

RULES

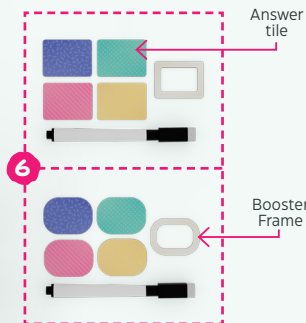
In THAT TRACKS, 2 teams compete to match 4 search terms to 4 colored trend lines or 4 colors on pie charts, based on how much they've been googled.

The game is played over 6 rounds. In each round, teams take turns to write down their answers on the answer tiles. The team that has scored the most points after 6 rounds wins the game!



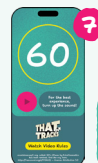
Watch the rules video and find the THAT TRACKS timer!

1 SET UP THE GAME



Contents:

- | | |
|-------------------------|---------------------|
| 1 stop card | 1 answer board |
| 1 demo card | 8 answer tiles |
| 41 double-sided cards | 2 Booster Frames |
| 1 card holder, 2 arrows | 2 dry-erase markers |
| 1 scoreboard | 2 rule cards |



You will need:
1 smartphone (sound on!)

- 1 Take all the components out of the box. Make sure the cards stay in the card holder.
- 2 Place the bottom of the box on the table so everyone can see it.
- 3 Unfold the card holder with the card pile in it and place it inside the box. Make sure the part with the answer windows is placed on the two elevated corner pieces. Don't remove the demo card yet.
- 4 Place the answer board in front of the box so the colors match the side of the box.
- 5 Place the scoreboard next to the game.
- 6 Players split into 2 teams (1-3 people on each), with each team sitting on opposite sides of the table. Pick who will be the rectangular team and who will be the oval team. Each team takes 4 answer tiles and 1 white Booster Frame in their respective team shapes, plus 1 dry-erase marker.
- 7 Scan the QR code in the upper right corner to access the THAT TRACKS timer. Turn on the sound and place the phone on the table between the two teams.
- 8 When you've read the rules, play a demo round with the pink demo card.

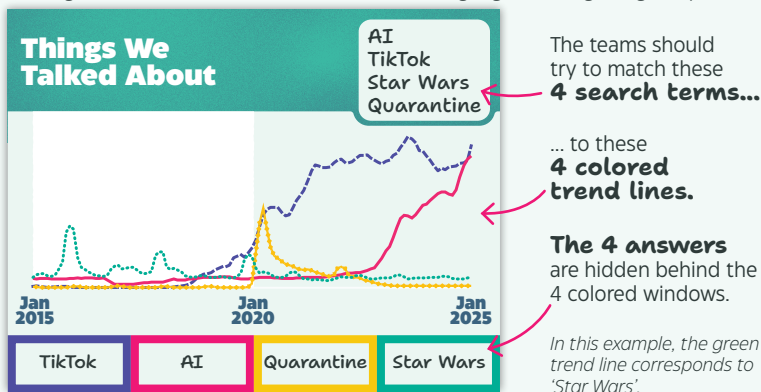
Turn over ↶

2 THE CARDS

In each round, the 2 teams examine a card displaying a card title, 4 search terms and 4 colored trend lines or 4 colors on pie charts. There are 2 different card types:

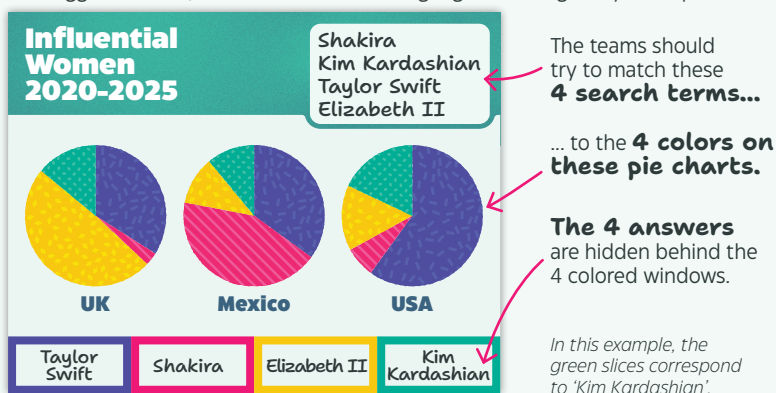
TREND LINES

The higher the trend line, the more the term was googled during the given period.



PIE CHARTS

The bigger the slice, the more the term was googled in the given year or place.



3 OVERVIEW OF A ROUND

THAT TRACKS is played in **6 rounds**. In a round, each team has **2 turns**. In one turn, a team places **2 answer tiles** on the answer board.

The oval team reveals the card and starts the timer

Rectangular team - 1st turn:
Place 2 answer tiles and...

... press the timer

Oval team - 1st turn:
Place 2 answer tiles and...

... press the timer

Rectangular team - 2nd turn:
Place 2 answer tiles and...

... press the timer

Oval team - 2nd turn:
Place 2 answer tiles.

Reveal answers and count points!



Note that teams alternate who answers first each round.

