

Let's Play

Beat the Clock™



America's Most Popular Party Game

40 Hilarious Stunts

PREPARED by FRANK WAYNE and BOB HOWARD
THE WRITERS OF THE "BEAT THE CLOCK" SHOW

FOR YOUR ENTERTAINMENT

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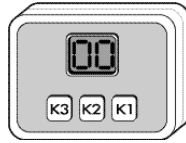


HOW TO PLAY BEAT THE CLOCK™

The object of the game is to beat the time allotted for each stunt. You must BEAT THE CLOCK.

All the props and materials necessary to do these 40 stunts are in this box.

How to operate clock - The enclosed timer operates likemost stopwatches. Located below the LCD display window are three buttons. The button on the right (K1) sets the time from 00 to 60 seconds in one second intervals.



TIMER

If a given stunt requires 45 seconds, set the clock accordingly, and press the center button (K2) to start the count down.

This button can be used to stop the clock as well. The button on the left (K3) resets the timer to 00.

Let the host play M.C. and explain how the stunts are to be done. When the contestants are ready, he/she will start the clock as outlined above.

As soon as the contestants have completed the stunt, the M.C. will stop the clock.

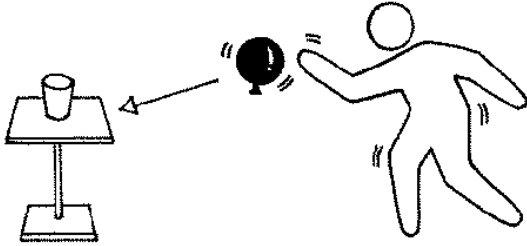
Stunts marked "Single" are to be performed by one contestant. Those marked "Couple" are to be played by two contestants.

These stunts can be played by children and adults alike and provide hilarious, laugh-provoking entertainment.

Each player or team can take turns doing each stunt to see who can BEAT THE CLOCK with the most time remaining. Or play tournament style where any number of stunts are performed and the time left after each is added up. The team/player with the highest total score is the BEAT THE CLOCK champion! (Failure to complete any given stunt within the required time period will result in a score of -10).

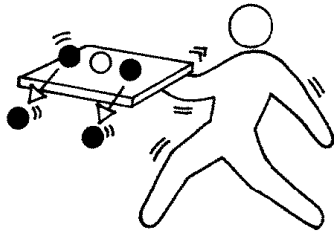
STRIKE OUT (Single - 40 Seconds)

Contestant stands six feet away from the tabaret which has a paper cup standing upright on its top. M.C. hands him inflated balloons one at a time. Contestant bats balloons at the cup until he hits it off the tab. M.C. places a second cup and the process is repeated. Contestant must knock off both cups to Beat The Clock.



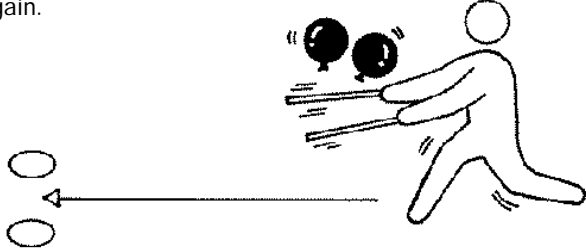
TWO OUT OF THREE (Single-45 Seconds)

Contestant holds cover of Beat The Clock game box balanced on the palm of one hand like a waiter's tray. The outside of the cover is up. M.C. places three rubber balls on top of the box top. Using only one hand, and without dropping the box top, contestant must jiggle and roll off the red and the green ball, leaving the blue ball alone on the box top.



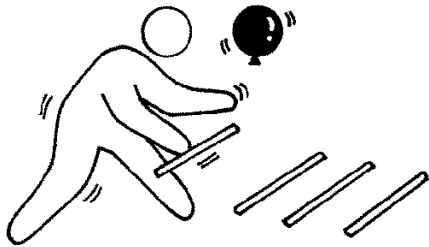
BATTY BALLOONS (Single - 30 Seconds)

Contestant holds two dowel sticks - one in each hand. Two disks are placed on the floor a distance apart to act as a goal-line. The goal is ten feet away from the starting point, where the M.C. tosses two inflated balloons into the air. The contestant takes over from that point, and must cross the goal-line with both balloons. He bats at the balloons with his dowel sticks only, keeping them in the air while he moves forward. If balloons touch floor on route, he must return to starting point and begin again.



