

WITS & WAGERS™

Quick Start



This will get you playing ASAP.
For rules clarifications, look in the remainder of the rules booklet.



Overview

Wits & Wagers is the first trivia game where you don't need to know the exact answer to win. Every player answers every question. Then all of the players bet on which guess they think is closest to being correct. Players can use their knowledge of trivia, the interests of their friends, or the odds to help decide where to bet. The closest answer then pays out according to the odds on the board. The player with the most points after the dramatic "All-In" question is the winner!

Setup

- Each player starts with 1 Dry Erase Pen, 1 laminated Answer Card, 2 Betting Cubes of the same color as their Answer Card, 1 napkin for erasing the Answer Card in between questions and 80 points worth of chips in the following denominations: 3 blue chips (10 points each) and 10 red chips (5 points each). Players should write their names in small print on the blank side of their Answer Card.
- Choose one player to be the **Banker** and one player to be the **Question Reader**.

Reading & Answering Questions

- There are 7 questions in a full game of Wits & Wagers.
- The **Question Reader** draws a new card for each question and reads aloud the appropriately numbered question. For instance, read question #1 on the 1st card if it is the 1st question of the game, read question #2 on the 2nd card if it is the 2nd question of the game, and so on.
- Players have 30 seconds to write their best guess on their Answer Card. The answer to every question will be in the form of a number, so that players can always estimate the answer. Players should try to come as close as possible to the correct answer without going over. Players may answer in whole numbers or in decimals.

Sorting Answers

- At the end of 30 seconds, place everyone's Answer Cards face-up on the Betting Mat. The answers should be arranged in increasing order from smallest to largest and placed in the payout slots. All duplicate answers are placed in the same payout slot.
- If there are an odd number of different answers, the middle Answer Card(s) is placed in the 'Pays 1 To 1' payout slot. If there are an even number of different answers, the 'Pays 1 To 1' payout slot is left open and the 2 middle Answer Cards are placed in the 'Pays 2 To 1' payout slots. (see diagrams on page 2)

Betting on Answers

- Players get another 30 seconds to bet on 1 or 2 of the given answers. Players do not need to bet on their own answer. The goal is to bet on the answer that is closest to the correct answer without going over. Players may also bet on 'The Correct Answer is Smaller Than All Given Answers' payout slot if they think all of the given answers are too high. (see diagrams on page 4)
- Players may bet between 0 and 10 points worth of chips per question, distributed between 1 or 2 different payout slots. Players keep track of their bets by placing a Betting Cube on top of their chips. During the 30-second betting period, players are allowed to pick up a bet that they have placed and move it to a different payout slot.

Paying Out Bets

- The **Question Reader** flips over the card and reads out the answer (and fun fact).
- For each question, there is always one payout slot that gets paid out by the **Banker**. This winning payout slot will contain the answer that is closest to the correct answer without going over. If all of the given answers are larger than the correct answer, the winning payout slot will be the one that says 'The Correct Answer is Smaller Than All Given Answers'. (see diagrams on page 4)
- The **Banker** pays a 10-point bonus to the player(s) who wrote down the answer that is on the winning payout slot.
- The **Banker** removes all of the bets that were not on the winning payout slot and places these chips back in the bank.
- The **Banker** pays every player who bet on the winning payout slot based upon the payout odds of that slot.

The All-In Question/Winning the Game

- There is no limit as to how many chips players can bet on the 7th and final question. Players may bet between 0 and all of their chips, distributed between 1 or 2 different payout slots.
- The player with the most points after the All-In Question is the winner!



Congratulations! You are about to play a fun and innovative North Star Game.
To find out what makes a North Star Game different from other games, visit our website at:
www.northstargames.com

