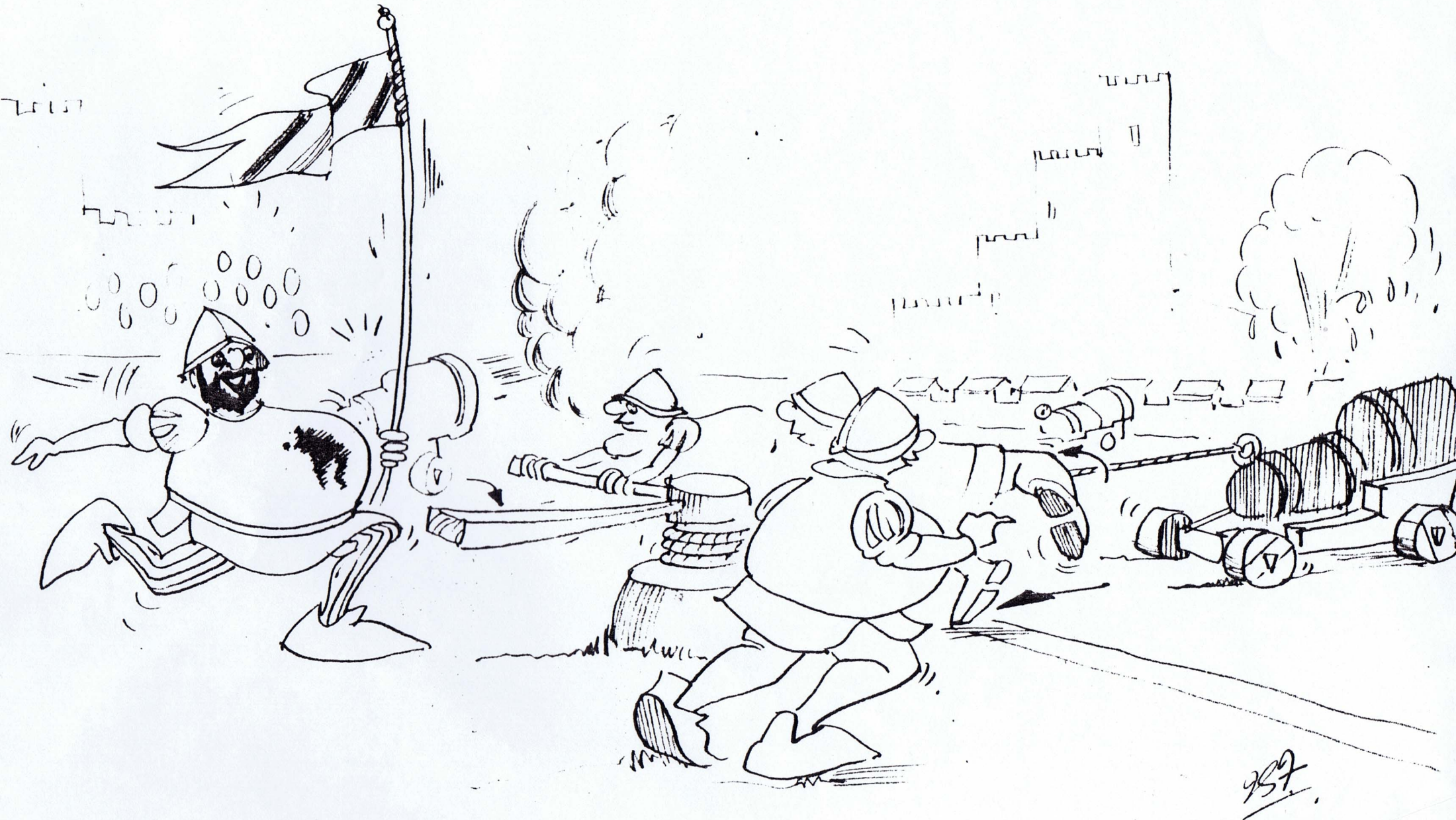


ROYAL KNOCKOUT - ALTON TOWERS - 15th June 1987

GAMES DESCRIPTIONS

GAME No 1.