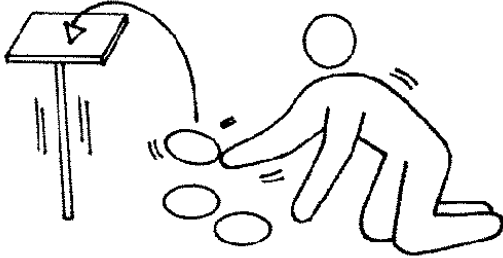
PICK UP STICKS (Single - 35 Seconds)

Place 4 sticks on the floor, each four feet apart. Contestant must bat a balloon with one hand...keeping it in the air while picking up the sticks with the other hand. Must pick up all four sticks to Beat the Clock.



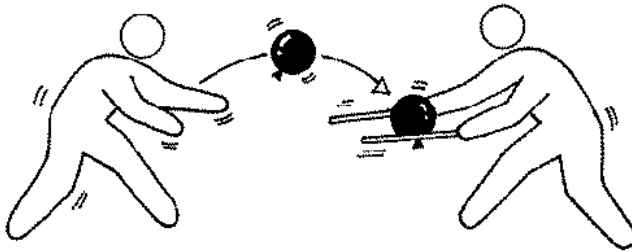
FAST GRAB (single - 50 Seconds)

Contestant is on his knees on the floor with the floor with the tabaret in front of him. The base of the tab has been removed. He holds the tab upright and steady with one hand. On the floor at the base of the tab are three disks. Using only the hand that is holding the tab steady, he must let go of the tab, grab one of the disks and place it on top of the tab, returning in time to keep the tab from falling over and touching the floor. Get all three on the tab to Beat The Clock.



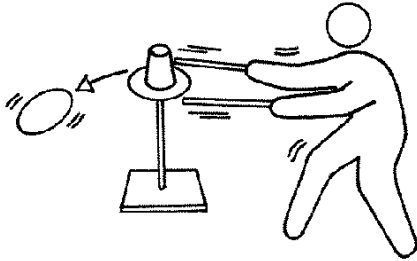
BAL-LOONY (Couple - 40 Seconds)

Contestant holds a dowel stick in each hand. His partner, from eight feet away, tosses balloons to him one at a time. He must trap two balloons between the dowel sticks. M.C. retrieves and returns balloons that fall to floor.



EASE OFF (Single - 40 Seconds)

M.C. holds a disk and a cup (upside down) steady on top of the stake of the tab (the top of the tab has been removed). The contestant, using a dowel in each hand, holds the unit steady when the M.C. removes his hand. Then, the contestant must tap the disk until it drops to the floor and the cup rings down over the stake.



KICK OVER (Single -40 Seconds)

Contestant balances on one foot on top of the base of the tabaret. Three feet away from the base are placed two paper cups about a foot apart. Without losing balance and touching the floor with the other foot, contestant must reach out with the raised foot and kick over the cups, one at a time.



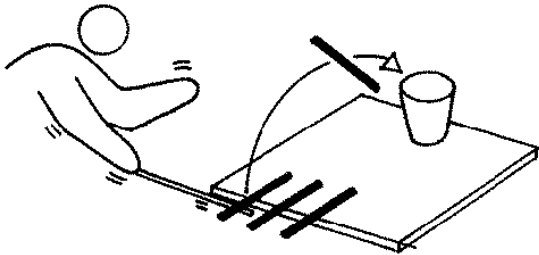
ON THE BALL (Couple - 40 Seconds)

A paper cup is placed upright on the floor. On the floor next to the cup are two rubber balls. Contestant and partner, each holding a dowel stick in one hand, must lift a ball at a time, using dowel sticks only, and drop into cup. Get two balls in the cup to Beat the Clock.



