

3 Players | Ages 17+

5 SECOND RULE

UNCENSORED

ROUND 2

HOW TO PLAY

WHAT YOU GET
150 2-Sided Question Cards, Twisted Timer

WHAT YOU WANT

Score the most points by giving three answers before the balls twist down to the bottom of the Timer!

FOREPLAY

- Place the Card Box with the Cards on the table where everyone can reach it, as well as the Timer.
- Determine how many rounds will be played: for larger groups, play two or three rounds; for smaller groups, play four or five rounds.

OFFENDER?

Not sure if B.O. is really a bodily emission, or if diarrhea counts as an answer because it's not strictly a gas? The group, as a whole, decides if answers are acceptable. You may also look up any questionable answers online.

TIPS AND POINTERS

- For longer game play, play more rounds than suggested above.
- To add a fun twist, you may play as partners (2-person teams). Be careful not to shout answers over one another!



PlayMonster
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Rules for PlayMonster Games can be downloaded from: playmonster.co.uk/games

Instruction sheet must be retained since it contains important information.

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DOING IT

- The person who owns the game is first in the Hot Seat, and play will move to the right.
- The player to the left of the Hot Seat player draws a Card and reads it aloud. Cards begin with "Name 3...", followed by random categories. For example, the Card may read, "Name 3 Bodily Emissions." There are also some Cards that begin "Show 3..." or "Point to 3...", etc. just to mix things up!
- As soon as the Card is read, start the Timer by flipping it. The player in the Hot Seat has 5 seconds to give 3 answers. For the "Name 3 Bodily Emissions" example, you could answer, "Burp, Fart, Sneeze." If you say 3 answers before all of the balls reach the bottom of the timer, you get one point. To keep track of points, keep the Card in front of you. See below for what to do about questionable answers.
- If the player in the Hot Seat is only able to name (show, point, etc.) one or two answers before 5 seconds are up, they get no points and play moves to the right. The next player then gets 5 seconds 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, "Burp and Fart," the next player must try to answer 3 different emissions such as, "Sneeze, Queef, Shart."
- Play continues around the circle until someone can name 3 in 5 seconds and wins a point.

- If play gets back to the original player without anyone naming 3 in 5 seconds, that player keeps the Card by default.
- The person to the right 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 left draws a Card and reads it aloud. And so the play continues.

THE CLIMAX

(Probably not everyone will leave feeling satisfied)

At the end of the established number of rounds, count up your points. Each Card in front of you is worth one point. The player with the most points is the winner! You've got bragging rights for being quick-witted—until the next time you play and someone else wins!

THE PROP

5 Seconds is up when the balls finish twisting and hits the bottom. The fun "zoop" sound effect is an added bonus and does not "time" anything.

TWO ON TOP

If at the end of the decided number of rounds there is a tie between 2 or more players, there should be a tie-breaking round. Only the tied players play one more round and the person who scores the point becomes the winner. The player in the Hot Seat should be the oldest among the tied players.