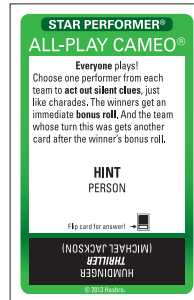


4. ALL-PLAY!

ALL-PLAY means both teams compete against each other at the same time!

- 1 The first team to shout out the correct answer before time runs out wins an **instant bonus roll**.
- 2 When that team has taken their bonus roll and moved, their turn is over. And the ALL-PLAY is over, too.
- 3 The team whose turn it was when the ALL-PLAY card was drawn then takes its turn as usual.
- 4 If no one wins, the team whose turn it was takes another card and plays as usual.



Note: If you draw another **ALL-PLAY** card, follow steps 1-4 again!

Remember: In CRANIUM, you roll at the end of your turn, and only if you successfully complete your challenge.

5. WIN!

- 1 Land on CRANIUM Central.
- 2 On your next turn, the other team chooses the color card you will play.
- 3 Did you get the answer right?



Yes! Congratulations, you've won!
(ALL-PLAY cards do count in CRANIUM Central.)

No! Try again on your next turn; another card, any color.

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Notice: CRANIUM Clay contains wheat. Conforms to ASTM D4236.
Modeling compound. Not intended to be eaten.
If spilled, remove excess CRANIUM Clay, allow to dry then scrape or vacuum deposits away.
Always put clay back in container after play. AS225 101AS22500

game.com



AGES 16+
4+ PLAYERS



GAME GUIDE

Win by sculpting, acting, puzzling,
humming, and possibly even
spelling backward!

Contents: 1 Gameboard, 200 CRANIUM Cards, 10-Sided Die,
1 Tub of CRANIUM Clay, 1 Timer, 2 Movers, and 1 Notepad.

1. SET IT UP!

- Split into 2 teams.
- Each pick a mover and put it on the start space.



- Check all cards are together in color groups, and are facing the same way. Put the 4 sets of cards into the tray (with the answers hidden).

- There are 2 questions on each card; one black and one white. Flip the card to see the answer (upside down) on the reverse. Play through all the black questions before turning and playing white.

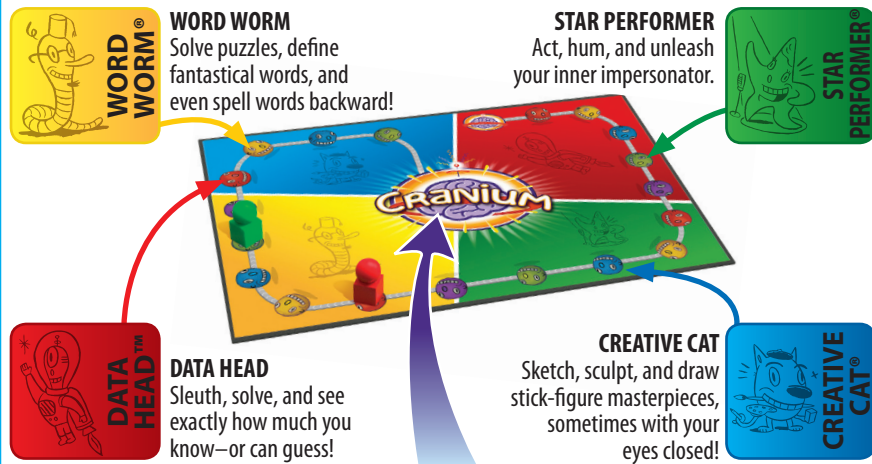


- Set out the board, die, 1-minute timer, notepad, and tub of CRANIUM Clay. And you'll have to get a couple of pens!



2. OBJECTIVE

Move around the board completing activities in 4 color-coded categories.



The first team to reach **CRANIUM Central** and complete one final activity wins!

3. PLAY!

Who has the next birthday? Your team goes first!

On your team's turn...

- Which card?** (Don't roll yet!)

Your team chooses any color category to play on your **first turn**. Choose any color category whenever you land on a purple space too.

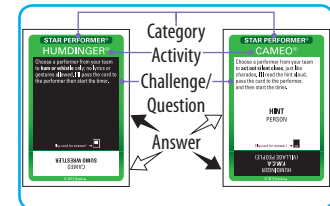


On any other space, choose the category that matches that color.



- The other team** draws the correct color card and reads it aloud to you.

Note: Answers are upside down on the reverse of each card. Black questions have black answers, and white have white answers. If told to do so, hand over the card with the question facing up.



- Flip the timer.**

Your team must successfully complete the activity before time runs out!



- Did you get the answer right?**

Yes!

Roll the die and move to the color indicated. And that's it, **your turn is over**.



No!

Don't roll or move. Your turn is over. You'll have to wait until your next turn to try and move off that space. It's the other team's turn!



Once played, put the card at the back of its pile in the tray (facing the right way).

Note: In CRANIUM, you roll and move off a space only when you have successfully completed your challenge. Then that's the end of your turn!

- Did you pick an ALL-PLAY card?**

Then turn over...