FLIP STICKS (Single - 50 Seconds)

Place small sticks one at a time on edge of tabaret with part of the stick extending out beyond tab edge. On the tabaret place one of the paper cups with a ball inside to add weight. Using a dowel, you must hit the stick from underneath and cause it to flip backwards into the cup. Get two sticks into the cup to Beat the Clock.



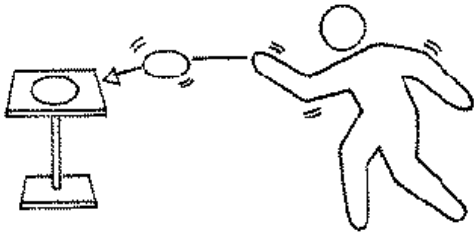
DISK RISK (Couple - 45 Seconds)

Couple face each other about four feet apart with the tabaret set up on the floor between them. They each hold a dowel stick in one hand. Place dowel sticks on the floor about three inches apart and parallel to each other. M.C. balances cardboard disk on the two dowels. Couple must lift disk off the floor and place on tabaret. Return to floor where M.C. places another disk on dowel sticks. Couple must get three disks on the tabaret to Beat the Clock. If one is dropped, return to floor for another.



DISK TOSS (Single - 40 Seconds)

Contestant stands six feet away from tabaret and tosses disks one at a time at the top of the tabaret. Must get one on the top to Beat the Clock. M.C. returns disks that fall off.



TRIAL BALANCE (Single - 60 Seconds)

Contestant kneels in front of the tabaret with the top removed. On the floor beside the tab is a cup and a disk. Contestant places one hand behind his back and either closes his eyes or is blindfolded with a handkerchief. Using only one hand, the contestant must pick up the disk and balance it on top of the stake. Then with the same hand pick up the cup and balance it on top of the disk. Both must be balanced there to Beat the Clock.



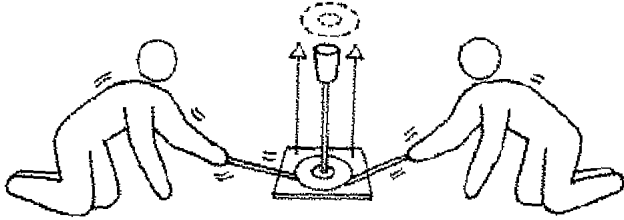
CUP SWAP (Couple - 35 Seconds)

Contestant stand facing each other with their hands behind their backs. M.C. places a cup between the teeth of each. They hold the cups by the lips. They must exchange cups without dropping them to Beat the Clock.



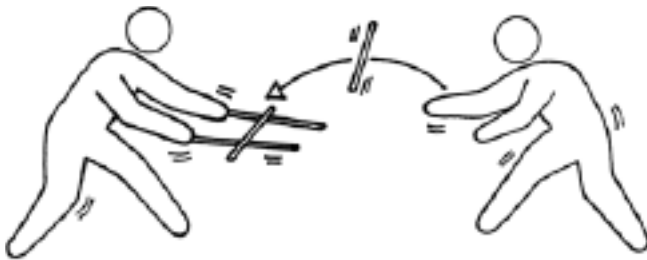
OVER EASY (Couple - 50 Seconds)

Tabaret is on the floor as a stake with the top board removed. Over the stake and resting on base are two rings. A paper cup is balanced right side up on top of the stake. Couple, using a dowel apiece must work the rings, one at a time, up the stake and over the top without dislodging the cup. M.C. re-balances the cup if it is knocked over; rings are brought back to the base and they start over.



TOSS TWO (Couple - 40 Seconds)

One contestant holds two dowels out in front of him, parallel to each other (like railroad track). Other contestant stands eight feet away and tosses sticks one at a time up on dowels. Must get two resting on dowels to Beat the Clock. Players may lean toward each other.



