

GUINNESS game of world records

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Ages 10 to Adult/2 to 6 Players

OBJECT

The object is to be the first player to win 100 points by participating in five different events and answering questions from the "GUINNESS BOOK OF WORLD RECORDS". You'll have a chance to set records and break them. Even if you're not the winner, your records might qualify for listings in the back of your GUINNESS Question and Answer Book.

EQUIPMENT

2 dice, 6 playing pieces, a game board, a distance card, a GUINNESS Question and Answer Book, a score pad, 20 miniature weights, 5 balls, a cup, a large disk, small disks, a felt launch pad and a large ball.

PREPARATION

Select one player to act as Scorekeeper. Write in each participant's name across the top row of the Score Sheet.

There are 2 activities for each of 5 events. Only 1 activity may be used for each event in a game. Before each game begins, decide on which of the 2 activities will be used by all players throughout the game. Each player selects a marker and places it on "Start". All players roll one die. The player rolling the highest number goes first. Play then follows to the left.

PLAY

On your turn you will roll one die and move your marker in a clockwise direction. Then, participate in the activity shown on the space where your marker lands.

GUINNESS QUESTION

The person to the right of the player landing here selects a question from the booklet and reads it aloud. The player who landed on this space receives 10 points if he correctly answers the question. If the player does not give the correct answer, he receives no points for that turn and a chip worth 5 bonus points is placed on that Question space. The next player to land on the same space and correctly answer a new question receives 10 points plus the 5 point bonus. The chip is removed when the question is answered correctly.

Note: More than one chip may be on the same space. If a player lands on a space with three chips and correctly answers a question, that player would receive a total of 25 points — 10 points for the question plus 15 bonus points.

THE EVENTS AND ACTIVITIES

LONGEST #1, Equipment: 2 Dice

Play: See how many consecutive times you can roll the dice before you roll doubles (i.e. two dice with the same number). Stop when you roll doubles.

Scoring: Score 1 point for each time you rolled the dice *without* rolling doubles. *Example:* On the sixth roll of the dice you roll doubles. Score 5 points.

LONGEST #2, Equipment: 1 Die

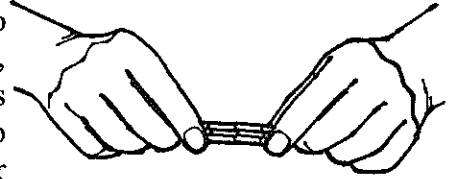
Play: Before you roll the die, call out "Odd" or "Even". If the number rolled matches your call, continue to call and roll until the number does not match.

Scoring: Score 1 point for each time you correctly call the roll of the die.

STRONGEST #1,

Equipment: 20 Miniature Weights

Play: Start with 5 weights placed end to end in a row. Grasp the two end pieces, one in each hand, and lightly push the weights together. Touching only the two end weights, lift the row to shoulder



height and bring it back down to the table without letting it fall apart. Once the weights have been returned to the table, they cannot be touched or rearranged. If you successfully lifted and returned the 5 weights, add one more weight to each end of the row, and lightly pushing the weights together, repeat the above steps. If you are successful, continue by adding 2 weights at a time until the weights fall apart.

Scoring: Score 1 point for each weight lifted in your last successful turn.

Example: A player successfully lifts and returns 5 weights to the table. He then adds 1 weight to each end of the row and successfully lifts and returns the 7 weights. He then adds another weight to each end of the row and tries, but cannot lift the 9 weights. This player scores 7 points — 1 point for each weight in the last row successfully lifted and returned to the table. *Remember: You may touch only the 2 weights at both ends of the row.*

STRONGEST #2, Equipment: 20 Miniature Weights

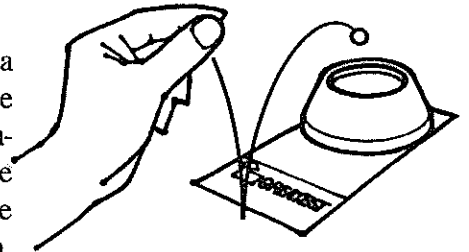
Play: See how many weights you can stack on top of each other before the stack falls. Begin by placing 1 weight upright on a table. Continue to add weights, one on top of the other, until the stack falls.

Scoring: Score 1 point for each weight *before* the stack fell.

MOSTEST #1, Equipment: 5

Balls, Cup, Distance Card

Play: Set the cup over the area marked “place cup here” on the Distance Card. See how many consecutive times you can bounce the balls from behind the card into the cup. If the 5th ball goes into the cup, you may continue bouncing the balls until you miss.

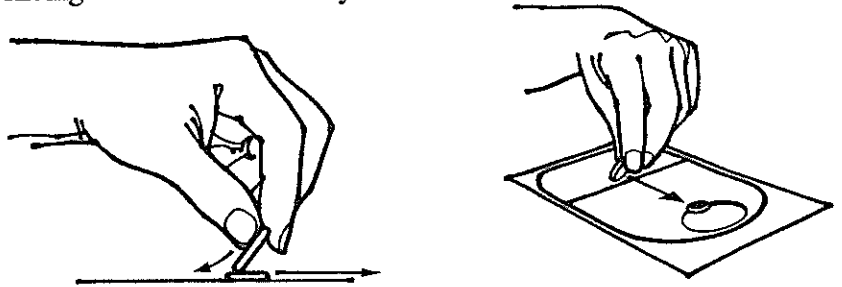


Scoring: Score 1 point for each ball consecutively bounced into the cup. *Example 1:* A player misses the 1st ball, gets the 2nd ball in and misses the 3rd, 4th and 5th balls. The player scores 1 point. *Example 2:* A player gets the 1st, 2nd and 3rd balls in the cup, misses the 4th ball and

gets the 5th ball in. He continues to consecutively bounce 4 more balls into the cup. The player scores 5 points.

