



3-6 players

Age: 6+

Game: 20 minutes

Explained in 53 seconds

Both adults and children can play
you would like to play again
You will play the whole evening
It's good to play with your family
Simple and fast

Short rules

Each turn, one of the players answers simple questions like "Name three kinds of birds" or "Name two cartoons." The time for the answer is exactly 7 seconds.

The player, which gives the answer, moves his piece forward on the playing field.

The winner is the one who reached the finish line first.

Age

This version of the game "Answer in 7 Seconds" is specially designed for children from 6 years old.

If you feel that quests had become too easy, you may have grown up,
and you should go to the classic edition of the game.

Packaging

Inside the box you will find:

192 cards with questions. On the yellow side, the questions are easier (we recommend them when playing with 6 year olds or for the first game), on the red side, the questions are more difficult.

12 cards of overtime for the answer (hourglass is drawn on them) – "Time" special cards.

12 question replacement cards (question marks are drawn on them) – "Change" special cards.

The playing field on which players should move their pieces, answering questions.

6 game pieces of different colors

Spiral clock for 7 seconds with balls.

Rules (you are holding them now).

1. Set aside the special "Time" and "Change" cards from the deck.

2. Shuffle the question cards and place them one color up. If players of different ages participate in the game, it is better to agree before the game who will answer questions from the yellow side of the cards, and who will answer the red. The questions on the yellow side are for the little ones, and the questions on the red are for older children.

If not all players are free to read the questions on the cards, a moderator can be appointed. He does not participate in the game, but reads out the questions and marks the time. It is also convenient for children and adults to play together.

3. Place a deck of cards and a clock with balls on the table so that each player can reach them.
4. Each player chooses a piece of a certain color and puts it on the "Start" cell on the playing field.
5. Each player receives three overtime cards ("Time") and three question changing cards ("Change").

How to play

The youngest player becomes the first active player, then the course is passed clockwise.

The player to the right of the active player takes a card from the deck and loudly reads the question, and then turns the clock over.

Example question: "Name two fairy-tale characters."

The active player must answer the question in 7 seconds.

Example answer: "The Snow Queen and Little Red Riding Hood"

If the player answers in time, he moves his piece forward one cell on the playing field.

If the answer fails, the piece does not move anywhere.

If the answer is in doubt, the whole group will vote whether the answer can be scored or not. If there is a moderator in the game, then he decides.

The card with the question is removed to the side. After that, it is the next player's turn to answer the question from a new card.

The winner is the one whose piece reaches the finish line on the playing field first.

Special cards.

After the question is read, the active player can quickly shout "Time!" or "Change!" - be sure to do this within 7 seconds.

If the player shouts "Time", then he gets another 7 extra seconds to answer.

One of that player's overtime cards is removed.

If the player shouts "Change", another question card is taken, the question is read from it, and for the answer is also given 7 seconds. One of this player's question changing cards is removed.

Only one such special card can be used per turn, if the player has it.

Colored cell on the field.

When the player's piece is on this colored cell, the player has an additional 7 seconds to answer.

This cell works the same as the overtime card. Special cards cannot be used on this cell.

Timer (spiral clocks)

The timer is started with a quick decisive movement and is placed on the table so that the balls of the timer go down synchronously.

7 seconds elapses when all balls hit the bottom. The sounds made by the timer are additional special effects to distract the player's attention. Do not time them.