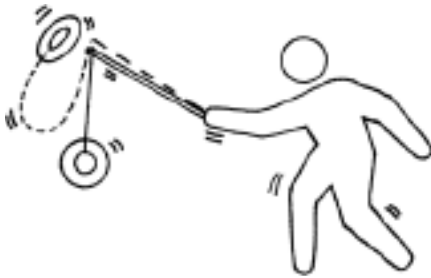
STIFF ROLL (Single - 50 Seconds)

Roll up the sleeve of your right arm past the elbow. Place one of the sticks in the palm of your right hand as it is extended straight out in front of you. Now roll the stick up your arm until you can catch it in the crook of your arm. Turn arm parallel to the floor as proof of your trapping the stick.



WITH THIS RING (Single - 35 Seconds)

Contestant holds a dowel stick by the end in one hand. A string is tied to other end of the dowel. A cardboard ring is tied to the hanging end of the string. He must flip the ring up and spear it over the end of the dowel stick. Do this once to Beat the Clock.



STEADY STACK (Couple - 45 Seconds)

One contestant sits on floor with his chin held high to make his forehead level. The other, using only one hand, balances first a paper cup and then a disk on top of the cup and alternates stacking cups and disks until he has a stack of three cups and three disks atop his forehead. He cannot help in any way, except to hold head level. If they fall, she starts over.



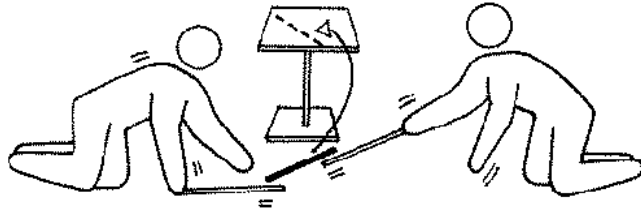
DISK JOCKEY (Single - 55 Seconds)

Contestant sits in a chair with his hands behind his back. M.C. places a disk on each knee. He must then jockey one disk to a position on the opposite knee on top of the other disk. Then M.C. places third disk on the empty knee. The process is repeated. When contestant has all three disks resting one on top of the other on one knee, he Beats the Clock.



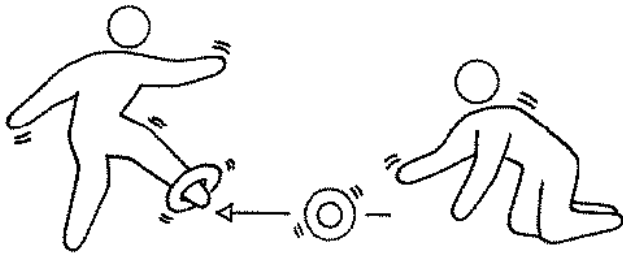
GET THE POINT (Couple - 45 Seconds)

A stick is placed on the floor at the base of the tabaret. Contestants stand on opposite sides of the stick, holding a dowel in one hand by the end. They press the points of their dowels against the points of the stick and pick it up. They must get one up and on top of the tabaret to Beat the Clock.



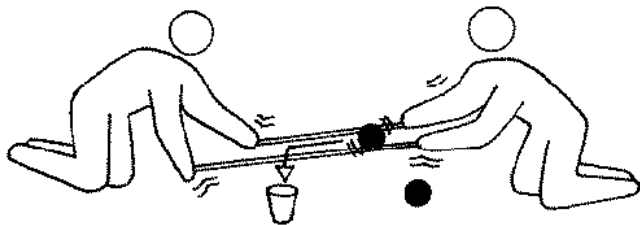
FOOT WORK (Couple - 45 Seconds)

Contestant stands balanced on one foot, holding the other foot just off the floor. He stands about eight feet away from other contestant who rolls cardboard ring along floor to him. He must catch and hold two rings in his upraised foot. If he loses his balance and sets foot down, they start over.



STRING THE BALL (Couple - 55 Seconds)

Contestants kneel a distance apart and hold the two strings taut and parallel. On the floor in front of one is a ball. On the floor in front of the other is a cup. They work the string under the ball and provide an inclined track for the ball to roll down and drop into the cup. M.C. places a second ball. Get both balls in the cup to Beat the Clock.



