

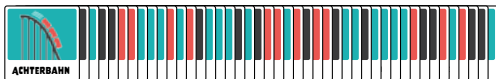
WHAT'S NEXT?!

A guessing game for 2-6 players, 8 years and up

Game materials

80 cards

69 inventions



6 animal characters

Cleverfant, Denkfin, Intelligenter, Klugelfisch, Pfiffifuchs, Schläule



1 starter card „You're Next!“



4 rule cards



Game idea

“WHAT’S NEXT?!” is a quiz based on a special concept: 5 inventions are placed face-up in the middle. Then, another invention card is added to the cluster. Now you have to guess which of these 5 inventions is closest to the 6th, chronologically. If your guess is the best, you gain points!

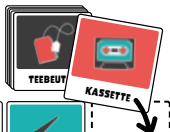
Set-up of the game

Together, decide who should start. That’s your “starting player”, they get the corresponding card and place it in front of them. Prepare pen and paper to record everyone’s scores during the game. Now everyone chooses one of the 6 characters and places it in front of them. Shuffle the inventions and place them face up in the middle of the table as a draw pile. Now draw the top 4 cards from the pile and place them in a row below the pile, also face up. Do not look at the cards’ backs.



Gameplay

The starting player begins the round by placing the top card of the draw pile face up next to the 4 inventions. The card now on top of the draw pile is your 'reference card'. Everyone now silently



considers which of the 5 inventions was invented closest in time – before or after – to the reference card. The starting player is the first to place their character on the card they believe to be the correct solution. Then everyone else follows in clockwise order. Several characters may be placed on one invention. When placing your characters, make sure you keep the order, as this will be important later for scoring points. Once everyone has placed their character, the game is resolved: the starting player turns the reference card over and reads out the values behind the inventions to which characters are attached. Players who have placed their character on the invention with the lowest value receive points for this: The first player who placed their character on this invention receives 2 points. The others who placed their characters on this invention receive 1 point.

Everyone else receives no points. Write down the points. When resolving, only check the inventions on which characters are placed. All other data is irrelevant. If several inventions have the lowest value, each invention is scored individually. Now place one of the inventions with the lowest value that the starting player read aloud aside on a discard pile. The other cards remain in the row. Everyone gets their character back. The starting player ends the round by passing the starting card to the left. This person is the new starting player for the next round.

Example:

*These 5 inventions are available: spray can, traffic light, toaster, hole punch and cassette. The tea bag is placed on top of the draw pile as a reference card. **Schläule** has the starting card and places their character on the cassette.*



Cleverfant

*decides to go for the cassette as well. **Klugelfisch**, **Denkfin** and **Pfiffifuchs** go for the toaster. **Intelligentiger** chooses the hole punch.*



Now the reference card (tea bag) is turned over. There are 21 years between the toaster and the tea bag. There are 43 years between the hole punch and the tea bag, and 34 years between the cassette and the tea bag. Of the 3 inventions, the toaster is closest in time to the tea bag. Everyone who placed their character on the toaster receives points. *Klugelfisch* was the first to place their character and receives 2 points. *Denkfin* and *Pfiffifuchs* each receive 1 point. All others (*Intelligentiger*, *Schläule* and *Cleverfant*) receive no points. Although in this example the spray can would have been even closer to the tea bag at 2 years, this invention is not taken into account because no character was placed on it.



Heißklebepistole	20	Spraydose	2
Heißluftballon	146	Sprudelwasser	157
Inlineskates	110	Spülmaschine	79
Instantkaffee	40	Stethoskop	113
Kassette	34	Taschenrechner	38
Kaugummistreifen	58	Teddybär	27
		Teebeutel	0
		Telefon	68
		Textmarker	42
		Toaster	21
		Toilettenpapier	72
		Tresor	94
		Wecker	142
		Zahnpastatube	53
		Zebrastreifen	22

SPECIAL CASE: EVERYONE CHOOSES THE SAME INVENTION

It may happen that everyone places their character on the same invention. In this case, points are awarded as follows: The reference card is not turned over at first. The starting player states a number that they believe to be the correct time interval between the reference card and the invention on which all players have placed their characters. Then the person sitting to their left decides whether they believe

the value is higher or equal/lower. They indicate this by holding their thumb up for 'higher' or down for 'equal/lower'. The starting player now holds their thumb in the opposite direction. In clockwise order, everyone else must agree with one of the statements and also hold their thumb up or thumb down. Once everyone has made their decision, check the back of the reference card as usual. If the value is equal to or lower than the number stated, everyone holding their thumb down receives 1 point. If the value is higher than the number mentioned, everyone who held their thumb up receives 1 point. In the rare case that the starting player names the exact value, they receive 2 points.

Example:

Everyone has placed their character on the toaster. Schläule has the starting card and now says '21' aloud. The next person clockwise (Klugelfisch) now considers whether, in their opinion, the difference is greater or smaller than the number just mentioned. Klugelfisch points their thumb down because they believe the value is 'equal to or lower than' 21 years. Smartelope now points their thumb up. Everyone else decides clockwise whether they want to give a thumbs up or thumbs down. The reference card is then turned over and the value on the toaster is checked. The two inventions are 21 years apart.

*Therefore, the statement 'equal to or lower than 21' is correct. Everyone who held their thumb down now gets 1 point. **Schläule** even named the correct value and gets 2 points for it.*

STARTING A NEW ROUND

The starting player begins the next round by placing the old reference card on the empty space where the invention with the lowest value was previously located. The row now consists of 5 inventions again. The new reference card is revealed on the draw pile. Everyone silently considers which of the 5 inventions is closest in time to the new reference card. The starting player begins and places their character on an invention. Everyone else follows in clockwise order.

End of the game

The game ends as soon as one of you has at least 10 points. That player has won 'WHAT'S NEXT?!'. If several players have the most points, you share the victory.

"Speed" Variation

The rules of the basic game apply with the following changes:
As soon as the starting player has filled the gap in the row of cards with the old reference card and the new reference card is visible, they read the invention aloud for everyone to hear and then call out '3, 2, 1, go!'. At this command, everyone simultaneously places their character as quickly as possible on the invention they believe is closest in time to the reference card. Once everyone has placed their character, the starting player checks which of the guessed inventions is closest in time to the reference card. The scoring is the same as in the basic game. The starting player then passes the starting card to the left and a new round begins.

Further editions

Further editions in this series are in the pipeline. Keep an eye on our website or social media channels, where we will keep you up to date.

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