

5 SECOND RULE[®]

Mini Game

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Product Code: GF010

Designed and manufactured by:
PlayMonster UK Ltd.

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Authorised Representative in the EU (for the purposes of Toy Safety Directive): Delphic HSE (Europe) B.V., The Base B, Evert van de Beekstraat 104, Schiphol, 1118CN, Netherlands.

WARNING: Not suitable for children under 36 months due to small parts that may represent a choking hazard.



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

There are two types: PASS ON and SWITCH. The player answering can play these cards by calling out either "PASS ON" or "SWITCH" immediately after hearing their question. Only one can be used on each question.



Pass On Cards

If this card is used, the question is instead asked of the player to the left. If that player gives 3 correct answers, they receive 1 point, else the player who played "PASS ON" will receive the point. The player asked the "PASS ON" question will then get their regular turn.

Switch Cards

If the player calls out "SWITCH" and plays the SWITCH card immediately after their question has been read, a new card is drawn. If they do not give 3 correct answers to this new question, it is asked to the next player as normal.

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Sports



Contents

90 Question Cards (180 Questions), 6 PASS ON Cards, 6 SWITCH Cards, 1 Spiral Timer, 1 Rules Leaflet

Object of the Game

To answer the most questions by giving three correct answers before the balls twist down to the bottom of the timer.

Setup

Place the cards in a stack, with the all the cards of the colour side you wish to play facing down. Make sure

the cards and the timer are in a position 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.

Decide whether retired players/athletes can be included as correct answers.

To keep track of your points, keep the cards you answer correctly.

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 hits the bottom.

Play

- Decide who will answer first.
- The player to their 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 Teams That Play In Red Shirt."
- The word Athlete refers to any professional sports man or woman, regardless of sport.
- 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. (If there are less than 3 more possible answers, place the card in the discard pile.)

- 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.

Also available – 5 Second Rule Mini Family and Entertainment.