

5 SECOND RULE® UNCENSORED

JUST SPIT IT OUT! OR NOT...

HOW TO PLAY

3 or More Players Ages 18+

WHAT YOU GET

150 2-Sided 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.

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. All Cards begin with "Name 3…" followed by random categories. For example, the Card may read, "Name 3 Bodily Fluids."
- 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, "Urine, blood, tears." 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 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, "Urine and blood," the next player must try to answer 3 different Bodily Fluids such as, "Tears, sweat, semen."
- 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.

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 hit 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.

OFFENDER?

Not sure if pus is really a bodily fluid, or if diarrhea counts as an answer because it's not entirely liquid? 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!

Having fun playing this game? Then you should try the original 5 Second Rule®!



PLAY MONSTER™

We wanna hear about how much fun you had! Contact us at:

Customer Service
1400 E. Inman Pkwy., Beloit, WI 53511

playmonster@playmonster.com
1-800-524-4263

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