



It's Not What You Know... It's How Fast You Know It!

For 3 to 6 players

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OBJECT

To be the first person to accumulate 10 points by being first to correctly answer the Moderators' questions.

EQUIPMENT

SPLIT SECOND™ Hub and Paddles, Labels, No-slip Pads and Rubber Bands • Box of Questions & Answers • Die • 6 Wipe-off Crayons with Holders

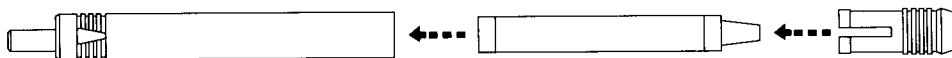
ASSEMBLY

Paddle Lock

Crayon holder

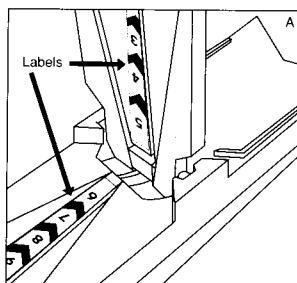
Crayon

Sleeve

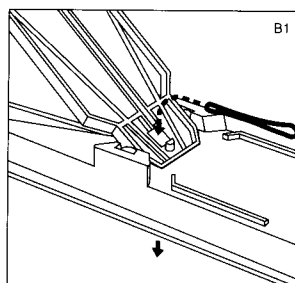


1. Assemble all six crayon holders, as shown, and give one to each player. **Note:** Do NOT remove paper from crayon.

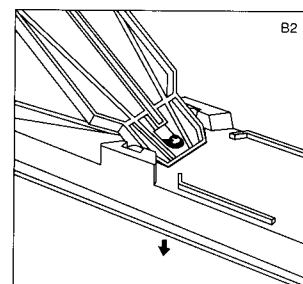
- the outer edge of the label with the notch on the plastic hub.
3. Affix non-slip pads to three "feet" on bottom of hub.
 4. Affix two scoring labels (a 1-5 and a 6-10) to each paddle. See A, below, and photo on package back.
 5. Affix two non-slip pads to "feet" on bottom of each paddle, as shown in C. below. (You will have three extras left over.)
 6. Attach a rubber band to each paddle. See illustrations B through D below. You may want to use a toothpick to poke and pull the rubber bands through the holes. Be sure to attach the rubber band the same way to each paddle, for uniform performance.
 7. Use a paddle for each player. Spacing them evenly apart, snap paddles down onto hub from above.
 8. To "lock" your paddle down when you're not writing an answer, stick the upper tip of the crayon holder through the hole in the paddle, on the end farthest from the hub.
 9. Unwrap all decks of cards and put into storage boxes; the order of the decks does not matter, but keep the same color facing the same direction.
 10. Give each player a tissue or paper towel to use to wipe off answers.



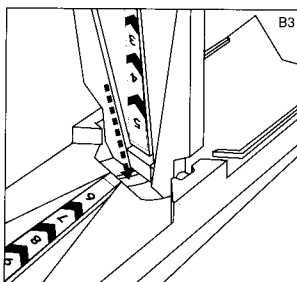
• Apply scoring labels



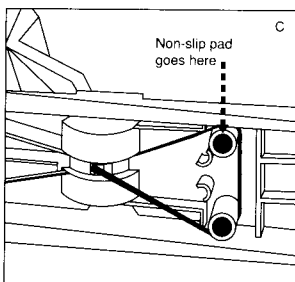
• Poke rubber band through hole



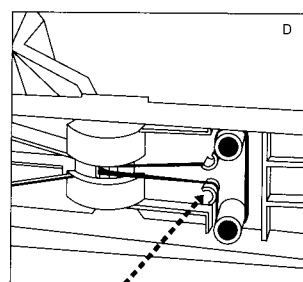
• Pull tight



• View from other side



• Turn over: spread band around posts



• Pull in around half-circles

The Moderator

Each “turn,” a different player reads a question. This Moderator leaves his/her paddle locked except when writing the answer to a personal question, as explained below. After the others have answered and the first player with the correct answer has scored, the role of Moderator — and the box of Q&A cards — passes to the player to the left.

GAMEPLAY

- The Moderator rolls the die, picks the front card from the box, and reads that numbered question. (See “Kinds of Questions” below.)
Blank die: If you, as Moderator, roll the *blank* side of the die, pass the box immediately to the player on your left, who rolls and reads. The passed-by Moderator answers along with the other players!
- The other players “unlock” their paddles (if necessary) and hold them down. When you hear the question, write your answer as fast as you can and release the paddle to flap it into the hub. Answer fast: You want to get your paddle down first. Do not “assist” your paddle: if you’re caught, you forfeit your answer.
- The Moderator reads the answer (all answers are underlined), and the other players slowly pull back their paddles, noting which player was first with the correct answer.
- After each question, wipe the answer off your paddle.
- The Moderator turns the used card over (to the other color) and puts it in the back of the box, then passes the box to the left, to the next Moderator.

KINDS OF QUESTIONS

General Knowledge Questions

Personal Questions: If you’re the Moderator and the question number is in a black circle, like this ❶, the other players reveal what *they* know — or don’t know! — about *you* by writing down what they think *your* answer will be. For honesty’s sake, write your answer on your paddle, “lock” it and cover your answer with your hand; do NOT flip the paddle into the hub.

T/F: Write a “T” if you think the statement is TRUE, or “F” for FALSE.

Zero to 10: “On a scale of zero to 10...” Zero is the lowest and 10 is the highest.

Questions with Number and Date Answers:

If the answer is 007, you must write all three digits; the single digit "7" does not win the point.

If the answer is the year "1977," the abbreviation "77" is not acceptable (it could mean 1877).

SCORING

- All answers require a single letter or set of letters or a number.
- A letter answer must always be exact, but
- The number answer that is *closest* to the actual answer earns a point.
- If two or more players give the same correct answer, the one whose paddle flapped down first wins the point.
- As you earn points, mark your scoring label: Cross off the number 1 for the first right answer, then 2 for the second, 3 for the third, etc.

GAMEPLAY VARIATION

You may change the game by playing without any personalized questions; if one comes up on the card, roll again. Or you can play without the die, using all personals!

WINNING THE GAME

The first player to reach 10 points wins.

PERFORMANCE AND REPLACEMENTS

- If a paddle flaps slower than the others, check that the rubber band is attached properly; if it is worn, replace it with one of the extra rubber bands supplied, or use a standard #30-weight elastic band, available at stationery stores.
- Use ordinary wipe-off crayons to replace those provided.



We will be happy to hear your questions or comments about this game.

Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

