

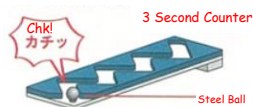
3秒トライ!

3 Second Try

人数 2~7人 | 時間 10分~ | 年齢 8歳~

Game Summary

「3 Second Try」 is a competition game that decides the winner by finding the person who can **complete the challenge successfully within 3 seconds**. All challengers say "how many" they believe they can do within three seconds. The person who said the largest amount attempts first. If successful, that person wins the challenge.

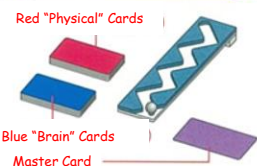


This is the 3 Second timer in the game 「3 Second Try」. The steel ball rolls from the top of the track, and when it hits the magnet, that is the end of three seconds.

Contents

Rule Book: 1
3 Second Counter: 1
Steel Ball: 1 (+ 1 spare)
Red "Physical" Challenge Cards: 30
Blue "Brain" Challenge Cards: 30
Master Card: 1

Game Preparation

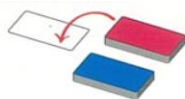


1. Put the 3 Second Counter on the table.
2. Put the Red (Physical) and Blue (Brain) cards next to the counter in a pile on the table.
3. Decide the starting player by playing Rock, Paper, Scissors. The winner will be the starting player (master)

How to Play

Draw a Card

The master will decide which type of challenge will begin the round, by either choosing one of the red or blue cards.



The master and players will then think about how many they can say or do of the challenge within 3 seconds **(WITHOUT trying the challenge first)**.

Decide the Challengers

Challengers have 3 seconds to think about how many they can do. The master will give everyone 3 seconds by rolling the ball on the counter.



The master says "Start" and everyone must say how many they can do within that 3 second time limit. Challengers must say their numbers loudly. **There is NO order in which people must say their answers. (Zero is not an allowed answer)**

Challengers should say an answer either higher or lower than previous players' answers.

When the ball steel ball hits the magnet, the order is decided. The challenger with the highest number attempts the challenge first.



If challengers say the same numbers as their answers, the master decides who attempts first. If no one answers, the master draws a new card to attempt. Repeat the "Decide the Challengers" process.

Attempt the Challenge

The person who said the highest amount attempts first by placing the counter in an easy to reach location. Place the steel ball on top of the counter, and let go to begin the challenge.

If the number of attempts is successful, the challenger must then stop the ball by placing their finger on the magnet before the ball reaches the magnet. If the challenger stops the steel ball before the ball reaches the magnet, the challenger successfully completes the challenge.



If the ball hits the magnet, a sound of the ball hitting the magnet, or the player cannot reach the ball in time, the challenge is failed.

※If the ball falls off the counter, the challenge is also failed. Even a near success is a failure of the challenge.

If the challenge is a success:

The challenger wins the card by placing it in front of themselves.

If the challenge is a failure:

The challenger who said the next highest number will attempt the challenge. This process will continue a person who completes the challenge successfully is found.

※In the case of Blue "Brain" cards: the **next challenger cannot reuse words or answers said by the previous challengers.**

If all challengers fail, the card is returned to the bottom of the pile. There is no successful challenger in this round.

Change to Next Master

The master card will pass around in clockwise order. The next master will choose the next challenge to attempt.

Game End

The **first person to win 2 cards is the winner of the game.**

If desired: You can increase or decrease the winning card amount as you like.

ゲームデザイン : Daichi Chihara
Masayuki Ikegami
アートワーク : Yoshiaki Tomioka
ルール調整 : itten
ルール校正校閲 : Yoshihiko Koriyama

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