

# 5 SECOND RULE®

## The Game of Quick Thinking and Fast Talking!

3+ Players | Ages 10+

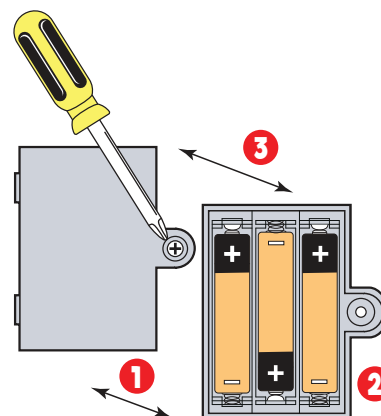
### Contents

326 Question Cards (652 questions)  
6 PASS ON Cards  
6 SWITCH Cards  
6 Playing Pawns  
1 Playing Board  
1 Electronic Timer

### 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.



### Object of the Game

To answer the most questions by giving three correct answers before the electronic timer buzzes.

### Set Up

Place the cards into the card box. All the cards should have the same colour 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.

Place the card box in a position where everyone can reach it.

Each player chooses their colour of playing pawn and places it at the START position on the board.

Each player is dealt 1 PASS ON card and 1 SWITCH card.

### 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 Cheeses".

The player that reads the question should then start the timer by pressing the timer button down. The player in the Hot Seat has 5 seconds to give three answers and then hit the timer button. For example, you could answer "Gouda, Cheddar, Edam".

If you say three correct answers and hit the timer before it buzzes, you get to move forward one space on the board. The timer will make a 'ding' sound if you are able to hit it in time, and it will buzz if not.

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 or two answers before 5 seconds are up and the timer buzzes, they do not move forward one space. 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 "Gouda and Cheddar", the next player must answer three different Cheeses such as "Edam, Mozzarella, Red Leicester".

Play continues around the circle until someone can name three in 5 seconds and presses the buzzer in time. That player gets to move one space forward on the game board.

The person to the left of the original player then becomes the next player to be in the Hot Seat, and starts with a different card. The player to their right draws a card, reads it aloud, and then starts the timer by pressing the timer button, and play continues.

### Winning the Game

Players progress along the board until they reach the FINISH tile. 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 and before the player reading the Card can start the timer. 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. The player reading the card aloud then presses the timer button as normal to start the timer. If the player on the left gives three correct answers and can press the timer button on time, then they get to move forward one space on the board. If, however, they fail to give three correct answers and press the timer button, 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 player asked the PASS ON question then gets their regular turn. The PASS ON Card used is discarded.

## 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. The player must call out "SWITCH" immediately after their question has been read, and before the player reading the question aloud has pressed the timer button.

If they do not give three correct answers, the new card gets asked to the next player as normal. The Switch Card used is discarded.

## Danger Zones

If the 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 three correct answers, then they miss their next attempt to answer any question. If the player is to miss a turn, they

must signify it by placing their playing pawn on its side. After the missed turn, the player is freed of the penalty and their pawn is placed back upright and they continue as normal.

### 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 the 5 Second Rule Electronic Timer 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.

Product Code: GF001A

Rules for PlayMonster Games can be downloaded from: [playmonster.co.uk](http://playmonster.co.uk)  
Designed and manufactured by:  
**PlayMonster UK Ltd.**  
Artisan, Hillbottom Road  
High Wycombe HP12 4HJ.  
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## Having fun with this game? Then try:



**5 Second Rule Mini Game**

2+ Players | Ages 8+



**5 Second Rule Jr.**

3+ Players | Ages 6+



**Silly Sounds**

2+ Players | Ages 8+



**Pop-A-Tops**

2+ Players | Ages 6+

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