

# SCHÄTZEN SIE MAL!

Playing instructions

Take your guess!

By Reinhard Staupe

For 2 to 8 players aged 10 years and up

## Contents

- 180 cards with events
- 30 chips
- 1 writing pad with guess sheets

In addition, each player needs a pen.

<p>Wolfgang Amadeus Mozart composes the opera Don Giovanni.</p> <p>?! </p>	<p>Event ←</p> <p>Symbol of the theme set ←</p>
	<p>→ Year</p> <p>→ Explanation</p>
	<p><b>1787</b></p> <p>Actually, Mozart's opera bears the name <i>Il dissoluto punito ossia il Don Giovanni</i> or <i>The Rake Punished</i>, or <i>Don Giovanni</i>.</p>

## Aim of the game

All players simultaneously try to estimate the date of a historical event as accurately as possible by noting a period of time on their guess sheet. The smaller the period of time, the bigger the chances of winning, but also the risk of guessing wrong.

## Preparation

Shuffle the **cards**, with the event face up, form a pile and place it on the table. For a game of "Take your guess!" you need 10 event cards. Sort the **chips** by their value and place them on the table as the stock, so that all players can reach it without any problems. Each player receives a **guess sheet** and takes a pen.

## How to play

A game consists of 10 rounds in total. The oldest player starts, then the starting player changes in a clockwise direction. During each round, three steps are executed consecutively.

### 1. Set out chips

At the beginning of each round, the starting player places one of each chip values from the stock in the middle of the table. In this round, players play for these three chips. If there are still chips from the previous round, you only complete the missing chips.



### 2. Guess the event

The starting player draws the first card from the pile and reads out the event.

<p>Wolfgang Amadeus Mozart composes the opera Don Giovanni.</p> <p>?! </p>
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! Until the scoring, nobody may take a look on the back of the event card!

Afterwards, all players simultaneously and secretly note on their guess sheet any period of time during which they think the event has taken place. When a player has written down a starting year and an end year, he notes the extent of his time period – that is the difference between the starting year and the end year – in the last column of his guess sheet. Players may also estimate the exact year and in this case note for example 1890 – 1890. So, the difference is 0.

*Anna has an approximate idea and writes down 1750 – 1827 on her guess sheet. In the difference column, she notes 77. Bruno has no clue at all and jots down 1530 – 1880. As difference, he notes 350. Clara feels uncertain and writes down 1650 – 1850, thus a difference of 200. Donald gambles and notes 1790 – 1812. As difference, he writes down 22.*

### 3. Scoring

Beginning with the starting player, then in turns and in a clockwise direction, each player reads out his difference and his years. Then, the starting player turns over the event card and announces the correct date.

## 1787

Actually, Mozart's opera bears the name *Il dissoluto punito ossia il Don Giovanni* or *The Rake Punish'd*, or *Don Giovanni*.

Of the players whose time period includes the correct year the one with the smallest estimated difference receives the chip with the highest value. The player with the second smallest difference gains the second highest chip, and the player with the third smallest difference receives the last chip. Players place their chips in front of them on the table.

If two or more players cover the correct date with their guessed period of time **and** have noted the same difference, of the involved players the one who sits next to the starting player in a clockwise direction receives the highest still available chip. All other players with the correct answer and the same difference follow in a clockwise direction until all three chips are allocated. All players whose time period does not include the correct year get nothing in this round and do not receive any chip.

*Anna, Bruno and Clara have guessed right. Since Anna has the smallest difference of all involved players (77), she receives the chip with the value 3. Clara has the second smallest difference (200) and takes the chip with the value 2. For his third smallest difference among the correct guesses (350), Bruno receives the chip with the value 1. Donald's guess was off the mark and he does not get anything.*

The starting player changes in a clockwise direction. Then, the new round starts.

### End of the game

The game ends after the 10th round. The player with the highest chip sum wins. In the case of a tie, all involved players count their chips with the value 3, and the one who has gathered most of them wins the game.

### The two-player game

In the game of two, at the beginning of each round, only one chip with the value 1 and one chip with the value 2 are placed on the table. In the case of a tie at the end of the game, the player who has collected more chips with the value 2 wins the game.



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Author: Reinhard Staupe  
Illustration / Design:  
HUCH & friends / Volker Maas  
Translation: Birgit Irgang

