



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!

## CHOOSE HOW LONG TO PLAY

Fold the board to pick the game length you want.



**QUICK GAME**  
(30 MINUTES)\*

**MID-SIZED GAME**  
(60 MINUTES)\*

**FULL-SIZED GAME**  
(90 MINUTES)\*

**NOW YOU'RE  
READY TO PLAY  
CRANIUM!**

\*This is our best guess. Actual game times may vary, depending on luck, adequate and/or distracting snacks, and the overall brilliance of the players.

Notice: Cranium Clay contains wheat.

## 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. The game is longer, but just as fun!

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

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

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

**5. Give each team a notepad and pencil (not included).**



## ON YOUR TURN

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

**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 Cranium activity card you'll play.



**On your first turn, and every time you're on a purple or Planet Cranium space, 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 aloud 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!** Roll the die and move to the next color indicated on the die. If you are playing the mid-sized or full-sized game, you must stop at every Planet Cranium — even if your roll would otherwise take you past it.  
**Now your turn is over.** Play passes to your left.

**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.**

OVER



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.



**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.

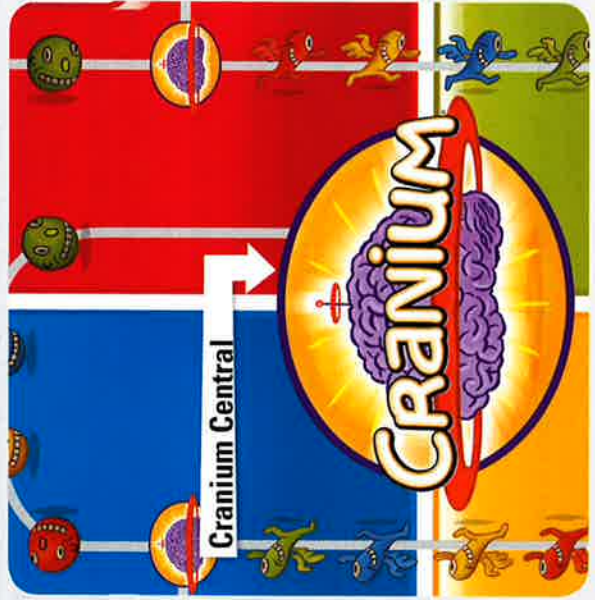
**If your team doesn't win the all-play card** and it was your first activity while on a Planet Cranium, don't worry—you can still try to get on the fast track on your regular turn. (Remember: an all-play card is a pause in the regular game.)

## HOW TO WIN

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

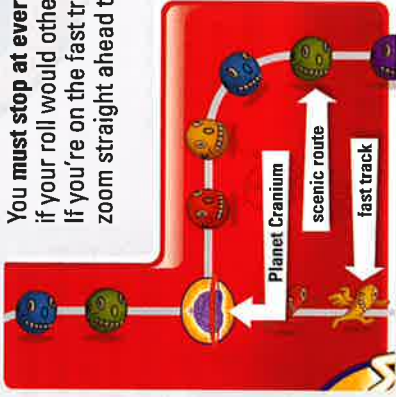
If you are unsuccessful, you can try again on your next turn.

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



successfully on one 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.



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If you have questions or comments about Cranium, please e-mail: [consumer\\_affairs@hasbro.com](mailto:consumer_affairs@hasbro.com). You can also write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Or call 888-888-7025 (toll-free for U.S. and Canadian residents). The CRANIUM name and logo, as well as all other distinctive names and elements of the game and its components are trademarks of Cranium, Inc. © 1993, 2009 Cranium, Inc. Distributed by Hasbro, Inc., Pawtucket, RI 02862. All Rights Reserved. Cranium is so outrageously fun, it's patented. (U.S. Pat. No. 6279909; AU 747332 and other Patents Pending.)

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Cranium Clay: If spilled, remove excess Cranium Clay, allow to dry, then scrape or vacuum deposits away. Always put clay back in container after play.

