

WEAKEST LINK™ GAME

4 to 9 Players • Ages 12 and Up

CONTENTS: Over 2300 questions,
20 Bank/Head-to-Head Tokens, 8 Voting
Wheels, 8 Plastic Pins, 8 Movers, Timer,
Label Sheet, Pawn Stand, Plastic Tray,
Anne Robinson Mask

OBJECT

Be the strongest link and the last contestant remaining at the end of the game.

ASSEMBLY

1. Remove all die-cut pieces from the cardboard sheets.
2. Assemble each voting wheel as shown in Figure 1. Snap the pin into the top button.
3. Apply the label to the timer as shown in Figure 2.
4. Fit the bank pawn into the plastic stand.

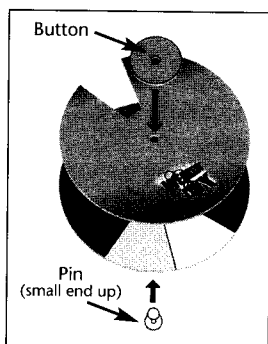


FIGURE 1

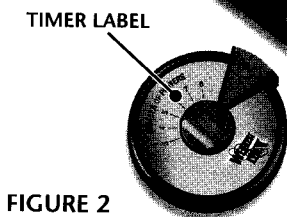


FIGURE 2

5. Make sure the tray is placed in the box so the scoring wells line up with the printed bank meter box side. See Figure 2.

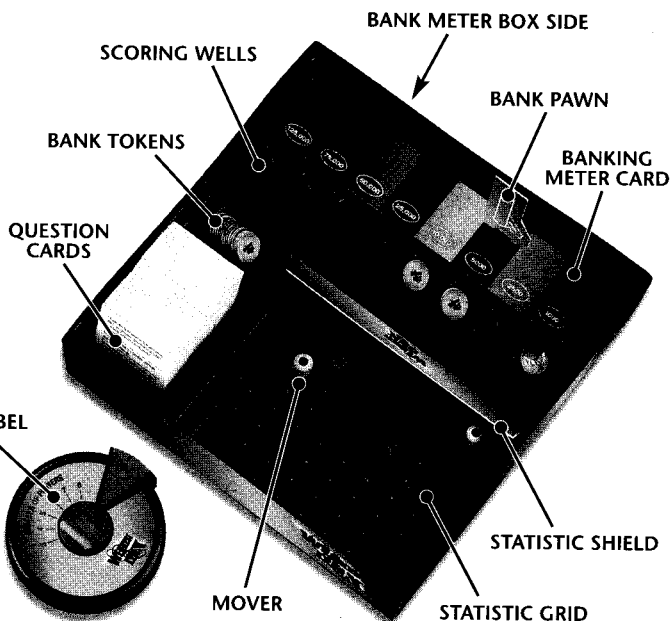
6. Place the statistic shield so that it fits in place on the tray as shown in Figure 2.

Note: The tray serves as Anne's playing surface.

7. Place all the bank tokens in the tray.

8. Place the banking meter card directly above the scoring wells.

9. Place all the question cards into the tray.



SETUP

1. Select a player to be “Anne” (See Anne’s Responsibilities below). That player takes the Anne mask. All of the remaining players are contestants.

2. Each contestant takes a voting wheel. The color on the back determines the contestant’s color.

3. Take a matching-color mover for each contestant and place it on the starting line of the statistic grid.

Note: Arrange the movers so they match the order in which the players are sitting.

4. Place the bank pawn on the 1000-point space, making sure the two-arrow side is facing the tray.

5. Anne places the tray in front of her with the printed bank meter box side facing the contestants.

6. Make sure the statistic shield is in place so that only Anne can view the player stats!

Anne’s Responsibilities

As Anne, you control the game and playing surface. This means that you:

- Set the timer
- Ask the questions
- Record the statistics
- Manage the bank
- Tally the scores
- Conduct the voting

And best of all...you get to taunt the other players with your razor sharp wit! (Or use the insults cleverly printed on the back of Anne’s mask!)

Note: As players are voted off, they can assist Anne.

Now let’s play the Weakest Link!

ROUNDS

Each game of the Weakest Link consists of a number of rounds equal to the number of contestants, less one. For example, if there are six contestants at the start of the game, you play five rounds.

HOW TO PLAY A ROUND

Make sure the movers are on the starting line and the bank pawn is on the 1000-point space. Anne starts the timer and asks the contestant to her left a question.

If the question is answered correctly, Anne moves that contestant’s mover ahead one space. She also moves the bank pawn one space over.

If the question is answered incorrectly, that contestant’s mover does not advance, and the bank pawn remains on (or returns to) the 1000-point space.

