

2+ Players | Ages 12+

# 5 SECOND RULE SPiNTENSiTY

## RULES

### Contents

400 Questions on 200 Cards, 6 Pawns, 5-Second Electronic Timer, Start & Finish Markers

### Battery Installation

The timer requires 3 x AAA batteries (not included).

- 1 Use a Phillips screwdriver to open the battery compartment located on the underside of the Timer.
- 2 Insert 3 x AAA batteries with the + and - terminals as indicated on the illustration (right).
- 3 Replace the compartment door with the screwdriver.

### Objective

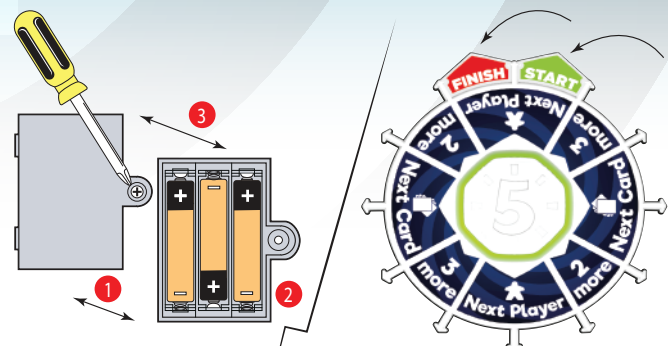
Be the first to race your Pawn around the Timer by answering questions within 5 seconds.

### Set Up

- Place the Start and Finish Markers around the outside the Timer. The number of spaces between them determines how many questions need to be answered to win the game.
- Place the Timer and Cards on the table where everyone can reach them. Decide which colour questions you are going to play (blue or green). There is no difference in the level of question. Ensure the colour questions you choose to play are placed face down. Players place their Pawns on Start.

### Quick and Easy

- Each game is divided into intense rounds which are determined by the Timer.
- To start a round hit the Timer button.
- Quickly draw a Card and name three things in that subject / category.
- Hit the Timer Button before 5 seconds is up and wait for the Timer to instruct your next move - either name more from that Card, draw a new Card or move to the next player to the right.
- Each Card you 'finish' is yours to keep as a point.
- If you fail to answer a question within 5 seconds, play moves to the right.
- At the end of each round, move your Pawn the number of points that you scored.
- The Player to the right starts the next round.
- The first player to reach the Finish Marker wins!



Battery Installation

Placement of the Start and Finish Markers

### Play

- The person who owns the game starts, and play will move to the right.
- To start a round the first player presses the Timer button, draws a Card and reads it aloud before placing it face-up on the table. When reading the Cards, begin with "Name 3..." followed by what is on the Card. For example, the Card may read, "Adventurous Activities," so you would say "Name 3 Adventurous Activities."
- The Timer allows 5 seconds reading time, if you need more time you can pause the Timer by pressing the Timer button but this must be done before the Timer button starts flashing green. The Timer button will turn yellow whilst it is paused, to restart play press the Timer button again when you have finished reading the Card.
- The player now has 5 seconds to name three things in the subject / category. For Example, for "Adventurous Activities" you could answer, "Skydiving, rafting, mountain climbing." If you say three answers and hit the Timer button before the Timer buzzes, the button will turn green.
- The Timer then randomly selects the next instruction:
  - **2 More:** You have to quickly name **two more** things for that same Card, and then hit the button again.
  - **3 More:** You have to quickly name **three more** things for that same Card, and then hit the button again.
  - **Next Card:** You must quickly draw a **new Card** and name three things for that subject / category, and then hit the button again.
  - **Next Player:** Your turn is done, and play moves to the next player to your right, and their turn begins.

### Play... continued

- When you have finished with a Card (i.e. you spin "Next Card" or "Next Player"), you have earned that Card.
- If the Timer buzzes and the button turns red before you can answer your question you do not earn the card and it is placed on the discard pile. Play moves to the next player to the right and the round continues.
- If the end of the round bell chimes during your turn you do not earn the card and it is placed on the discard pile.
- At the end of the round all players count up the Cards they have earned and move the Pawn that number of spaces around the Timer. The first player to reach the Finish Marker wins.
- At any point during a round you can power down the Timer by pressing and holding the button.

### Winning the Game

The first player to reach the Finish Marker wins! It's up to every player to keep track of their cards and to move their Pawn. If two or more players reach the Finish Marker at the end of the same round, the player with the highest score wins. If there is still no clear winner a play-off round can be used to settle the score!

### Acceptable Answers

Not sure if zip-lining or kayaking is considered an Adventurous Activity? The group, as a whole, decides if the answers are unacceptable. Just remember that many of these Cards don't have clear-cut right or wrong answers, and it could all depend on how your look at it! Dubious answers should be discussed at the end of a round.

### Stuck on a Card?

If you are ever completely stuck and cannot come up with any answers (for example, if you never watch YouTube and have no idea who would be YouTube "stars"), then you need to decide what to do! We recommend coming up with a house rule that all players agree on before the game begins. For example:

- You can draw a New Card to continue your turn, but you only get to do this once per turn (or twice per game, etc.)

### Game Play Suggestions

- For larger groups, keep the game shorter by setting the Start and Finish Markers close to one another.
- Mix things up and play in teams of two!

### Batteries:

3 x 1.5v AAA batteries are required. Do not use rechargeable batteries. Never use different batteries to those recommended. Never mix old and new batteries, or different types of battery. Do not attempt to recharge non-rechargeable batteries. Remove and carefully dispose of exhausted batteries (recycle if possible). Batteries must be inserted with the correct polarity. The spring in the battery compartment corresponds to the negative (-) end of the batteries. Open and close the battery compartment by sliding back the access panel (marked 'OPEN'). Remove batteries from 5 Second Rule Spintensity when not in use. The supply terminals are not to be short-circuited.

### Mains Electricity:

Never connect to mains electricity. Children should be instructed about the dangers of mains electricity. Recycling: Please recycle used batteries and electrical products using the facilities provided by your local authorities.

This toy produces flashes that may trigger epilepsy in sensitized individuals. These instructions should be retained as they contain important information.

Rules for Interplay Games can be downloaded from:  
[interplayuk.com/games](http://interplayuk.com/games)



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3+ Players | Ages 10+



3+ Players | Ages 6+



2+ Players | Ages 8+

You can never have too much fun, so stay in touch by liking the 5 Second Rule facebook page!