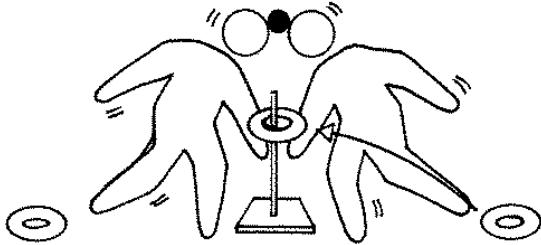
ROLL BOWL (Couple - 55 Seconds)

With a row of three paper cups on the floor a foot apart contestants stand on opposite sides of the row five feet away. They have one of the rings. They must roll the ring back and forth between them until they have knocked over all three cups. M.C. stands by with replacement rings should one roll away.



HOOP BACK (Couple - 40 Seconds)

Contestants stand facing each other with the tabaret between them on the floor. The top of the tab has been removed. Behind each of them of the floor is a ring. M.C. places a ball between their foreheads. They may not touch the ball with their hands. Without dropping the ball, they must bend down and pick up the rings with their hands and place them over the stake to Beat the Clock.



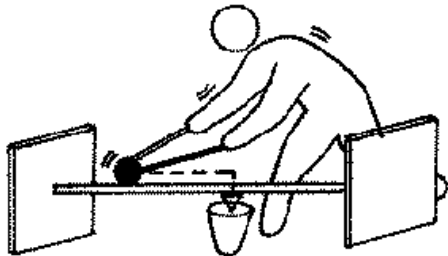
BOUNCY (Single - 55 Seconds)

Paper cup standing upright in table or hard-surface floor. From any position, contestant must bounce rubber balls into cup. Must get one ball into the cup without knocking cup over to Beat the Clock. Stay as close as you like.



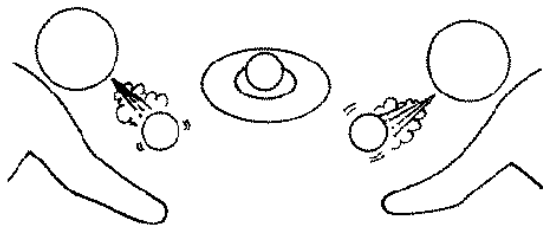
ROLL HOLD (Single - 55 Seconds)

M.C. places tabaret on its side so that dowel portion is parallel to floor. He holds a rubber ball against one of the bases and on the dowel. Contestant holds a dowel stick in each hand and places sticks on top of the ball, holding it firmly to dowel of tabaret. M.C. takes his hand away from ball and contestant must roll the ball along the tabaret dowel with her dowel sticks until able to drop ball into a paper cup which has been placed on floor underneath the tabaret at a point midway of the tabaret dowel. Do this once to Beat the Clock.



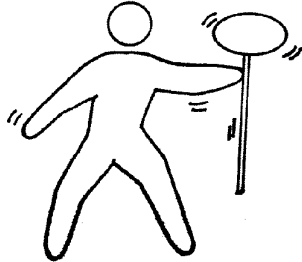
BLOW HARD (Couple - 60 Seconds)

Cardboard ring on floor. Eight feet away from it are three rubber balls in floor. Contestant and his partner must blow the three balls into the ring.



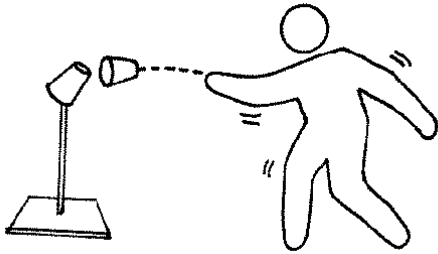
NIMBLE FINGERS (Single - 35 Seconds)

The top and base of the tabaret have been removed and the contestant holds the stake in one hand by the bottom with the top pointing straight up. M.C. balances a disk on top of the stake. Contestant must work the stake down through his fingers until he holds the stake and the disk trapped in his hand. May not drop the stake, but must maneuver it down.