ROYAL KNOCKOUT - ALTON TOWERS - 15th June 1987

GAME 1: CALL OUT THE "GUARD" (1 heat)

4 males

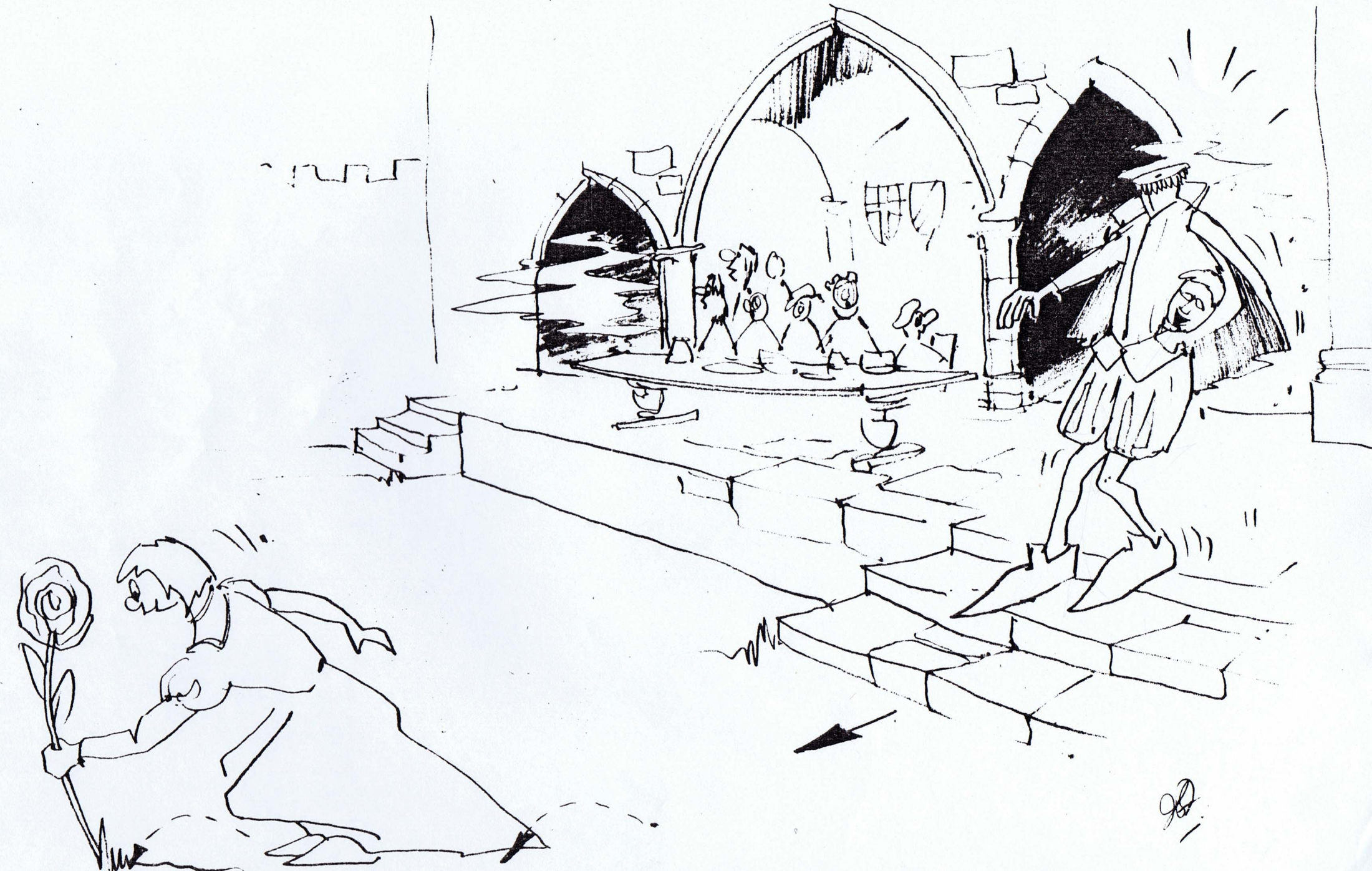
The castle is being attacked. Three men from each team race from the castle to wheel their cannon into position - this is achieved by using a capstan. The fourth man also runs down the course to attach the rope to the cannon.

