



IDEAL Split Second Family Quiz Game User Guide

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IDEAL Split Second Family Quiz Game



WHAT'S INCLUDED

1. Split Second game unit with central spinher
2. 4 paddles
3. 2. X arm locks
4. Circular gameboard Scorecard
5. 4 X pehs
6. Gamecards and card holder

OBJECT OF THE GAME

To be the first player to accumulate 10 points. Points are won by being the first person to correctly answer the moderator's questions.

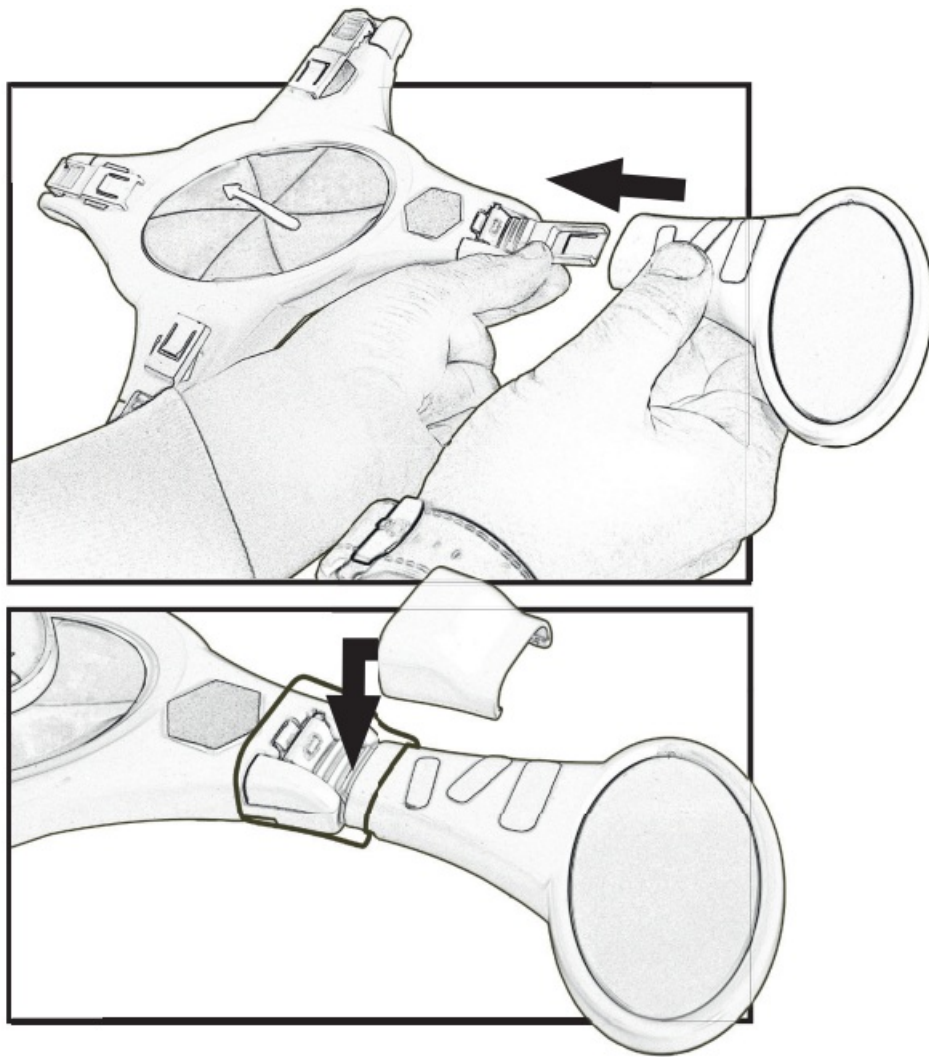
HOW TO SET UP THE GAME

Attach the 4 paddles to the game unit by folding each hinged arm open and with the writing area facing upwards, slide each paddle into position until it clicks into place.

To remove a paddle, press down on the retaining clip on the underside of the arm and slide the paddle off the arm. There are 4 sticky pads on the underside of the game unit. Remove the protective backing sheet from each pad and stick the game unit to the printed side of the circular gameboard. The coloured marks on the gameboard show you where the game unit should be placed.

HOW TO LOCK DOWN A PADDLE







If you are playing with 4 players, each will have to lock down their paddles at certain points during the game when it's their turn to be the moderator. To do this, fold the paddle open and place one of the arm locks into position over the hinge. If you are playing with 3 players, there will be a spare paddle, lock this down throughout the game.