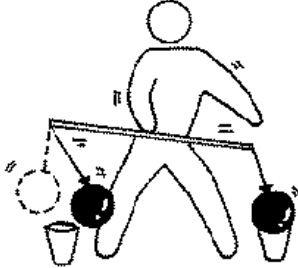
PLENTY AT STAKE (Single - 50 Seconds)

Tabaret standing on floor with top removed to make a stake. Contestant stands 6 feet away from stake and tosses cups upside down to land on stake. Get one cup on stake to Beat the Clock. M.C. retrieves and returns missed cups. (If you're good, get 2 on)



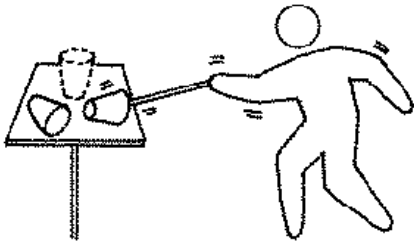
STRING ALONG (Single - 55 Seconds)

Contestant holds a dowel stick in one hand at the center. The two strings are tied to each end of the dowel and an inflated balloon is tied to the end of each string. On the floor, four feet apart, are placed paper cups with a ball in each one standing up-right. Contestants must get a balloon resting a top each cup to Beat the Clock.



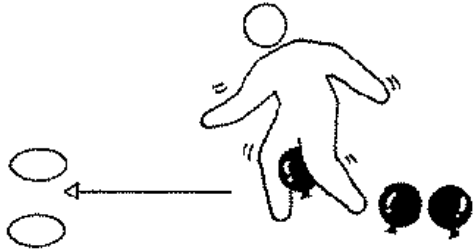
STANDING ROOM (Single - 50 Seconds)

Tabaret set up and standing on floor. Two paper cups lying on their sides, bottom to bottom, on top of the tabaret. Contestant, using dowel stick only, must get both cups standing upright on tabaret to Beat the Clock. If cups fall to floor...return to starting position on tab and begin again. Cup must not be lifted off the tabaret.



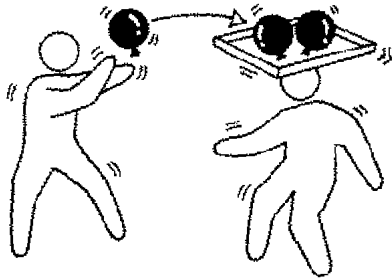
KNEE ACTION (Single - 45 Seconds)

Two disks are placed on the floor a distance apart to act as a goal-line. Ten feet away from goal-line are three inflated balloons lying on floor. Contestant clasps hands behind head. Must carry all three balloons, one at a time, through goal-line without dropping and must carry them between the knees and pick them up between the knees. M.C. puts balloons back in starting position on floor if dropped enroute.



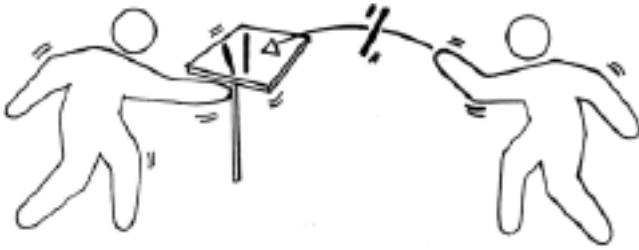
HEADS UP (Couple - 55 Seconds)

Contestant balances top of Beat the Clock game box on top of his head with edges up. Other contestant from a distance of five feet away, bats inflated balloons up and onto box top. She must get three balloons on box cover to Beat the Clock.



STICK UP (Couple - 55 Seconds)

The base of the tabaret is removed and one contestant holds the tab in one hand by the bottom of the stake. Other contestant from a distance of six feet tosses the sticks one at a time at the top of the tab. They must get three on the tab to Beat the Clock.



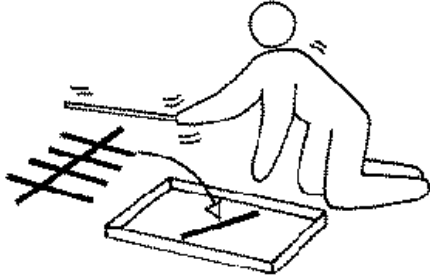
OVER AND OVER (Couple - 45 Seconds)

Two cardboard rings are set on the floor a distance apart to act as goal-line. Starting point for this stunt is six feet away. Contestants each hold a dowel stick in one hand. Using the sticks only, they hold up a cardboard disk on its edge on the floor. Then they must roll the disk forward through the goal-line without letting it fall flat on the floor. If it falls flat, start over again.