All three players must, in turn, jump over the rope (which passes from the capstan to the cannon at an approximate height of 3 feet) on each revolution.

Once the cannon is in position it is fired by the fourth man to indicate the completion of the game.

NB: Each player will be wearing a costume which will not exactly help their progress. The team firing the cannon (having completed all tasks correctly) in the shortest time is the winner.

GAME No. 2.



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GAME 2: THE GHOST OF ALTON TOWERS (2 heats)

1 female

1 male

+ pantomime queen

2 teams

The "Ghost" appears from within the castle in an attempt to catch the maiden.

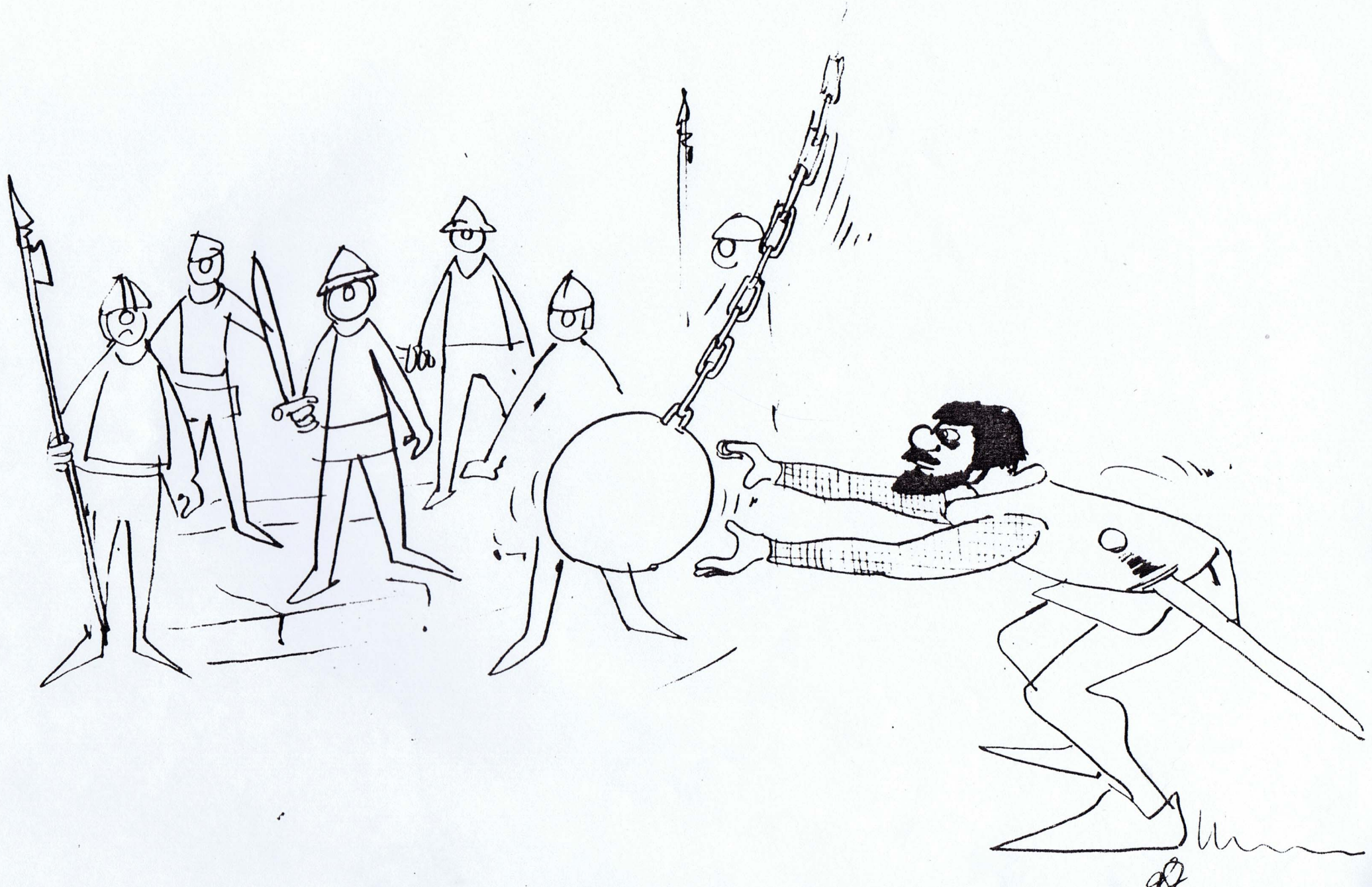
The ghost will be one male from each team dressed in a large costume - as can be seen from the drawing, the competitor's head will be the head under the ghost's arm.