MOSTEST #2, Equipment: *Distance Marker, 1 Large Disk, 1 Small Disk*

Play: In 5 tries, see how many consecutive times you can slide the small disk into the hole on the Distance Marker. Place the small disk directly behind the line marked "Mostest". With the large disk held at an angle, press down on the small disk causing it to slide forward toward the hole. The disk must be completely in the hole and not overlapping any part of it. If the disk goes into the hole on your 5th try, you may continue sliding additional disks until you miss.



Scoring: Because of the difficulty of this event, you'll score 2 points for each disk consecutively shot into the hole. See Scoring examples for "Mostest #1".

GREATEST #1, Equipment: *5 Small Disks, 1 Large Disk, Felt Launch Pad, Distance Card, Cup.*

Play: Set cup over the area marked "place cup here" on Distance Card. Place the launch pad anywhere behind the line marked "Greatest". See how many small disks you can consecutively get into the cup. Place a small disk on the pad. With the large disk, press the edge of the smaller one, causing it to be launched into the cup (as in Tiddely-Winks). If the 5th disk goes into the cup, you may continue launching additional disks until you miss.

Scoring: Score 1 point for each disk consecutively launched into the cup. See scoring examples for "Mostest".

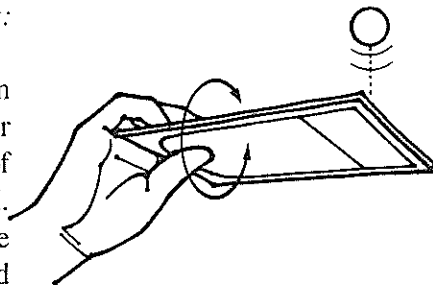
GREATEST #2, Equipment: *5 Small Disks and Cup*

Play: See how many times you can consecutively drop a disk into the cup. Place the cup on the floor. Stand facing the cup, and from waist level, drop 1 disk at a time into the cup. If the 5th disk goes in, continue dropping disks until you miss.

Scoring: Score 1 point for each disk consecutively dropped into the cup. See scoring examples for "Mostest #1".

HOTTEST #1, Equipment:
Large Ball and Distance Card

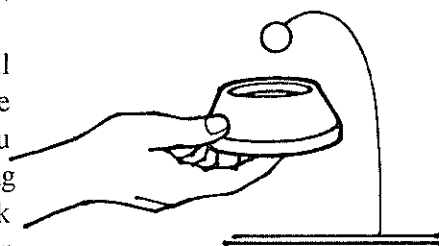
Play: See how many times you can flip the ball off the card into the air and return it to the opposite side of the card. (1) Place ball on card. (2) Flip ball at least 12 inches in the air. (3) With wrist action, turn card over, preparing to flip the ball back into the air on its return. (4) Flip the ball into the air and continue play as above. (5) Your turn ends when you miss the ball or when you flip the ball off the same side of the card two times in a row.



Scoring: Score 1 point each time the ball is successfully flipped into the air and returned to the opposite side of the card. *Example:* A player hits the ball with the top of the card, the bottom of the card and the top of the card again. The player scores 3 points.

HOTTEST #2, Equipment:
Large Ball and Cup

Play: Begin by placing the ball inside the cup. Hold the cup above the table. See how many times you can flip the ball into the air causing it to bounce off the table and back into the cup. You may maneuver the cup in order to catch the ball. Your turn ends when the ball misses the cup.



Scoring: Score 1 point for each successful catch.

CHALLENGE ANOTHER PLAYER TO ANY EVENT

The player who lands here must choose an event and an opponent. The opponent goes first. Only the winner's score is recorded on the Score Sheet and, if a record was set or broken, the new record is also recorded. No points are awarded if both players tie in the event.

TRY ANY EVENT

Pick any event and try to break the record. Record the score.

SETTING AND BREAKING RECORDS

The first player to participate in an event and earn a score will hold the record for the event until the record is broken. A 5 point bonus is added to the score of the player who sets or breaks a record. A player may set more than one record.

In order to break a record, a player must score at least one point higher than the existing record in that event. A 5 point bonus is added to the record breaker's score. A player may hold more than one record. You may break your own record and receive the 5 point bonus.

SCORING

During the game you will earn points for participating in events, setting and breaking records, and answering questions correctly. All points are recorded on the Score Sheet. A running total is kept under each player's name. When a player sets or breaks a record, 5 bonus points are added to his score. The score is recorded at the top of the sheet, under the player's name. The scorekeeper then records the player's new record in the bottom section under "Records". The record is entered in the box, next to the event which has been won. Mark the player's initial in the top left of the box and the record set for the event in the bottom right corner.

EXAMPLE: (See Score Sheet Illustration.) Jack sets the record for the "Strongest" by successfully lifting 7 weights. He earns 7 points for this event plus a 5 point bonus for setting the record. Jack's 12 points are recorded under his name. His new record and his initial are recorded in the box next to "Strongest".

	JACK	MARY	CONNIE	GREG	BILL	LAURIE	
scoring for questions & events	12						
current records & record holders	RECORDS	HOTTEST					
		MOSTEST					
		GREATEST					
		LONGEST					
		STRONGEST	J	7			

THE WINNER The first player to reach 100 points wins.

HOME RECORDS

The last section of the booklet contains pages where you may record the "all time" records for each event. After each game, record only those new records which beat the records from previous games.

We will be glad to answer inquiries concerning these rules. Parker Brothers, P.O. Box 900, Salem, Mass. 01970.