

Timer Note

The timer should be turned over swiftly, and placed upright to ensure that the balls travel down together. 5 Seconds is up when the last ball has finished twisting down, and hit the bottom.

 2+ Players | Ages  8+

Contents

90 Question Cards (180 questions)
6 PASS ON Cards
6 SWITCH Cards
1 Spiral Timer
1 Rules Sheet



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5 SECOND RULE

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.

Setup

Place the cards into the card box. All the cards should have the same colour facing at the front/draw end. Place the card box and the timer where everyone can reach them.

Each player receives 1 PASS ON card and 1 SWITCH card.

Decide how many rounds you will play, or determine what the winning number of points will be, before the game starts.

Play

- Decide who will answer first, and then play will move to the left.
- The player to his/her right 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 countries beginning with B."
- The player that read the question should then start the timer by flipping it over. The player answering has 5 seconds to give 3 answers. For example, they could answer "Belgium, Brazil, Bulgaria." If the 3 answers are given before all of the balls reach the bottom of the timer, the player answering receives 1 point.
- 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 answering is only able to name one or two answers before 5 seconds are up, they get no point and play moves to the left. The next player then gets 5 seconds to try and answer the same question. **The new player answering cannot use any answers that were previously used for that card.**
- Play continues around the circle until someone can name 3 in 5 seconds and receives 1 point.
- If play gets back to the original player without anyone naming 3 in 5 seconds, that player receives 1 point.
- The player to the left of the original player then becomes the new player 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

The player with the most points after the agreed number of rounds, or the first player to reach the agreed number of points is the winner.

Special Cards

These cards can be played by the player answering. There are two different types: PASS ON and SWITCH. If the player answering 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 player answering decides to use a PASS ON card after hearing their question, this question is instead asked of the player to their left. If that player gives 3 correct answers then he/she receives 1 point. If, however, they fail to give 3 correct answers, the original player answering receives the point. When PASS ON has been used, the question is not asked of any further players. The player asked the PASS ON question then gets their regular turn.

Switch Cards

The player answering can change the question 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. The player answering must attempt to answer this question. If he/she does not give 3 correct answers, it is asked to the next player.