



5 Second Rule BOX-04475 Game User Manual

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The Game of Quick Thinking and Fast Talking!

- For 3 to 6 Players
- Ages 8 – Adult

Contents

- 376 Questions Cards (752 questions)
- 12 PASS-ON Cards
- 12 SWITCH Cards
- 6 Playing Pawns
- 1 Playing Board
- 1 Spiral Timer

The object of the Game

To correctly answer the most questions by giving three answers before the balls twist down to the bottom of the timer.

Set-Up

1. Place the cards into the card box. All the cards should have the same color facing the front/draw end. Note that the card box does not hold all the cards and there are more that can be used when required.
2. Place the card box and the timer in the middle of the table where everyone can reach them.
3. Each player chooses the color of the playing pawn and places it at the START position on the board.
4. Each player is dealt 2 PASS-ON cards and 2 SWITCH cards.

Play

- The youngest player is first in the Hot Seat, and play will move to the left.
- The player to the right of the Hot Seat Player draws a card and reads it aloud. All Cards begin with “Name 3.....” followed by random categories. For example, the Card may read, “Name 3 Famous Michaels”.
- The player that reads the question should then start the timer by flipping it over. The player in the Hot Seat has 5 seconds to give three answers. For example, you could answer, “Michael Schumacher, Michael Jackson, Michael Crawford”. If you say three answers before all of the balls reach the bottom of the timer, you get to move forward one space on the board.
- If another player deems an answer given to be questionable, the group as a whole should decide if the answer is acceptable.
- If the player in the Hot Seat is only able to name one of two answers before 5 seconds are up, they get no points and play moves to the left. The next player then gets 5 seconds to try to answer the same question. The tricky part is that the new player in the Hot Seat cannot use any answers that were previously used for that card. For example, if the first player answers, “Michael Schumacher and Michael Jackson”, the next player must answer three different Michaels such as, “Michael Ball, Michael Douglas, and Michael Bolton”.
- Play continues around the circle until someone can name three in 5 seconds and moves forward one space on the board.

- If play gets back to the original player without anyone naming three in 5 seconds, that player gets to move forward one space.
- The person to the left of the original player then becomes the new player in the Hot Seat and gets to start with a different card. The player to their right draws a card, reads it aloud then turns over the timer and so the play continues.

Winning the Game

Players progress along the board until they reach FINISH. The first player to get there wins the game.

Special Cards

These cards can be played by the player in the Hot Seat. There are two different types: PASS ON and SWITCH. If the Hot Seat player wants to use one of these they must call out either "PASS ON" or "SWITCH" immediately after hearing their question. Only one card can be used on each question.

Pass On Cards

If the Hot Seat player decides to use a PASS ON card after hearing their question, this question is instead asked of the player to their left. If the player on the left gives three correct answers then they get to move forward one space on the board. If, however, they fail to give three correct answers, the original player in the Hot Seat moves forward one space. When PASS ON has been used, the question is not asked of any further players. The players asked the PASS ON question then get their regular turn.

Switch Cards

If the Hot Seat player doesn't like their question, they can change it for a new one by using a SWITCH card. As previously stated, the player must call out "Switch" immediately after their question has been read, if they want to use the card. If they do not give three correct answers it gets asked to the next player.

Danger Zones

If a player moves on to a DANGER ZONE space, they must give three correct answers on their next turn or their next attempt when a previous player has answered incorrectly, whichever is sooner. If they don't give the three correct answers, they then miss their next attempt to answer any question. If the player is to miss a turn, he/she signifies it by placing their playing pawn on its side. After the missed turn the player is freed of the penalty, their pawn is placed back upright and they continue as normal.

Timer Note

The timer should be turned over swiftly and placed firmly down upright on the table to ensure that the balls travel down together. 5 Seconds is up when the balls finish twisting and hit the bottom. The fun "zoop" sound effect is an added bonus and does not time anything. 2010 University Games UK Ltd. All Rights Reserved.

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