The girl hops along the castle path endeavouring to collect as many flowers as possible before being caught.

NB: At a certain part of the course, the pantomime dame will try to impede the ghost. The team with the highest number of flowers successfully and correctly collected is the winner, or the team that collects all the flowers in the shortest time is the winner.

Anterim Seaboard

GAME No. 3



ROYAL KNOCKOUT - ALTON TOWERS - 15th June 1987

GAME 3: KNOCK A KNIGHT (4 heats)

1 male
1 female

The defending Knight has to knock over the attacking soldiers using a large ball and chain.

The "attackers" will be dummies, and the defender will be blindfolded by wearing a complete head mask.

The girl will be able to assist by shouting instructions to him from a given position.

The team knocking over all attackers in the shortest time is the winner or the highest number wins.

GAME 3

not recorded

GAME No. 4.



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GAME 4: THE LOVERS (2 heats)

1 male
1 female 2 teams

The boys climb the vines hanging from the balcony to give their 'love' a rose.

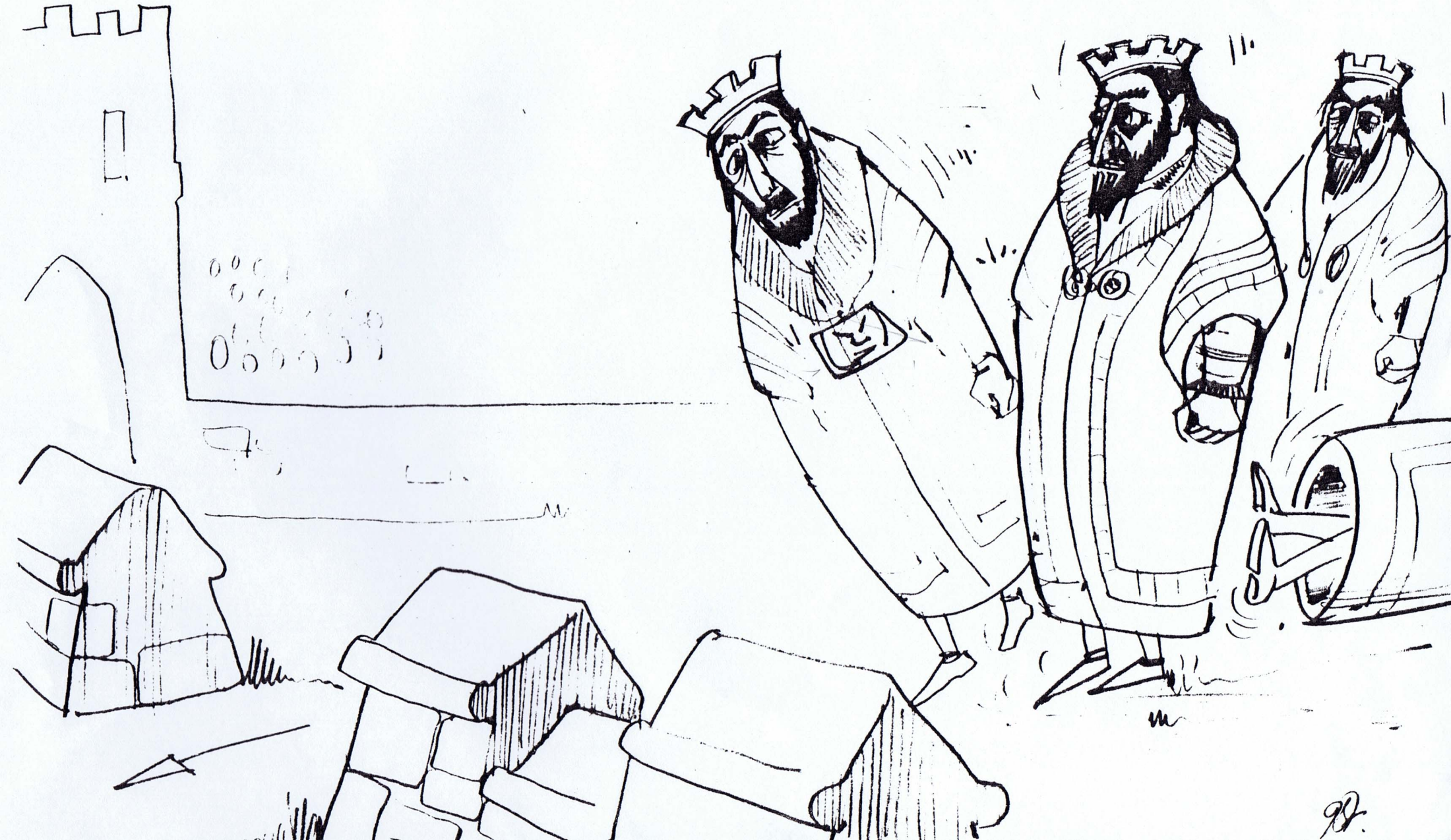
The only way the vine can be reached is by crossing a number of stepping stones which will be floating in the pool.

Having delivered the required number of roses, the boys climb over the balcony to claim their love and the girl climbs down the vine with the boy and they cross the pool to the finish.

The team completing all tasks successfully in the shortest time wins.

GAME 4

*2 heats
several*



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GAME 5: KING OF THE CASTLE (1 heat)
 2 males 4 teams elimination

Each man - two per team - is inside a very large figure of a 'King'.

