

CRANIUM® TURBO EDITION

Cranium® Turbo Edition is the new deluxe version of Cranium with more of everything—1,000 all-new cards, 16 activities, an electronic timer, and a faster pace!

OBJECT

Be the first team to race around the board into Cranium Central™ and collect four Turbo Rally™ cards for the win.

SETUP

- 1 **Divide into teams** of two or more. Choose a **game piece** for your team and place it on the space marked **START**.
- 2 **Set out the four card holders.** Each card holder contains two decks of cards: the **main deck** for regular turns and the **Turbo Rally deck** for Turbo Rally and Finale Rally™ turns.
- 3 Set out the **Turbo timer*** and the tub of **Cranium Clay®**.
- 4 Set out the **pads and pencils.**
- 5 **Now you're ready to play Cranium Turbo Edition!**

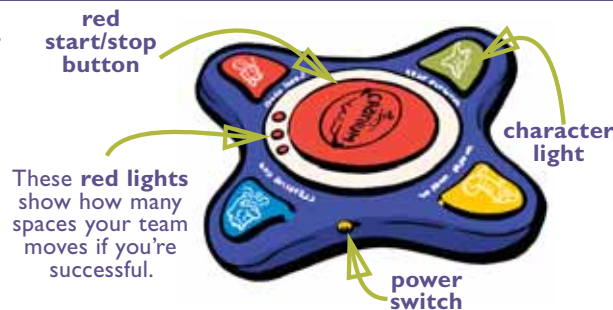
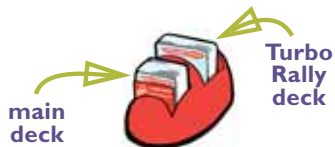


*Requires three AA batteries (not included)

ON YOUR TURN

At the start of the game, the team with the person whose birthday is coming up next goes first.

- 1 **Determine your activity.** Press and hold the **red button** on the Turbo timer for **five seconds**. When you release the button, the character lights indicate which card holder to draw from. The team to your right draws a main deck card and reads it to you.



If all four character lights are on, it's wild!
Your team can choose any character.

- 2 **Try to complete your activity before time runs out.** Have the team to your right **quickly press the red button** to start the Turbo timer. You now have 60 seconds to attempt the activity described on the card. (To stop the timer, press the red button again.)

- 3 **Move if you're successful.** Move the number of spaces indicated by the red lights on the Turbo timer. (You must **stop on every purple Planet Cranium**, even if your move would otherwise take you past it.) **Your turn is now over** and play passes to the left.

Don't move if you don't succeed.
Wait until your next turn and try again. Play passes to the left.

If you're on a PLANET CRANIUM...



It's Turbo Rally time!

In a Turbo Rally, you move one to three spaces, depending on how many questions you get right.

- **Press and hold** the red button to determine your activity. The team to your right draws and reads your card **from the Turbo Rally deck** indicated by the character lights, then starts the Turbo timer.
- Rally to complete as many activities on the card as you can before time is up. **You can try them in any order.**
- When time is up, your team moves a space for each one you get right—1, 2, or 3. (If you don't get any right, stay put and try again on your next turn.)
- Play now passes to the left.



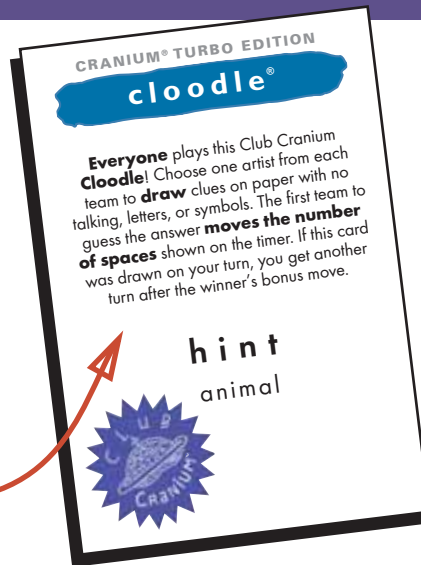
CLUB CRANIUM™

Read this section if you draw a Club Cranium card.

A Club Cranium card pauses the game for an **all-play activity** with all teams competing for a bonus move.

The **first team to shout out** the correct answer before time runs out moves the number of spaces shown by the red lights on the Turbo timer. If nobody gets the correct answer, nobody moves. No matter what happens, **the team whose turn it was when the Club Cranium card was drawn gets another turn.**

Just follow the instructions on the card.



If you win a Club Cranium when your team is on a Planet Cranium, you have two choices:

- **Move** the number of spaces indicated by the red lights on the Turbo timer.

OR

- **Stay put** and try your luck with the three activities on your next Turbo Rally card.

WINNING

1 Enter Cranium Central.

When your move takes you past the last space on the board, place your game piece in **Cranium Central**. Wait until your next turn to begin the **Finale Rally**.

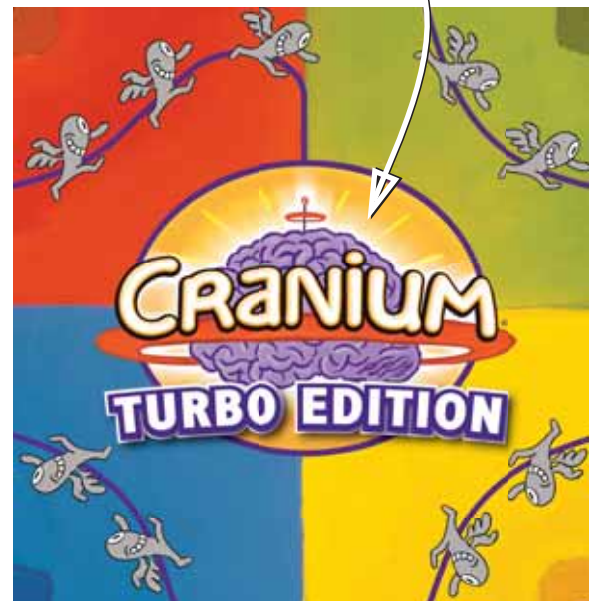
2 Collect four Turbo Rally cards to win.

During the **Finale Rally**, your team must **collect one card from each of the four Turbo Rally decks** to win. On each turn, you'll use the Turbo timer only to keep track of time. **Select any character you want** and have the team to your right draw your card from that Turbo Rally deck.

- **If you successfully complete at least two of the activities** on the card, collect it toward your win. If you don't get at least two, try again on your next turn.
- **If you succeed at all three activities**, collect the card and take an immediate bonus turn. Choose a new character, then have the team to your right draw your card and start the timer again.

If your team is the first to collect one Turbo Rally card from each of the character decks, congratulations! **You've won Cranium Turbo Edition!**

To win, your team must be the first to collect one card from each of the Turbo Rally decks in **Cranium Central**.



WARNING: To avoid battery leakage, please follow these battery usage instructions. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage. **Battery Safety:** Do not put the batteries in backwards. Positive (+) and negative (-) ends must be inserted in the correct directions following the polarity (+/-) diagram in the battery compartment. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries. Do not mix old and new batteries. Rechargeable batteries must be removed before recharging. Batteries must be installed and removed under adult supervision. Rechargeable batteries must be recharged under adult supervision. Remove exhausted batteries and dispose of properly. Do not try to recharge non-rechargeable batteries. Only batteries of the same or equivalent type as recommended are to be used. The supply terminals are not to be short-circuited.

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