

RULES OF THE GAME

Summary

1. All 194 countries of the world need to be visited within shortest time possible.
2. At the maximum half of all 194 countries can be entered by plane.

1. Amount of countries

Every country recognised by the UNO has to be visited (status 2006: 194 countries)

- a) Deviations: a maximum of 4 countries can be avoided (for example due to war, unrest etc.).
- b) Penalties:

- for the first country left out	0.5 day
- for the second country left out	1 day
- for the third country left out	2 days
- for the fourth country left out	3 days

2. Entry into a country

- a) Maximum half of the countries can be entered by plane or helicopter. At the maximum 5 additional entries by plane or helicopter are tolerated and subject to following penalties:

- for the first country left out	0.5 day
- for the second country left out	0.5 day
- for the third country left out	1 day
- for the fourth country left out	1 day
- for the fifth country left out	1.5 days

It's the **first** entry which defines the **transportation mode** used to enter a country. (Example: If the entry into a country occurs by car, re-entries later on, a stop-over for instance, may be done by plane. In this case, it's the car which counts as transportation mode chosen, as it was used the first time for entering the country.)

- b) The over flight is not considered as entry into the country.

3. Amount of participants

The amount of participants is not restricted. The world record is considered as succeeded, if at least **one** person visited **all** 194 countries.

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