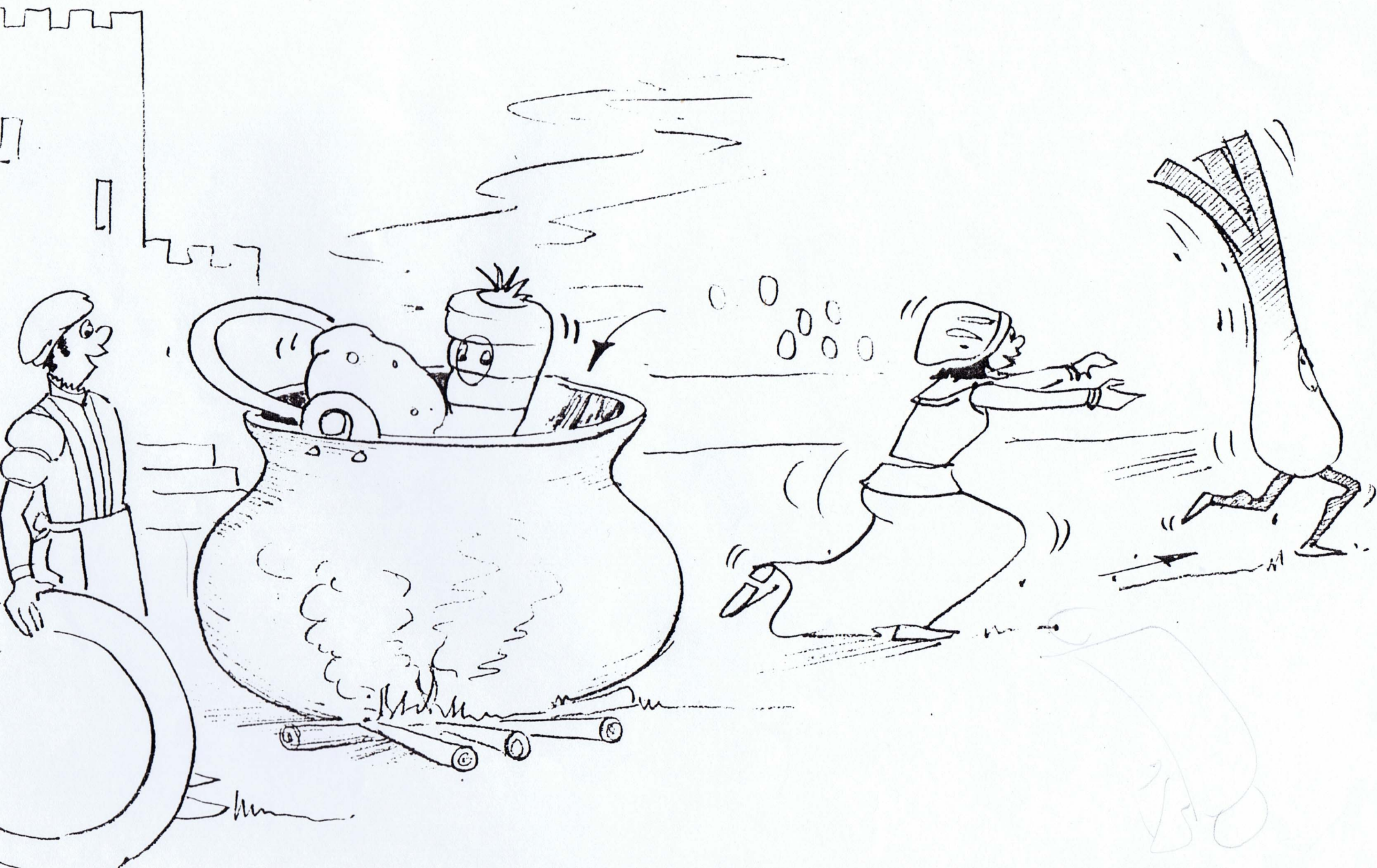
All eight race along the course in an attempt to pass between the gap in the castle walls.

The last two on each run will be eliminated.

GAME 5

3 seedbeeds

GAME No 6



lyne b
Turn road spot
batter and

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GAME 6: THE COOKS (2 heats)

3 male
3 female

The object of the game is for the cooks to catch the vegetables and place them in the cooking pot in the shortest time.

1 male and 2 females are cooks, the remaining 2 males and 1 female are inside the vegetable costumes.

When a vegetable is caught, it is placed on the plate which is then carried back to the pot by all 3 cooks.

The team completing the game in the shortest time wins.

GAME No 7



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GAME 7: THE UNINVITED GUEST (4 heats)

4 males

1 female

The drunken guest will be 1 male from each team dressed in a large costume.

