ALTERNATE WAY TO PLAY

Like ganging up on each other? Play in teams! (4 players minimum.)

How to play

- 1. Gracefully divide into two teams.
- 2. Follow the rules from solo play on how to use the **Action** and **Cranium** cards and start the timer.
- 3. WARNING in this game, the opposing team can also guess the answer!
- 4. If **YOUR TEAM** correctly guesses the **Cranium** card first, you **keep both the Action card and the Cranium card**. Each card counts as one point, so your team just earned two points.
- 5. If THE OTHER TEAM correctly guesses the Cranium card first, they keep the Cranium card, stealing one point, but your team keeps the Action card for one point.
- 6. If the timer runs out and nobody has guessed the **Cranium** card correctly, both cards are discarded and everyone can stare awkwardly at each other until the next turn starts.
- 7. Now it's the next team's turn. Reload and repeat!

Winning!

The first team to collect ten cards wins and never, ever lets the other players forget. Welcome to paradise.

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Get ready to play!

- 1. Remove the clay, timer, and pads of paper from the box.
- 2. Find a pen.
- 3. Divide the **Action** and **Cranium** cards into two piles and shuffle each pile.
- 4. Put the two piles facedown.
- 5. Check that you have friends around you, or this may get difficult.







PLAYI

How to win

Do as each **Action** card says and sculpt, act, draw, or describe your way to ultimate glory. The first player to collect seven cards becomes legend.

How to play

- 1. Argue amongst yourselves. The winner goes first.
- 2. Take an **Action** card and show everyone what it says.
- 3. Then take a Cranium card and keep it a secret.
- 4. Without saying any of the words, you must get the other players to guess what's on your **Cranium** card by expressing it in the style of your **Action** card.
- 5. Interpret the **Action** card as you wish, but you are not allowed to speak if you see this icon.....
- 6. When you're ready to rumble, get someone to start the timer.
- 7. You have 60 seconds to succeed! GO!
- 8. Once someone correctly guesses the answer, the cards become points and go to the winners. You and the player who guessed correctly each keep a card. (See the "SCORING" section for details.)
- 9. Now it's the next player's turn. Play continues left. Reload and repeat!

A bit like this...

So you've drawn this **Action** card

As a motivational speaker Followed by this **Cranium** card

Milk a cow

Hmmm...so now you need to act like a motivational speaker while you try to get your teammate to guess the phrase "Milk a cow."

And let me be the first to tell you. You can do this. You must enter these fields of opportunity, and let no wooden gate or cattle guard hold you back. Grab the bull by the horns. But actually not the bull. Give it a squeeze and you can achieve your goal. YOU CAN HAVE YOUR CORNFLAKES THIS MORNING! You just have to do this one thing first...

Boom. So yes, we milked that one. But chances are someone has shouted out, "Milk a cow!" and also feels really good about themselves. Great!

Scoring

After each turn, cards = points!

- If another player correctly guesses the Cranium card, you keep the Action card and that player gets the Cranium card. Each card counts as one point, so both players earn a point.
- However, if the timer runs out and nobody has guessed the Cranium card correctly, both cards are discarded and you'll live in unfathomable shame until you redeem yourself.

Note: If more than one player shouts out the correct answer at the same time, just pick your favorite and give it to them.

Winning!

Naturally, while taking part is awesome, it's the winning that counts. Being the first player to collect seven cards makes you epic...and the WINNER!

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