

THE GUINNESS Book of World Records Game

For 2 to 4 Players/Ages 8—Adult

Rules © 1980 Parker Brothers, Beverly, Mass. 01915. Printed in U.S.A.

As you move around the board in this wonderful, whacky game, you'll land on all kinds of records. You might land on the Heaviest Seed or the Smallest Toad, the Highest Man or the Shortest War, the Largest Pizza or the Longest Human Cannonball. Yet no matter what record you land on, your challenge is either to set that record yourself or to break it if someone else has already set it before you. Each time you set or break a record, you'll win a Record Card. Then, if you're lucky, no one will be able to break your record and take your card away.

You'll win if you're the first to reach the end of the track with at least 5 Record Cards.

EQUIPMENT

game board • plastic token • foam bounce-back device • elastic • 3 dice—2 white and 1 red • 4 playing pieces—each a different color • 2 perforated sheets: one with a Record Maker, the other with a Record Keeper and 22 Record Cards.

SET UP

- Carefully remove the Record Maker from its perforated sheet. Then fold it along the score.
- Peel the tape from the bounce-back device and press it onto its shaded area on the Record Maker. Then fit the elastic around it. (Figure 1)

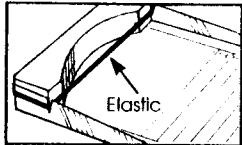


Figure 1

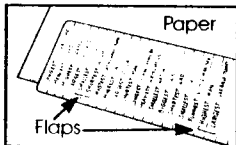


Figure 2

- Carefully remove the Record Keeper from its perforated sheet. Gently press down its three flaps. Then insert a piece of blank paper under the flaps. (Figure 2) Now choose someone to keep score.
- Carefully remove the Record Cards from their perforated sheet. Then choose someone to handle the Cards. This player spreads out the Cards—face up and by category—directly in front of him or her. During the game, this player must take care not to confuse his or her own Record Cards with those that haven't yet been won.
- Each player chooses a playing piece and places it onto START.
- Each player rolls the two white dice. Whoever rolls the highest total goes first; play then proceeds, in turn, to the first player's left.

PLAYING

- Start your turn by rolling the two white dice and moving—either forward or backward—the difference between them. *Example:* If you roll a "6" and a "2," move 4 spaces in either direction. What you do next depends on the space where you land.
- Landing on a space.**

Record spaces. If you land on a Record space, first look to see if someone else already holds that record. If no one has won that Record Card, then try to set the record yourself. If someone has already won that Record Card, first ask the scorekeeper what the record is; then try to break it.

Most of the Record spaces require you to roll dice in order to set or break a record. If you land on one of these spaces, simply follow its directions.

If, however, you land on a LONGEST, SHORTEST or HIGHEST Record space, you must use the Record Maker. To use it, first place the disc onto its space on the appropriate side. Then flick the disc with your finger. You have three flicks of the disc to try to set or break the record. Your score on each flick is determined by the edge of the disc that's nearer to you. (Figure 3)

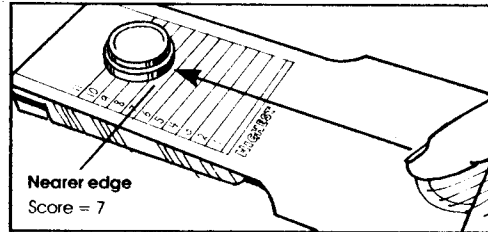


Figure 3

- If you set or break a record, the scorekeeper writes your score beside that record on the Record Keeper's sheet. You also get that Record Card.
- If you tie a record, immediately try again to break it. Try just as you did before. If you fail, the current record holder keeps the Record Card.
- If you tie an *unbreakable* record—a SHORTEST "1" for example—you and the other record holder each try to set that record all over again. Each of you tries once, with the usual number of chances, to re-set that particular record. Whoever does better gets that Record Card.

Whether or not you set or break a record, you must end your turn by passing the dice to your left. On a single turn you may try for no more than one record.

Move To Any Record. If you land on this space, move immediately to any Record space you prefer—even to one where the record is already held by an opponent. Then do whatever you'd normally do when landing on that space.

This is a Blank Space. If you land on one of these spaces, do nothing. Simply end your turn by passing the dice to your left.

The Great GUINNESS Challenge. If you land here, you may try to break any record that's already held by an opponent. First announce the record you want to try for; then try to break it. If you do, take the Record Card from your opponent.

Whether or not you break that record, your turn ends. The opponent you challenged may then choose any one of your records and try to break it.

At no time during this challenge do you or your opponent move from your current spaces.

WEIRDEST. If you land here, you're required to roll a "straight." A "straight" is simply three sequential numbers. *Examples:* 1,2,3, is a "straight"; so is 3,4,5.

- Rolling doubles.** If you roll doubles at the start of your turn, immediately move to any Record space you prefer—even to one where the record is already held by an opponent. Then do whatever you'd normally do when landing on that space.

Winning

You'll win the game if you're the first to reach END HERE with at least 5 Record Cards. You do not have to reach this space by exact count; stop moving as soon as you land here.

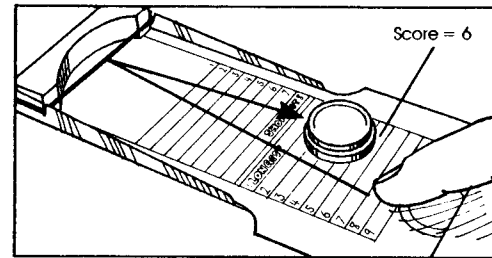


Figure 4

SPECIAL NOTES

1. The Record Maker

- If you're trying for a LONGEST record, you must flick the disc against the elastic on the bounce-back device. If you're trying for a SHORTEST record, you don't have to. (Figures 4 and 5)

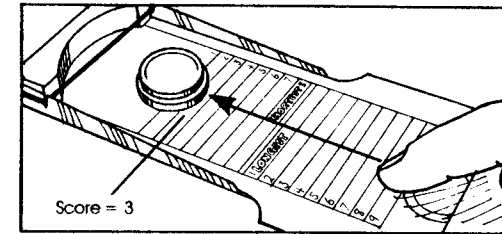


Figure 5

- If you're trying for a SHORTEST record, the lower your score, the better.
- "8 chances" spaces.** Certain spaces allow you as many as 8 chances to do something by rolling dice. As soon as you do what the space requires, stop rolling. The record is *not* how many times you can do what the space requires; the record is doing what the space requires in the fewest possible tries.
 - MOSTEST Eating Baked Beans.** For you to meet this space's requirements, the red die must be the *highest* of the three dice. If it merely ties for "high" with one of the white dice, that's not good enough.
 - FUNNIEST Noodle Making.** For you to meet this space's requirements, the red die must be the *lowest* of the three dice. A tie for "low" isn't good enough.
 - Occupied spaces.** More than one player may occupy any board space at any time.
 - Rolling doubles.** If you start your turn on WEIRDEST and roll doubles, you *must* go to any other Record space on the board. You do not automatically win.
 - Record Cards.** There's no limit to the number of Record Cards that you're allowed to win. However, as soon as you win your fifth Record Card, don't waste any time in trying to reach END HERE.

We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department.

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