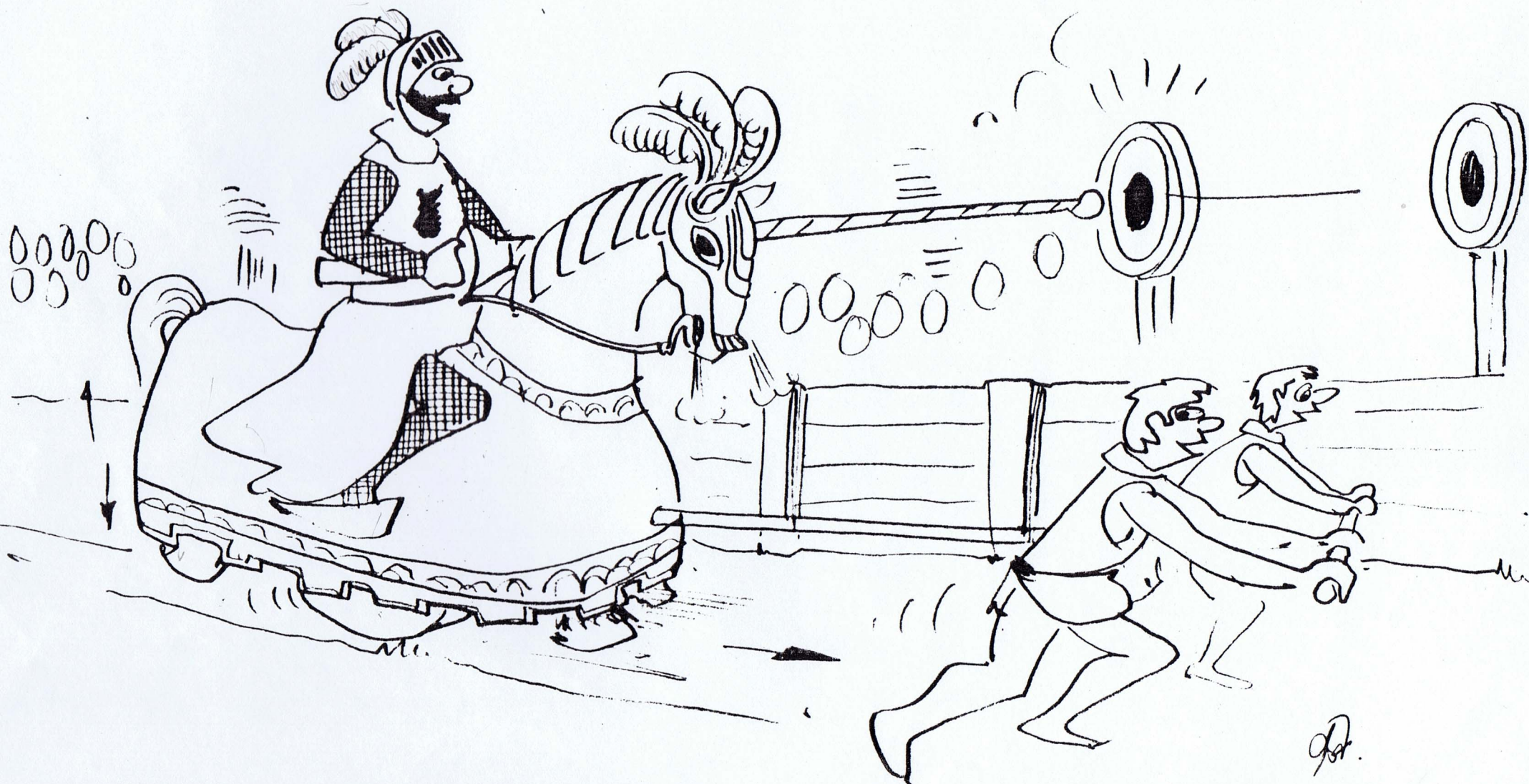
The opposition will be 3 males and 1 female who operate the sliding sections between the tables in an attempt to upend the guest.

The drunk attempts to negotiate the tables and leave the castle.

The team completing the course in the shortest time wins.

GAME 7

GAME No 8.



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GAME 8: THE JOUST (1 heat)

3 males

1 female

1 male from each team is the Knight and the remaining 2 males operate the "horse".

