



For 3 or More Players

Ages 10 to Adult

Contents

576 Questions on
288 Cards, 5-Second
Twisted Timer

RULES

Object

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

Set Up

- 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.

Play

- 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. All Cards begin with "Name 3..." followed by random categories. For example, the Card may read, "Name 3 famous Michaels."
- 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 example, you could answer, "Michael Jordan, Michael Jackson, Michael Eisner." 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 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 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, "Michael Jordan and Michael Jackson," the next player must answer 3 different Michaels such as, "Michael Eisner, Michael Keaton, Michael Bolton."
- 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 gets one point 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.

Winning the Game

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!

Timer Note

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

In the Event of a Tie

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.

Acceptable Answers

Not sure if Michael Eisner is really a famous Michael, or if George Michael counts as an answer because it's a last name? The group, as a whole, decides if answers are acceptable. You may also look up any questionable answers online.

Game Play Suggestions

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!

We want your comments about our games, puzzles and toys. Contact us at:

PATCH Customer Service
1400 E. Inman Pkwy. • Beloit, WI 53511
patch@patchproducts.com • 1-800-524-4263
For more fun, visit www.patchproducts.com

Copyright © 2010 Patch Products, Inc., Beloit, WI 53511 USA.
All rights reserved. **5 Second Rule** and *Just Spit it Out!* are trademarks of Patch Products, Inc.