HOW TO PLAY THE GAME WITH 3 TO 4 PLAYERS

1. Each player chooses a paddle to play with.
2. For each “round”, a different player will read out a question. That player is called the “moderator” (the players decide amongst themselves who will be the first moderator). The moderator should lock down their paddle as described above as they will not answer the question in this round.
3. The moderator spins the spinner then takes a card from the card holder and prepares to read out the question. The question category is determined by the colour space the spinner landed on (see “types of questions”).
4. The other players pull back their paddles and hold them down.
5. The moderator now reads out the question.
6. The other players race to write the answer as quickly as possible onto the oval writing area and release their paddle. The paddle will flap into the centre of the game unit – the hub. Answer fast, you will want to release your paddle first, but do NOT “assist” your paddle – if you get caught, you will be disqualified from that round.
7. The moderator reads the answer and players slowly pull back their paddles in the reverse order that they landed on the hub. ie: the paddle on top is pulled back first.
8. If two or more players give the correct answer, the player whose paddle flapped onto the hub first wins a point. That player should now mark off one of their symbols on the gameboard scorecard.
9. After completion of each round, all players should wipe off any writing on their paddles using the eraser on top of their pen. The moderator removes their arm lock and gives the question cards to the player on the left who becomes the new moderator. That player, now locks their paddle and spins the spinner.

TYPES OF QUESTIONS

-  • Name that number. Each question has a numerical theme and is answered by a number.
-  • what is it? Answer the simple riddles and general knowledge questions.
-  • Fill in the blanks. Each question has some words or letters missing. The moderator should read the question including the “blanks” in the relevant position. Players should write the answers to the blanks.
-  • Either/or. Each question will contain two possible answers. Players should write down which answer they think is the correct one.
-  • Starts with. Each question will have a single word answer starting with the letter which is stated in the question.
-  • Move on. Spin this symbol and the role of moderator moves immediately to the next player. That person now spins the spinner.

QUESTIONS WITH NUMBER AND DATE ANSWERS

Answers must be written in full, abbreviations are not acceptable.

If for example, an answer is 1977, writing the abbreviation '77 would not be acceptable. If for example, an answer is 007, writing the abbreviation 7 would not be acceptable.

WINNING THE GAME

The first player to reach 10 points, having marked off all 10 symbols on their part of the gameboard scorecard, wins the game.

HOW TO PLAY WITH 5 TO 6 PLAYERS

Playing with 5 or 6 players requires slightly different rules as each player cannot have their own paddle. instead the paddles are shared in the following manner:

WITH 5 PLAYERS

The players decide amongst themselves who will be the first moderator. The remaining four players each take a paddle. Play from points 3 to 8 in the “How to play the game with 3 to 4 players” rules above, but rather than marking their score on the gameboard scorecard, players are given the gamecard for each question they get right. At the end of the round, the role of moderator moves one player to the left and the remaining four players take an available paddle. The first player to get 10 cards wins.

WITH 6 PLAYERS

The players decide amongst themselves who will be the first moderator and the player to the moderator's right sits out this round. The remaining four players each take a paddle. Play from points 3 to 8 in the “How to play the game With 3 to 4 players” rules above, but rather than marking their score on the gameboard scorecard, players are given the gamecard for each question they get right. In the next round, the role of moderator moves 2 players to the left and the player to the new moderator's right sits out the round. The first player to get 10 cards wins. Spares: If any of the pens runs out of ink, spares can be bought by contacting our customer services team at


customerservices@johnadams.co.uk or visiting the customer services area of www.johnadams.co.uk
Alternatively you can use any dry-wipe StYle marker.

WARNING: Not suitable for children under 36 months. Choking hazard – contains small parts. © 2022 John Adams Leisure Ltd. IDEAL® and Split Second® are registered trademarks of John Adams Leisure Ltd. John Adams Leisure Ltd., Hercules House, Pierson Road, Enterprise campus, Alconbury weald, Huntingdon, Cambridgeshire. PE2B 4YA, England. Eu authorised representative: John Adams Leisure Eu Ltd., 1 Castlewood Avenue, Rathmines, Dublin 6, D06 H685, Ireland. For customer services call 01480 414361 or email customerservices@johnadams.co.uk
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