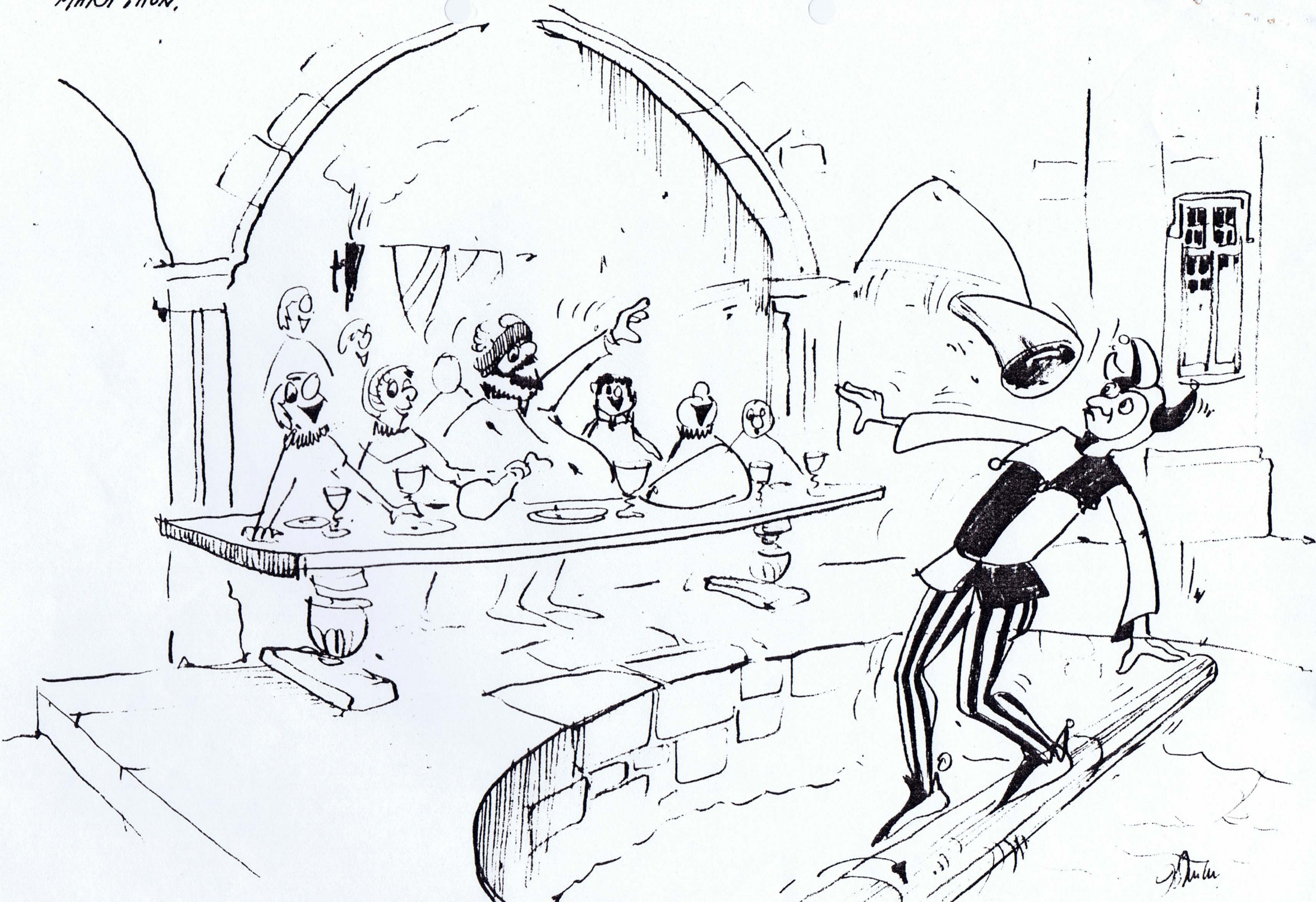
The horse will be mounted on a drum with an offcentre axle, thereby making the striking of the targets more difficult, on the way down to the end of the course.

The Knight collects his damsel at the far end of the course and returns to the castle, together with all the team members, who are pushing the horse back.

The team completing the course in the shortest time wins.

GAME 8

MARATHON:



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MARATHON: THE JESTER

3 males
1 female

The "jesters" cross the revolving drum over the pool one at a time.

Amongst the feasting guests will be 1 male and 1 female from an opposing team who endeavour to knock the jester from the drum.
(The objects they throw will be made from foam rubber).

The entire length of the drum must be successfully negotiated to score a run.

If a jester catches a "missile" without falling in, it counts as an extra run.

The highest number of runs wins.

MARATHON