cranium—even if your roll would otherwise take you past it. If you’re on the fast track and you roll purple, zoom straight ahead to the next Planet Cranium.

If an all-play card is drawn while you’re on a Planet Cranium...

If your team wins the all-play card 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 all-play card and it was your first activity while on a Planet Cranium, don’t worry—you can still try to get on the fast track on your regular turn. (Remember: an all-play card is a pause in the regular game.)
Enter Cranium Central. On your next turn, the other teams collectively choose the card box for your final activity.

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

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