



# 25

**ANNIVERSARY  
EDITION**



## **WATCH THE VIDEO**

to learn how to set up and  
play the game, or continue  
reading these instructions!

[funkogames.com/PlayCranium25](https://funkogames.com/PlayCranium25)

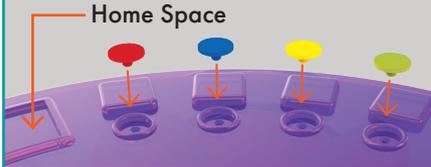


## **INSTRUCTIONS**

**AGES 12+ • 4 OR MORE PLAYERS • 45 MINUTES**

## INSERT THE PEGS INTO THE TRACK

Starting next to the home space and going clockwise, insert the pegs into the holes in this order: red, blue, yellow, green.



Home Space

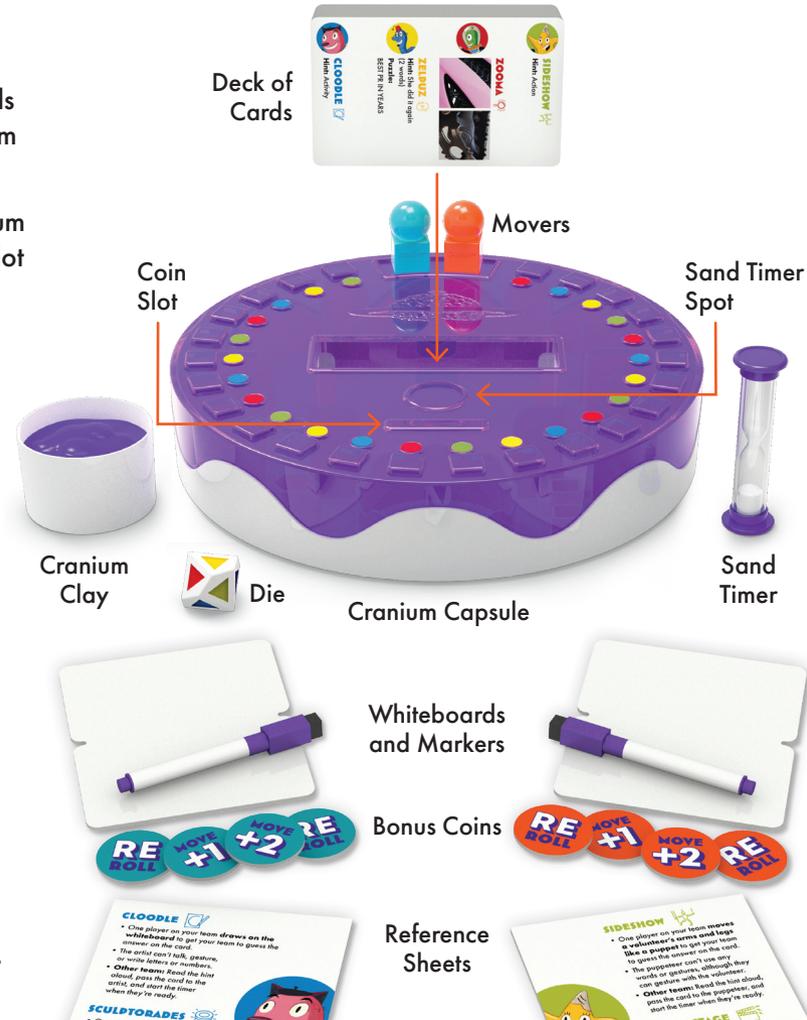


Cranium Capsule with  
24 Spaces Inserted

## SETUP

- 1 Remove **one** deck of cards and **all** other contents from the Cranium Capsule.
- 2 Place the lid on the Cranium Capsule so that the coin slot is over the Cranium Clay storage area.
- 3 Insert the deck of cards with the white side facing forward, as shown.
- 4 Divide into two teams as evenly as possible. Each team takes a mover, the matching bonus coins, a whiteboard, a marker, and a reference sheet.
- 5 Place both movers on the home space.

**The team with the player whose birthday is coming up next takes the first turn.**



## OBJECT

Be the first team to move all the way around the track to win!

## ON YOUR TURN

- 1** Roll the die. The color you roll is the type of activity you'll do. If you roll purple, choose any color.
- 2** **The other team** draws a card and reads the name of the activity aloud. Check your reference sheet to see how the activity works.
- 3** Your team can choose to spend one bonus coin to reroll or raise the stakes, **as explained on the back.**
- 4** The other team passes you the card, starts the timer, and places it on the sand timer spot—your team must successfully complete the activity before time runs out.
- 5** Did your team get it right?



**YES!** Move clockwise to the next space that matches the color of the activity you just did. **If the other team's mover is on that space, move one extra space.** If there are no more spaces of that color before the home space, move to the home space—you win!

**NO.** Stay where you are. You'll get a new activity next turn!

**Now it's the other team's turn.** Place the card at the back of the deck.



If an activity is an **ALL PLAY**, each team chooses a player to do the activity and both teams compete **at the same time**. The first team to guess the answer before time runs out wins the ALL PLAY!

If a team wins, they move to the next space that matches the color of the activity. **No matter who won, the team who just rolled takes another turn!**

## BONUS COINS

Each team starts with four bonus coins. On your turn, after you hear the name of the activity but before you hear the question, you can spend one coin.



### REROLL COINS

Spend these coins to place the current card at the back of the deck and reroll the die. Then drop the coin in the slot in the Cranium Capsule even if you roll the same color.



### BONUS MOVE COINS

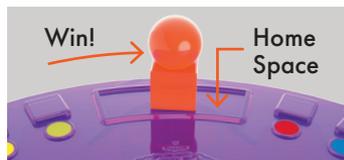
Spend these coins to raise the stakes. If you successfully complete the activity, move the number of extra spaces shown on the coin. If you land on the other team's space, move one more space. Then drop the coin in the slot in the Cranium Capsule even if you didn't get the correct answer.

## KEEP IT FUN

If you are uncomfortable doing an activity, or you don't know the thing you're supposed to give clues for, it's okay to skip that card. Do the same color activity on the next card instead.

## WINNING THE GAME

If your team is the first to move all the way around the track and back to the home space, you win! You can reach the home space with any activity, bonus move, or if you land on the other team's space when they're on the last space.



## STOW AND GO!

Instructions



Reference Sheets

Whiteboards



Cards

Bonus Coins



**CONTENTS:** Cranium Capsule, 24 Colored Pegs, 2 Movers, 200 Cards, 8 Bonus Coins, 2 Whiteboards, 2 Markers, Cranium Clay, Sand Timer, Die, 2 Reference Sheets, Instructions

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