



Welcome to Cranium® Zigity™, the exciting new card game packed with fun activities and crazy twists.

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OBJECT OF THE GAME

Get rid of all your cards by building sets and playing action cards.

GET READY

- 1** Check out your Zigity cards. There are **three types of cards** in the game: set cards, free cards, and action cards.



Set card
Build sets using the items in the corners.



Free card
Use free cards to help build sets.



Action card
Change the order of play, make another player draw cards, or avoid drawing cards.

- 3** Place the rest of the deck in a stack **face down**. This is the **draw pile**.

- 4** Turn over the top card and place it face up next to the draw pile. This is the **play card**. (If the play card is an action card or a free card, keep turning over cards until a set card is showing.)



- 2** Shuffle the deck and **deal seven cards to each player**. You can look at your cards, but don't show them to anyone!

Now you're ready to play!
The person whose birthday is coming up next goes first.

ON YOUR TURN

Do one of these three things:

Play a set

Identify the character on the play card and **build that character's set**. Be sure to use the play card in the set you build. (The other side of this sheet explains how to build each character's set.)

Place your set on top of the play card. The card you leave on top is the play card for the next player. **If you leave a free card on top**, turn over cards until a set card is showing.

Note: You can play only one set per turn.

OR

Play an action card

You can always play an action card on any turn, even if you could play a set. Select **one** action card from your hand and place it on top of the play card. (The other side of this sheet explains how each action card works.)



OR

Draw a card

If you can't play a set and you don't have any action cards, draw **one** card from the draw pile.



Turn this sheet over for details about building sets and playing action cards.

Now your turn is over. Play passes to the next player.

HOW TO WIN

If you are the first player to get rid of all your cards, **you've won Zigity!**

HOW TO PLAY SETS

If the play card is:

Do this:

Here's how:

Creative Cat®

Complete the puzzle.



Use the puzzle piece on the **play card** **AND** the puzzle pieces on **any** of your cards to **complete the puzzle**.

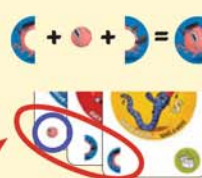
A Creative Cat set always has **three** cards.



Draw pile



Play card



Every Creative Cat set includes the **same three puzzle pieces**: left, center, and right.

Star Performer®

Match the instrument.



Use the musical instrument on the **play card** **AND** the matching instruments on **any** of your cards to **complete a set**.

You can make a Star Performer set with **one or more** matching instruments.



Draw pile



Play card



Data Head®

Add to 11.



Use the number on the **play card** **AND** the numbers on **any** of your cards to **add to 11**.

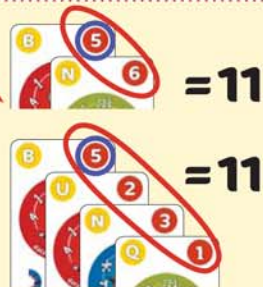
You can use **as many or few** cards as you want, but your set must add to 11 exactly.



Draw pile



Play card



= 11

= 11

Word Worm®

Spell a word.



Use the letter on the **play card** **AND** the letters on **any** of your set cards to **spell a word**.

- Your word can be **as long or short** as you want.
- The letter on the play card can appear **anywhere** in your word.



Draw pile



Play card



Free card

Use when you need help completing a set.



Use a free card to represent a letter, a number (1 to 10), a puzzle piece, or an instrument.

- When you use a free card in a set, **explain** how you are using it.
- A free card **can't** be used as an action card.
- If the new **play card** is a **free card**, turn over cards until a set card is showing.



Word Worm set with one free card



Data Head set with one free card

You can use **more than one free card** in a set.



Creative Cat set with two free cards



Star Performer set with three free cards

HOW TO PLAY ACTION CARDS

You can play any action card on any turn.

Dodge

Skip your turn.



Play a dodge card to skip your turn.

- If you can't complete a set, you can play a dodge card to avoid drawing a card.
- If other action cards have been played to make you draw cards on your turn, you can play a dodge card to **make the next player draw the cards**.

Draw

Make the next player draw cards.



When you play a draw card, the next player has **two options**:

- Play any action card. Now that person's turn is over.
- OR**
- Draw the number of cards shown, then turn over a new set card. Now that person's turn is over.

Note: If the player before you plays a draw card, you can play another draw card on top of it. The next player has to draw the total number of cards indicated by the original draw card plus your draw card.

Bounce

Reverse the order of play.



Play a bounce card to reverse the order of play.

- If other action cards have been played to make you draw cards on your turn, you can play a bounce card to reverse play and make **the player before you draw the cards**.
- If you can't complete a set, you can play a bounce card to reverse play and end your turn without drawing a card.
- In a two-player game, the bounce card works the same way as a dodge card.

Remember to turn over a new set card from the draw pile from the action is complete.