



For 2 to 6 record fans aged 7 years and up

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WHAT'S INSIDE



You'll also need a smartphone with a timer function. (And pens and paper to write down the answers for the play variations)

WHAT'S THE GAME ABOUT?

Play together and try to answer the questions as accurately as possible. You not only need to read the texts very carefully, but also to take a very close look at the pictures because there are also questions about these.

FIRST OF ALL...

- ★ Find the Game Master card and set it aside. Then shuffle the 55 remaining cards and place them in a pile with the picture side facing up.
- ★ The person with the most record-breaking hairstyle starts. They're the first Game Master. You then take it in turns (clockwise direction) to be the Game Master until the end of the game (see below).
- ★ Place the 30 points chips to one side as a general supply pile.

LET'S GET STARTED!

- ★ The Game Master takes the deck of cards and the Game Master card and place it at the middle of the table so that everyone else (guessing team) can see the picture, read the text and memorize the information as best possible. Immediately start the smartphone timer (set for 30 seconds).

- ★ When the time has run out, the Game Master takes the card from the middle of the table and turns it over to see the 10 questions that only they can see - using the Game Master Card to cover the picture on the back of the card so other players can't see it anymore



- ★ A player of the guessing team should then say a number between one and ten and you read the corresponding question out loud.



✦ The guessing team must now deliberate and agree on an answer. Award between zero and two points, depending on how right their answer is: If they give you exactly the right answer (bold print), they receive two points, so place two chips from the supply pile at the middle of the table. If the team gives an answer that was on the card but not in bold print, they receive one point. In all other cases, they don't receive any points.

Example:
The answer range is between 40 and 43.25, and between 43.25 to 46cm. If the guessing team answers 43.2 or 46 cm, it receives one point, for example They only receive two points if they guess exactly 43.25 cm. They don't receive any points for answers outside of the suggested range (e.g., 39.5 or 46.25 cm).

✦ A player of the guessing team should then say another number between one and ten and you now read this question out loud. The team deliberates again, then gives an answer. Finally, repeat this for a third time.

✦ As soon as three questions have been asked and answered, the round ends and it's the next person's turn to be the Game Master. They receive the Game Master card and deck of cards. Start the timer again for 30 seconds as soon as the bottom card in the pile is placed at the middle of the table.

THAT'S IT

Play exactly **five rounds** in this way. Now compare your points at the middle of the table with the following to find out how you did:

0–5 points	<i>Ouch!</i> That wasn't so good. Records look a bit different!
6–10 points	Concentrate a little harder and you're sure to do better next time!
11–15 points	You were probably not far off a record-breaking number of times, right?!
16–20 points	Not bad!
21–24 points	Keep it up – you're making progress. You're getting pretty good! The next records are within reach.
25–27 points	Very good! You got almost all of the records right!
28–29 points	Getting close! Next time you'll score full points!
30 points	Wow! You're the absolute record-breakers!

Note:
If the players are mostly young (aged 7 to 8 years), increase the time for each guessing round – to 60 seconds for example. You can also choose to just answer the questions on the cards that relate to the pictures. We've marked them in light blue to make them easier to spot. In this case, the Game Master tells the guessing team the question numbers ("Here it's questions one, three, four, eight, and nine") and the guessing team then chooses three questions at random from among these, as usual.



PLAY VARIATION (for two to six record fans)

If you want, you can also play against each other, rather than as a team. If so, then you'll each need a pen and paper to write down your answers. You'll also need to make a score sheet to record your points.

Here too, the current Game Master reads out the three questions that the guessing team has chosen. Each of the players then writes down their answers on a separate piece of paper. Once they've all done this, they each read out their answer and the Game Master records the points (between zero and two) for each person. The Game Master then changes (clockwise direction) and the score sheet is passed on to them ... and so on. If you're playing with four to six people, play enough rounds for each player to be the Game Master once. When there are two to three players, play twice as many rounds so that everyone is the Game Master twice. Whoever has the most points at the end wins. In case of a tie, the players share the victory.