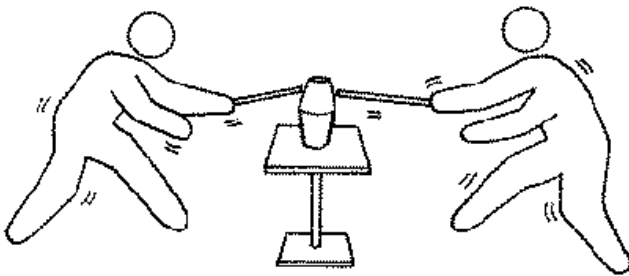
COVER CATCH (Single - 50 Seconds)

The stake is removed from the tab and placed on its side on the floor. The cover to the box is placed on the floor a dowel length away. The sticks are placed across the stake with the high end pointing towards the box cover. Contestant, using the dowel, bats down on the high end of the sticks one at a time. This will flip them into the air. He must get three sticks in the cover to Beat the Clock. M.C. replaces sticks as they miss.



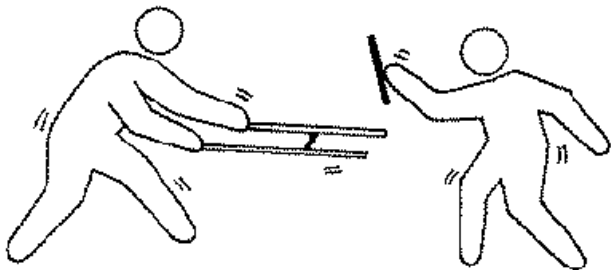
LIP TO LIP (Couple - 40 Seconds)

Two paper cups are placed standing upright and side by side on the top of the tabaret. Each contestant holds a dowel. Using only the dowels, they must get the cups one on top of the other, lip to lip and upright to Beat the Clock.



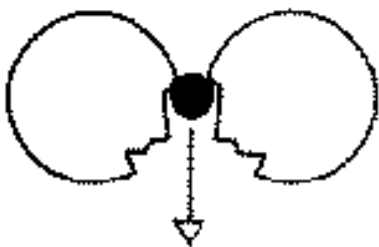
STICK TO IT (Couple - 50 Seconds)

Contestant holds a dowel in each hand. He holds the dowels parallel. Other contestant has the supply of sticks. He places one at a time between the two dowels with the points of the sticks touching the sides of the dowels. When they have two securely held between the dowels, they Beat the Clock.



HEADWAY (Couple - 30 Seconds)

Contestants face each other with hands behind their backs. M.C. places a rubber ball between their foreheads above the eyebrows. Couple, without dropping the ball, must work it down between their faces until one of them can grab and hold the ball with his lips. Do this once to Beat the Clock.



"BEAT THE CLOCK'S™" Scrambled Quotations

If you've watched "Beat the Clock" on television, you know the jackpot questions. A well-known proverb or quotation is "scrambled" and the contestant must put the words in the proper order to win the big prize.

Here's how you can do this at home...Print the words of the quotations on strips of paper or cardboard and "scramble" them on the floor or table for everyone to see. For example, print each of the following words on a piece of paper or cardboard:

"HE WHO LAUGHS LAST LAUGHS BEST."

Now spread them on the floor in this order:

"LAUGHS WHO BEST LAST HE LAUGHS."

The contestant must "unscramble" the quotation in 20 seconds to "Beat the Clock". He does this by re-arranging the pieces until the words are in the correct order.

Here are a few more you might use:

"ACT IN HASTE AND REPENT AT LEISURE."

"ACTIONS SPEAK LOUDER THAN WORDS."

"AFTER THE STORM COMES THE CALM."

"A MAN IS KNOWN BY THE COMPANY HE KEEPS."

"ALL THAT GLITTERS IS NOT GOLD."

"NECESSITY IS THE MOTHER OF INVENTION."

Let's Play

Beat the Clock™



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