

What's in the box:
 144 Name 5 Cards
 (Over 1400 challenges!)
 1 Game Board
 1 Die
 4 Tokens (Pawns)
 30 Second Timer
 Instructions



Hey Party People!!

Can you **NAME 5** Best Actors??? Rock Ballads?
 How about 5 Signature Fast Food Menu Items??? This is the
ALL Pop Culture Edition of your favorite social game!

Ready to PARTY!! Can you Name 5?!



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POP CULTURE EDITION

NAME 5
 Can You Name 5?

INSTRUCTIONS

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The Object of Name 5

Be the first team to reach the Name 5 space to win Name 5.

Setting Up The Game

Divide the cards into two piles. Place each pile face down in front of each team. Divide players into 2 teams. Each team selects a token. The team with the youngest player goes first. Each team puts their token on the Start space on the Game Board.

NOTE: These instructions are written for team play. However, 2 additional tokens are included should you wish to play individually.

How To Play

The team going first rolls the die and moves their team's token the number of spaces rolled on the die. A player from the opposing team picks a card and reads the Name 5 Challenge corresponding to the color of the space on which the token landed. Another member of the team starts the timer. The team in play has 30 seconds to answer the challenge by naming all 5.

EXAMPLE: Name 5 Classic Arcade Games
(Donkey Kong, Pacman, Zaxxon, Space Invaders, Spy Hunter, etc.)

There should be some room for explanation of debated answers as long as it is done within the 30 second time limit. If the team is successful in coming up with 5 answers within the Name 5 category, the team rolls again and takes another turn. If unsuccessful, it's the next team's turn. Players return their cards to the bottom of the stack and pick a new card for each turn.

NOTE: To keep the game competitive, no team may roll more than 3 consecutive times. Pass the dice "hot-shot". You'll get another turn soon enough!

To Win Name 5:

When your team's token reaches the end of the board, you must roll the specific number of spaces needed to reach the Name 5 space in the center of the board. If you roll a higher number, you must play the Name 5 Challenge matching the color of the space your token is on to earn another roll. When you roll the number needed to land on the Name 5 space, take a card. Your team has 90 seconds (TURN TIMER OVER 3 TIMES) to complete ALL 5 of the Name 5 Challenges on the card to win the game. If unsuccessful, it is the other team's turn. On your next turn, draw another card & complete 4 Name 5 Challenges in 90 seconds. If STILL unsuccessful, it is the other team's turn. Next turn, 3 challenges in 60 seconds. Next turn (if needed) 2 Challenges in 30 seconds, & finally, if still unsuccessful, complete 1 Name 5 challenge in 30 seconds to win.

Name 5 House Rules:

Name 5 is a party game. Certain Name 5 categories are more open-ended than others. Certain categories are more subjective, where others are very direct and have a limited number of correct responses. For this reason, we found it impossible to put each and every correct answer in this box. We encourage you to police yourselves while playing. If you'd like to issue a challenge to a certain answer, put it to a vote, or look it up. Failing that, simply choose another card and play that Name 5 challenge.

Special Spaces on the Game Board



Hero/Villain +2



PVP



Wild



High Five



Trading Block

HERO/VILLAIN +2:

The opposing team gets to choose which Name 5 question on the card they want to read to the playing team (Obviously picking the hardest one). If the playing team answers correctly, they get to move an additional 2 spaces.

PVP:

When landing on a PVP space, turn over a card and read the Name 5 Challenge that matches the color on the space. The team in play now has 10 seconds to NAME 1 answer to the challenge category. The other team then has 10 seconds to name another answer. Then, the first team answers again and play continues to volley back and forth, head-to-head style until one team can't name another answer within 10 seconds. (Use a watch to keep track) The team that gave the last correct answer takes control of the board.

NOTE: When playing individually, the PVP challenge will be against the person to the player's left.

WILD:

If your team lands on a WILD space, you may read all of the Name 5 Challenges on the card and decide which challenge to answer. Start the timer and your team has 30 seconds to name 5 answers for that Name 5 Challenge. If successful, your team takes another turn. If not, it's the other team's turn.

HIGH FIVE:

When landing on a HIGH FIVE space, the playing team must Name ONE answer for each of the five categories on the card. If successful, move double the next roll.

TRADING BLOCK:

Perhaps the most valuable and most "game-changing" space on the board, the TRADING BLOCK allows the team that landed on this space to swap spaces with whichever team is in the lead. However, in order to complete the space trade, the team must complete 2 Name 5 challenges (getting 30 seconds for each). The colors on the trading block space indicate which 2 challenges are to be answered.