

GUINNESS WORLD RECORDS The Game!



AGE
8+



Family

Contents

50 Trivia Challenge Cards, 40 Who Am I? Cards, 10 World Record Challenge Cards, Chip Challenge Card, 40 Guinness World Records® Tokens, 10 Chips, Spinner Card and Spinner Arrow, and 30-Second Sand Timer

Object of the game

Earn Guinness World Records® tokens by spinning the spinner and successfully answering or completing Trivia Challenge cards, Who Am I? cards, World Record Challenge cards, and the Chip Challenge card. Be the first player to earn 10 Guinness World Records® tokens to win!

Setting up the game

Separate the cards by the four types. Place the Trivia Challenge cards, Who Am I? cards (picture side face up), World Record Challenge cards (face down), and the Chip Challenge Card (face down) in the center of the playing area. Remove the 40 Guinness World Records® tokens from the two cards. Place the 40 Guinness World Records® tokens, 10 chips, and 30-second sand timer near the center of the playing area. Place the spinner arrow base through the hole on the bottom of the spinner card. Snap the spinner arrow into the top of the spinner card and into the spinner base. Place the assembled spinner card in the center of the playing area.

What to do on your turn

When starting the game, the youngest player goes first

- 1** Always start your turn by spinning the spinner.
- 2** Perform the action per the space the spinner lands on (see below for what to do when the spinner lands on the various spaces).
- 3** Your turn is now over and it is the next player's turn going clockwise.

The spaces on the spinner



When your spinner lands on this space, draw a World Record Challenge card and follow the directions.

If you are successful, take three Guinness World Records® tokens.



When your spinner lands on this space, have the player on your left draw a Who Am I? card, showing you the picture on the back while reading the other side of the card to you.

If you are correct, take two Guinness World Records® tokens.

**TRIVIA
CHALLENGE**

When your spinner lands on this space, have the player on your left draw a Trivia Challenge card and read you the question along with the multiple choice answers.

If you are correct, take one Guinness World Records® token.



When your spinner lands on this space, take the Chip Challenge card and follow the directions (you will use the included chips for this card).

If you are successful, take four Guinness World Records® tokens.

Winning the game

The first player to get 10 Guinness World Records® tokens wins the game.

Other stuff

- ★ **Each space on the spinner has a number. This number is equal to the number of Guinness World Records® tokens you are awarded if you successfully complete the action.**
- ★ **Use the included 30-second sand timer to time the challenges as needed.**



Guinness World Records® The Board Game and Puzzles

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