**OBJECT OF THE GAME:**
To be the first player to accumulate 10 points. Points are won by being the first person to correctly answer the Moderator's questions.

**WHAT'S INCLUDED:**
1. Split Second game unit with central spinner
2. 4 paddles
3. 1 x arm lock
4. Circular gameboard scorecard
5. 4 x pens
6. Question cards and card holder

**HOW TO SET UP THE GAME:**
Attach the 4 paddles to the game unit by folding each hinged arm open and with the writing area facing upwards, slide each paddle into position until it clicks into place.

To remove a paddle, press down on the retaining clip on the underside of the arm and slide the paddle off the arm.

There are 4 sticky pads on the underside of the game unit. Remove the protective backing sheet from each pad and stick the game unit to the printed side of the circular gameboard. The coloured marks on the gameboard show you where the game unit should be placed.

**HOW TO LOCK DOWN A PADDLE WHEN PLAYING WITH 3 PLAYERS:**
If you are playing with 3 players, there will be a spare paddle, it will need to be locked down to play the game. To do this, simply fold the paddle open and place the arm lock into position over the hinge (see illustration). Lock this down throughout the game.

**HOW TO PLAY THE GAME WITH 3 TO 4 PLAYERS:**
1. Each player chooses a paddle to play with.
2. For each “round”, a different player will read out a question. That player is called the “Moderator” (the players decide amongst themselves who will be the first Moderator). The Moderator should hold down their paddle by placing the question card box on top of the open paddle as they will not answer the question in this round.
3. The Moderator spins the spinner and takes a card from the card holder and prepares to read out the question. The question category is determined by the colour space the spinner landed on (see “types of questions”).
4. The other players pull back their paddles and hold them down.
5. The Moderator now reads out the question.
6. The other players now race to write the answer as quickly as possible onto their paddle’s oval writing area and release their paddle. The paddle will flap into the centre of the game unit - the hub. Answer fast, you will want to release your paddle first, but do NOT “assist” your paddle - if you get caught, you will be disqualified from that round.
7. The Moderator reads the answer and players slowly pull back their paddles in the reverse order that they landed on the hub, i.e. the paddle on top is pulled back first.

8. If two or more players give the correct answer, the player whose paddle flapped onto the hub first wins a point. That player should now mark off one of their symbols on the gameboard scorecard.

9. After completion of each round, all players should wipe off any writing on their paddles using the eraser on top of their pen. The Moderator gives the question card box to the player on their left who becomes the new Moderator. That player, now holds down their paddle with the question card box, spins the spinner and reads the next question.

TYPES OF QUESTIONS:

- **Name that number.** Each question has a numerical theme and is answered by a number.
- **What is it?** Answer the simple riddles and general knowledge questions.
- **Fill in the blanks.** Each question has some words or letters missing. The Moderator should read the question including the “blanks” in the relevant position. Players should write the answers to the blanks.
- **Either/or.** Each question will contain two possible answers. Players should write down which answer they think is the correct one.
- **Starts with.** Each question will have a single word answer starting with the letter which is stated in the question.
- **Move on.** Spin this symbol and the role of Moderator moves immediately to the next player. That person now spins the spinner.

QUESTIONS WITH NUMBER AND DATE ANSWERS:

Answers must be written in full, abbreviations are not acceptable.

If for example, an answer is 1977, writing the abbreviation ‘77’ would not be acceptable.

If for example, an answer is 007, writing the abbreviation ‘7’ would not be acceptable.

WINNING THE GAME:

The first player to reach 10 points, having marked off all 10 symbols on their part of the gameboard scorecard, wins the game.

HOW TO PLAY WITH 5 TO 8 PLAYERS:

Playing with 5 or 6 players requires slightly different rules as each player cannot have their own paddle. Instead the paddles are shared in the following manner:

WITH 5 PLAYERS:

The players decide amongst themselves who will be the first Moderator. The remaining four players each take a paddle. Play from points 3 to 8 in the “How to play the game with 3 to 4 players” rules above, but rather than marking their score on the gameboard scorecard, players are given the gamecard for each round they win. At the end of the round, the role of Moderator moves one player to the left and the remaining four players take an available paddle. The first player to get 10 cards wins.

WITH 6 PLAYERS:

The players decide amongst themselves who will be the first Moderator and the player to the Moderator’s right sits out this round. The remaining four players each take a paddle. Play from points 3 to 8 in the “How to play the game with 3 to 4 players” rules above, but rather than marking their score on the gameboard scorecard, players are given the gamecard for each round they win. In the next round, the role of Moderator moves 2 players to the left and the player to the new Moderator’s right sits out the round. The first player to get 10 cards wins.

Spares: If any of the pens runs out of ink, spares can be bought by contacting our customer services team at customerservices@johnadams.co.uk or visiting the customer services area of www.johnadams.co.uk. Alternatively you can use any dry-wipe style marker.

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