It’s the next contestant’s turn to answer a question.

Anne continues asking questions, one at a time, to each contestant until the timer runs out and the round is over.

TIMER

To set the timer, press STOP and turn the centerpiece to the mark that matches the number of contestants in the round you are about to play. See Figure 3. The time you are given to answer questions decreases with each round of play.

To start the timer, press START. When the time is up you hear a loud click.

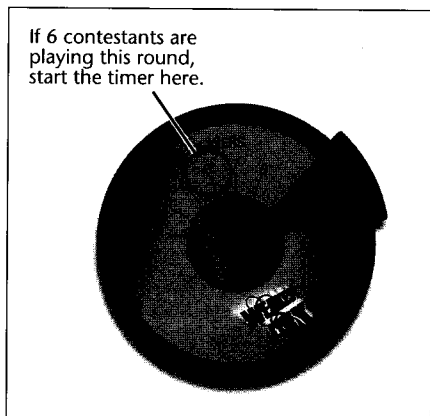


FIGURE 3

BANKING

Contestants try to earn 125,000 points. The quickest way to do this is by correctly answering 8 questions in a row, but strategic banking helps to score points.

To score points, you must shout “bank” before Anne asks your question.

Remember: The bank pawn shows the number of points your correctly-answered question will earn. When you bank points, you receive the number of points already earned.

How Anne Keeps Track of Banked Points

The vertical arrow on the bank pawn points to the amount being played for on each question and the diagonal arrow indicates where to place the bank tokens. When a contestant shouts “Bank,” Anne places a bank token in the scoring well that matches the amount of points that have been earned. Then she moves the bank pawn back to the 1000-point space.

For example, if the arrow is on 5000 and a contestant shouts “bank,” place the token into the space marked 2500.

See Figure 4.

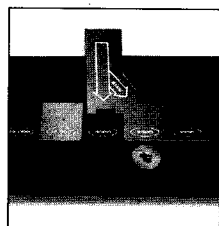


FIGURE 4

At the end of each round, Anne calculates the total winnings and returns all the bank tokens to the storage well. Each bank token is worth the amount shown above its scoring well. For example, if there are two tokens in the 1000 scoring well and three tokens in the 25,000 scoring well, your total score for that round is $(2 \times 1000) + (3 \times 25,000) = 77,000$.

Note: Keep a running tally throughout the game so that the final contestants know how many points they are playing for.

Contestant Statistics

Every time you answer a question correctly, your mover is advanced one space forward on the grid. By the end of each round a pattern emerges. The mover that is ahead is the strongest link and the mover nearest the starting line is the weakest link. More than one player can be either the strongest or the weakest link.

Voting Off the Weakest Link...Goodbye!

At the end of each round the contestants vote off who they think is the weakest link.

Secretly turn your voting wheel to display the color of the contestant you wish to vote off. Place the voting wheel facedown in front of you.

Starting on her left, Anne instructs the contestants to reveal their votes one at a time.

The contestant with the most votes is the "Weakest Link" and is out of the game. If there is a tie, the strongest link from that round (as shown on the statistic grid) chooses the contestant to vote off.

Remove the weakest link's mover and return all the remaining movers to the starting line.

HEAD-TO-HEAD ROUND

When only two contestants remain, they play against each other in the Head-to-Head round.

Take the banking meter off the tray and turn it over to show the head-to-head meter. Place it where all players can see it.

Take the two remaining movers and place them on the head-to-head meter as shown in Figure 5.

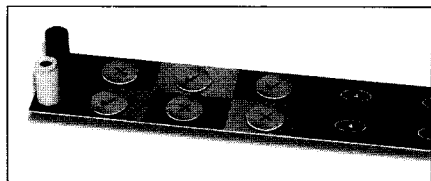


FIGURE 5

The strongest link from the last round chooses who goes first. If it is a tie, Anne decides who goes first.

The first contestant answers a question. Then the next contestant answers a question. Play back and forth for five questions.

When a contestant answers correctly, place a ✓ token on the meter next to that contestant's mover. Place an ✕ token for incorrect answers.

WINNING THE GAME

The contestant with the most ✓ tokens is the strongest link and wins the game! If there is a tie, continue asking questions until one contestant answers one more question correctly. That contestant is the winner!

Rules for 4 or 5 players

- Each contestant gets two lives, and must be voted off twice to be out. When you are voted out the first time, place an ✕ token in front of you.
- When only two contestants are left, follow the head-to-head rules.

Tournament Play

- Each player has a turn being Anne for a game.
- Keep track of the points won by the strongest link from each game.
- The player with the most points at the end of the tournament is the winner.

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec, Canada J4H 3X6.

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