THAT TRACKS uses global Google Trends data. To the extent possible, we have selected Google 'Topic' searches, which merge alternate spellings and languages—so a search for 'Air Fryer' also includes terms like 'Friedora de aire'.

4 STEPS IN A ROUND

1. THE RECTANGULAR TEAM'S 1ST TURN

In Round 1, **the rectangular team** is the first team to try and guess 2 answers.

- 1 The oval team reveals the card** for the round by removing the demo card from the card holder. Place the demo card at the back of the card pile without flipping it.
- 2 The oval team presses**  **on the timer.**
- 3 The rectangular team** now has **60 seconds to write answers on 2 of their answer tiles.** Place the 2 answer tiles on the **matching colors on the 2-point space** of the answer board before the time runs out. Answer tiles **must always match** the corresponding color on the answer board. During their turn, **the rectangular team must discuss their thoughts out loud.** **The oval team may not speak or write** on their answer tiles until their turn begins.
- When they're done or if their time is up, **the rectangular team presses**  **on the timer** and passes the turn to **the oval team.**

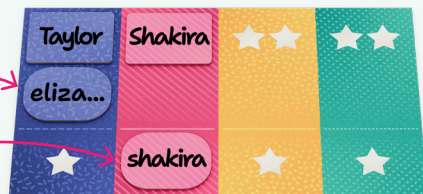


Example: **The rectangular team** thinks that purple is 'Taylor Swift'. They write 'Taylor Swift' on the purple answer tile and place it on the purple 2-point space of the answer board.

2. THE OVAL TEAM'S 1ST TURN

Now, **the oval team** has **60 seconds to write answers on 2 of their answer tiles** and place these on the answer board:

- If the oval team answers on one of the colors that hasn't been answered yet,** they place that answer tile on the matching color on the **2-point space** of the answer board.
- If the oval team disagrees with the rectangular team** and writes a different answer for a color, they place that answer tile **on the 2-point space** of the answer board, although there's already an answer tile there.
- If the oval team agrees with the rectangular team** and writes the same answer for a color, they must place their answer tile **on the 1-point space** of the answer board.



Example: **The oval team** thinks that purple is 'Elizabeth II'. They write 'Elizabeth II' on the purple answer tile and place it on the purple 2-point space of the answer board.

3. THE RECTANGULAR TEAM'S 2ND TURN

The rectangular team writes their answers on their two remaining answer tiles.

4. THE OVAL TEAM'S 2ND TURN

The oval team writes their answers on their two remaining answer tiles.

Read about Booster Frames and point scoring on the back of this card.

Turn over 

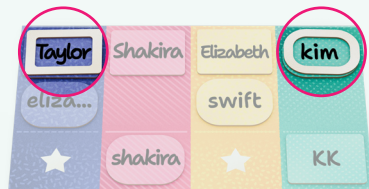
5. A FEW IMPORTANT DETAILS

- You may place **up to 2 answer tiles per turn**, regardless of how many tiles you placed on your previous turn.
- You **may write the same answer** on two answer tiles, e.g., if you change your mind between your 1st and 2nd turn.
- **During your turn, you may take back** one or both answer tiles that you've just written on and replace them with other answer tiles (if you have any left), but you must have finished placing your answer tiles when the time runs out. On your 2nd turn, you **may not move or change the answers written on the answer tiles** you placed on your 1st turn.
- You **do not have to write the exact search term**, as long as it's clear to all players which one is being referred to.
- You **may press**  **before the time has run out**.
- If the other team forgets to press  on the timer, your team **just gets more time** to guess.

6. THE BOOSTER FRAMES

Each team has 1 white Booster Frame that **can be used once per round**. Place the Booster Frame **on one of your answers** during your 1st or 2nd turn. If placed during your 1st turn, you may not move the Booster Frame during your 2nd turn. On your 2nd turn, you may place the Booster Frame on answers written during your 1st or 2nd turn.

If the framed answer is correct, **its points are doubled**. If it is incorrect, no points are lost. After each round, **teams get their Booster Frame back**.



7. REVEAL ANSWERS AND COUNT POINTS

Reveal the 4 answers by **pulling the arrows one at a time**. As answers are revealed, **remove** the answer tiles with **wrong answers**.

- A **correct answer** on the 2-point space gives a team **2 points**.
- A **correct answer** on the 1-point space gives a team **1 point**.
- A **wrong answer** doesn't give a team any minus points.
- Remember **to double the points** for a correct answer in a Booster Frame.

Write down the points scored by each team on the scoreboard.

Take back the answer tiles and erase all the answers. **Push the arrows back** into place. You're now ready for Round 2!



8. ROUNDS 2-6

The **rectangular team** kicks off Round 2 **by removing the card from Round 1**, placing it (without flipping it) at the back of the pile, and **pressing** . **It's now the oval team's turn to answer first**. The remaining rounds are played in the same way as Round 1 with the 2 teams alternating who answers first each round.

5 WINNING THE GAME

The game ends after 6 rounds. The team with the most points wins! In the event of a tie, both teams share the victory! 