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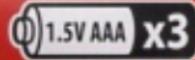
The logo features a large blue number '5' with yellow dots inside, set against a yellow gradient background. A white circular arrow surrounds the number. Below the '5' is the text 'SECOND RULE' in blue, and 'RELAY' in a larger, stylized blue font. The 'E' in 'RELAY' has a red outline. A white arrow points from the bottom of the 'E' towards the bottom of the '5'.

5 SECOND RULE RELAY

Shout it Out & Pass it Fast

Contents:

700 Questions on 350 Cards, 12 Life Cards, 12 Pass Cards,
Electronic Touch-Sensor Baton Timer, Rules.



Not included.

QUICK START:

1. Read a card aloud.



Pizza Toppings

For example.

2. Push the button to start the clock.



3. Shout out an answer! You only have five seconds!



4. Hurry! Pass the Baton to any other player!



5 - 4 - 3 - 2 - 1

Now the lights switch to counting down from the other side of the Baton.

5. The next player has five seconds to shout out a new answer and pass the Baton!



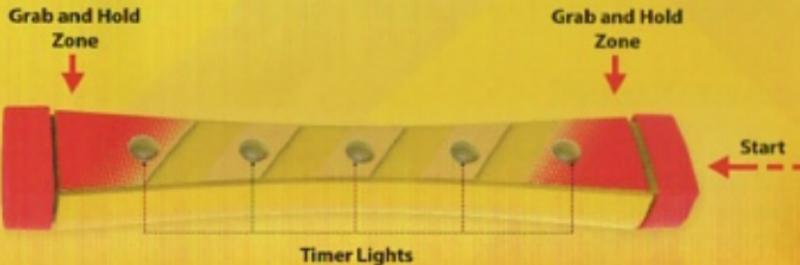
6. Keep going until someone repeats an answer or runs out of time!



How to use
the Baton!



ALWAYS grab the ends!
Grabbing from the middle **DOES NOT**
WORK and will mess with game play.



Object:

Say an answer, then pass the Baton before time runs out!
Don't be left holding the Baton after five seconds are up!

Set Up:

2-12 Players:

Pull out the Life and Pass cards and distribute them evenly to each player.
Put any extra cards back in the case.



13+ Players:

Don't play with Life and Pass cards!

All Players:

Take a stack of Question cards and set them in the center of the table. You don't need to pull all the cards out—just pull out a stack and then grab more when the pile runs low.

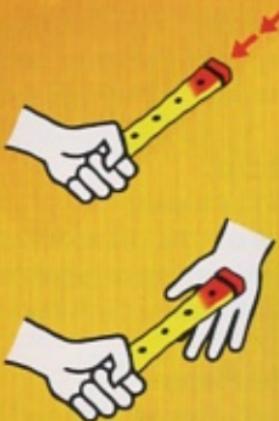


New Players:

Never played Relay before? Take a few minutes to get comfortable correctly holding and passing the Baton before starting the game!

Play:

Pick a player to go first and hand them the Relay™ Baton. Have another player take a card off the pile and read it out loud. Then, the player with the Baton should **hit the end of the Baton opposite from where they are holding it** to begin the five second countdown.



That player needs to think fast and come up with an answer for the card, then pass the Baton to the player of their choice, who will **grab the opposite end of the Baton**. When the Baton is passed, the five second countdown automatically resets.

The player who now has the Baton must think of a **different** answer to the card and then pass the Baton again to whoever they want (including the player who went first).

Play continues with each player coming up with a new answer and passing the Baton to another player until someone can't think of a new answer before their five seconds run out. If someone can't come up with a new answer before their five seconds are over, they lose one of their life cards.



The player to the left of the one who began the round then takes the Baton, grabs a new card, and begins a new round.

Pass Cards: If you're struggling with a question, use a Pass card! This card allows you to sit out a round of your choice and can be played at any point, even if you've already given several answers to the question. You will be exempt from being handed the Baton until a new card is drawn.



To play the Pass card, shout out "Pass!" and hand off the Baton to another player of your choice. Place one of your Pass cards to the side or back in the carrying case—it is out of play and can't be used again.

Then continue the game as normal, with the player holding the Baton beginning the countdown again.

If all but one player uses a Pass Card in a round, that round ends **without** the remaining player losing a life.

Questionable Answers: If another player thinks an answer is questionable, the group should stop the game and decide collectively whether or not the answer is acceptable. If the answer is acceptable, press the baton to start it again and continue the round as normal. If the answer is deemed unacceptable, that player loses a life and a new round begins.

Winning:

Once you run out of Life cards you're out of the game! The last player standing is the winner!

Running Into Trouble?

- Make sure you aren't wearing sleeves that cover your hands! You need to be touching the Baton for it to work.
- Check that you are holding your Baton from the ends and NOT the middle.
- Check that you are hitting the button opposite to your hand when beginning the round.
- Make sure you have working batteries.

Still having trouble? Contact our Customer Service Team! They're happy to help!

Adult supervision is recommended when inserting and removing batteries

Do not use rechargeable batteries

Do not mix old (used) and new batteries

Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries

Do not attempt to recharge non-rechargeable batteries

Batteries are to be inserted with the correct polarity (+ and -)

Remove and properly dispose of exhausted batteries (recycle if possible)

Do not short-circuit the supply terminals

Do not dispose of batteries in fire as they may explode or leak

Remove batteries from the product when not in use

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.



These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into a power source that is different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

CAN ICES-003(B)/NMB-003(B)

For more fun, visit playmonster.com

If you have questions, please contact us.

playmonster.com/contact-us • 800-524-4263

Weekdays 8am to 5pm CST

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Instructions must be retained since they contain important information.

