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SUPER SHOWDOWN™

Welcome to Cranium Super Showdown, where you pick wacky challengers to take on crazy contests, add outrageous twists, and make a case for your champ!

OBJECT OF THE GAME

Win the most points by convincing the judge that your challengers will win the contests.

GET READY

1. Count out as many contest cards as there are players. Put the cards face down in a pile.
2. The player whose birthday is coming up next is the first judge. Give the judge the trophies.
3. Give each of the other players a secret card keeper.
4. Deal everyone but the judge four challenger cards and four twist cards. It's okay to look at them.
5. Place the extra challenger and twist cards face down in two draw piles.



twist cards

contest cards

trophies



challenger cards

secret card keepers

HOW TO PLAY

1. The judge turns over a contest card and places it where everyone can read it.

2. All players—except the judge—look at their cards and choose the challenger they think will win the contest.

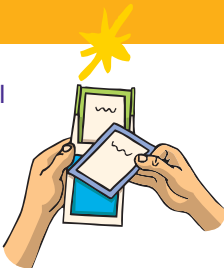


Place the challenger card face up in the green section of your secret card keeper.

3. Close your card keeper and hand it to the judge.

4. The judge shuffles the closed card keepers and passes them back. (It's okay to get your own card—just be sure to keep it a secret!)

5. Add a twist you think will help the challenger win the contest. Place the twist card face up in the blue section of your card keeper. Close your card keeper and hand it back to the judge.



6. The judge opens the card keepers, reads the pairs out loud, and places them face up so everyone can see them. Remember to keep your cards a secret!

7. Now it's your chance to make a case! Take turns convincing the judge why your favorite challenger-twist pair would win the contest.



HOW TO SCORE

The judge chooses a **favorite pair** and awards the trophies, giving two to the player who chose the winning challenger and two to the player who chose the winning twist. The judge gets one trophy.

GET READY FOR THE NEXT ROUND

1. Empty your card keepers and put these cards in a discard pile.
2. The player to the left of the judge is the judge in the next round. Each player draws more challenger and twist cards until they have four of each in their hand.
3. Repeat rounds until you've played all the contest cards.

HOW TO WIN

Count up your trophies. If you have the most, you're the winner!

