

# **GET READY**

The hilarious nau spin on pop autiural

Welcome to Cranium Pop 5, the outrageously fun party game where it's not what you know, it's how you show it!

#### **OBJECT OF THE GAME**

Win the most points by taking on the other team's challenge and getting your team to guess what's on the card.

Set out the game console, card box, token collectors, scoring-token bag, Cranium Clay®, activity tokens, Cranium Cubes™, and Cranium pad and pencil. Put the scoring tokens into the bag.

Divide into two teams.
The team with the person whose birthday is coming up next goes first.



Now you're ready to play Cranium Pop 5!

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WE PACK EVERY CRANIUM GAME WITH A VARIETY OF OUTPRAGEOUS ACTIVITIES. ITS UP TO YOU TO USE CAUTION, PLAY IT SMART, AND HAVE FUN.

## **ON YOUR TURN**

## The Opposing Team Sets Up the Challenge



The opposing team draws a card from the card box. This is the play card. 2

The opposing team looks at the card and takes a minute to set up the challenge by ranking the difficulty of completing each activity. The easiest activity gets one point, and the hardest activity gets five. The opposing team places an activity token in front of each number. Check out the back page for the list of activities.

For example: If they think it would be most difficult for the other team to get someone to guess the answer by sculpting it, they'll place the Sculptorades token in the five-point spot.

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The opposing team inserts the play card face down into the board, spins the board, and presses the POP button, starting the light timer. (You can stop the timer by pressing the button a second time.)





The challenge is on!

Your Team Takes On the Challenge

Are you ready? The light's on, and the timer is running! Quickly choose a performer on your team to take on the challenge. The performer is the only one who can look at the answer.



The performer reads the play card and chooses an activity.

Remember, you'll score more points if you choose an activity the other team ranked more difficult.



The performer tries to get the rest of the team to guess the answer on the play card by doing the activity before the light goes out and time's up.

## **HOW TO SCORE**

If your team successfully completes the activity, you win the points allotted to the activity. Take that number of scoring tokens and add them to your token collector. It is now the other team's turn, and your team sets up the challenge.

If your team does not successfully complete the activity, you earn no points. It is now the other team's turn, and your team sets up the challenge.

### **HOW TO WIN**

The first team to 21 points



### **Batteries and Troubleshooting**

Has your Pop 5 timer light gone out? You may need to change the batteries. Turn over your Pop 5 game console, remove the battery covers, and replace the batteries as shown.

If changing the batteries doesn't work, go to cranium.com/help. We value your input, and we'll do our best to help!

#### **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 by an adult only.
- Rechargeable batteries must be recharged by an adult only.
- Remove exhausted batteries and dispose of properly.
- Do not try to recharge nonrechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- \*The supply terminals are not to be short-circuited.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment



#### 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

## **ACTIVITIES**



CAMEO®
Can you act it?

Get your teammates to guess what's on the card by acting out silent clues, just like in charades. CLOODLE®
Can you draw it?

Get your teammates to guess what's on the card by **drawing** clues on paper with no talking, letters, or symbols. HUMDINGER®
Can you hum it?

Get your teammates to guess what's on the card by **humming or whistling** with no lyrics or gestures. LETTER LINE-UP™ Can you word-clue it?

Get your teammates to guess what's on the card by **giving** word clues that start with the letters on the cubes.

•You can say as many words for each letter as

Roll the Cranium Cubes.

- •You can say as many words for each letter as you'd like, but you can't use any of the words on the card.
- •You may roll all the cubes a second time on your turn.

SCULPTORADES

Can you sculpt it?

Get your teammates to guess what's on the card by **sculpting** in Cranium Clay with no talking or gestures.

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- Find and share fun ideasOrder replacement parts
- Get new Pop 5 cards and submit your own