

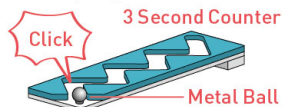
3 Second Try

2~7 | 10 min~ | 8~

About This Game

3 Second Try! is a game where
A. you have 3 seconds to decide who will be the challenger►
B. the challenger tries the action in 3 seconds.

You can be the challenger if you say the highest number at the "Declaration Phase" of "how many times can you do XXX in 3 seconds"? If the challenger succeeds, they win the round!

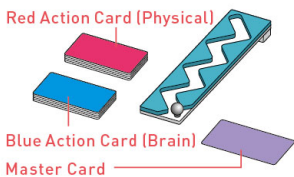


In this game, 3 seconds is measured with a "3-Second Counter". It takes (about) 3 seconds for the ball to roll from the top to the magnet at the bottom.

Components

Rule Sheet x 1
3-Second Counter x 1
Metal Ball x 1 (Spare x 1)
Red Action Card (Physical) x 30
Blue Action Card (Brain) x 30
Master Card x 1

Preparation

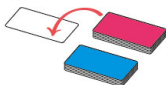


1. Place the 3-Second Counter on a flat table.
2. Separate the Action Cards by "Red (Physical)" and "Blue (Brain)", and shuffle them each face down to make a deck.
3. Choose the "master" of the round by rock-paper-scissors or other means, and hand them the Master Card to indicate they are the Master of the round.

Order of Play

Draw an Action Card

The Master chooses a deck of Action Cards, either Red or Blue, and draws one card from the top and places it face down for everyone to see.



All players, including the Master, thinks (but don't actually try it!) how many times they can do (or say) the action in 3 seconds.

※ If there is any uncertainty about the action on the Action Card, the Master will set the standard.

Determine the Challenger

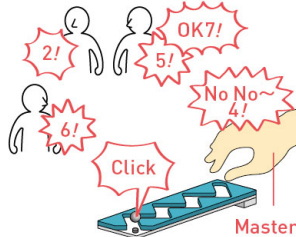
The Master announces the start of the "Declaration Phase" to decide the challenger. Holding the Metal Ball, the Master calls out, "1,2,3 Go!" and releases the Metal Ball from the top of the 3-Second Counter.



All the players, including the Master, declares the number of times they think they can perform that action in 3 seconds by the time the Metal Ball touches the magnet at the bottom (declaring "zero" is not allowed). There is no fixed order for declaration by the players.

The number you declare can be larger or smaller than the others. You can also re-declare if you want to increase the number you have declared (if there's still time left).

The Declaration Phase is over when the Metal Ball "clicks" on the magnet. The player who declared the highest number becomes the challenger.



If two players declared the same number, the player who declared first becomes the challenger. If no one declared, the card is put back into the box and a new card is drawn for the Declaration Phase.

Make a Challenge

The player who declared the highest number in the Declaration Phase for the Action Card places the 3-Second Counter in front of them and holds the Metal Ball.

The challenge starts the moment the challenger releases the Metal Ball from the top of the 3-Second Counter.

If the player achieves the declared number and then stops the Metal Ball before it sticks to the magnet using their finger, the challenge is successful.



If you don't achieve your declared number in time and the Metal Ball clicks on the magnet, you have failed in your challenge.

※ Even if the number is achieved just in time, if the ball makes even a slight clicking sound the challenge is a failure. If the Metal Ball falls off the 3-Seconds Counter, it is also a failure.

When the challenge succeeds

If the challenge is successful, the challenger receives the Action Card and places it in front of them.

When the Challenge Fails

If the challenger fails, the player who declared the next highest number (or the same number) makes the challenge. If that player fails, the player who declared the next highest number (or the same number) makes the challenge, and so on.

For Blue Action Cards (Brain), when the challenge right moves down the order, the next player may not use the words used by the previous challengers. If all the challengers fail, the Action Card is returned to the game box. There is no successful challenger for this Action.

Switch the Master Role and Continue

The Master role rotates in a clockwise direction. The next Master takes the Master Card, draws a new Action Card, and continues the game.

End of the game

The first player to earn two Action Cards is the winner, and the game is over.

For a longer and a more heated game, you may increase the number of cards required for winning, for example, "The first player to get three Action Cards is the winner."

Game Design : Daichi Chihara
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Rules Adjustment : itten

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3T-01(LS)-2021.11