Ages: 10 and Up • Players: 3 - 21 • Playing Time: 25 minutes

Game Designers: Dominic Crapuchettes, Satish Pillalamarri, Nate Heasley

WITS & WAGERS™

Rules Details

Setup

- 1) Each player starts with 1 Dry Erase Pen, 1 laminated Answer Card, 2 Betting Cubes of the same color as your Answer Card, 1 napkin for erasing the Answer Card in between questions and 80 points worth of chips in the following denominations: 3 blue chips (10 points each) and 10 red chips (5 points each).
- 2) Players should write their names on the blank side of their Answer Card in small print.
- 3) Choose one player to be the **Banker**. Place the remaining chips next to the **Banker**. This player's role (on top of playing the game along with everyone else) is to collect and pay out bets from the bank.
- 4) Choose one player to be the **Question Reader**. Place the 30-second sand timer next to this person. This player's role (on top of playing the game along with everyone else) is to ask the questions and keep track of time during the game.
- 5) **Rules for Teams:** All of the rules for a game with teams are the same as for a game with individuals. For each question, team members work together to come up with a single answer and also work together to decide where the team should place its bet(s).
- 6) For a fun variation, choose one person to be the Host. This person will play the role of both the Banker and the Question Reader, but is not a player in the game. Play it up, this is your chance to be a TV game show host!

Reading & Answering Questions

- 1) The **Question Reader** draws a new card for each question and reads aloud the appropriately numbered question. For instance, read question #1 on the 1st card if it is the 1st question of the game, read question #2 on the 2nd card if it is the 2nd question of the game, and so on. The final question of each game will always be question #7 on the 7th card drawn.
- 2) The **Question Reader** turns over the 30-second sand timer as soon as he or she has finished reading.
- 3) Players have 30 seconds to write down their best guess to the question. The answer to every question is in the form of a number (such as dates, percentages, ages, distances, speeds, etc), so that players can always estimate the answer. When answering, the goal is to come as close as possible to the correct answer without going over. Players may answer in whole numbers or in decimals. There are no answers with negative numbers or BC dates.
- 4) When the timer runs out, all of the Answer Cards are placed face-up on the green betting mat.



Sorting Answers

- 1) Players place the Answer Cards inside the payout slots and then arrange them in increasing order, with the smallest answer towards the side labeled 'SMALLEST' and the largest answer towards the side labeled 'LARGEST'.
- 2) All duplicate answers are placed in the same payout slot (see diagrams below).
- 3) If there are an odd number of different answers, the middle Answer Card(s) is placed in the 'PAYS 1 TO 1' payout slot. If there are an even number of different answers, the 'PAYS 1 TO 1' payout slot is left open and the two middle Answer Cards are placed in the 'PAYS 2 TO 1' payout slots (see diagrams below).



7 Players & 7 Different Answers



7 Players & 6 Different Answers



7 Players & 5 Different Answers



7 Players & 4 Different Answers



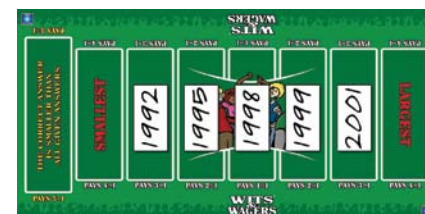
7 Players & 2 Different Answers



6 Players & 6 Different Answers



6 Players & 4 Different Answers



5 Players & 5 Different Answers

Rules Details Continued...



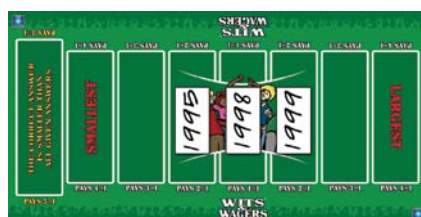
5 Players & 3 Different Answers



4 Players & 4 Different Answers



4 Players & 2 Different Answers



3 Players & 3 Different Answers

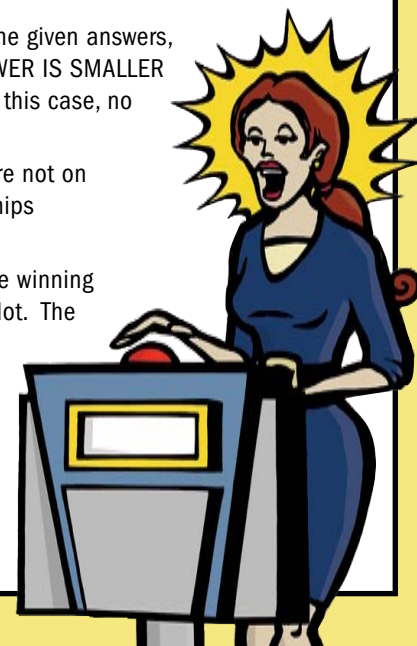
Betting on Answers

- 1) The **Question Reader** turns over the 30-second sand timer as soon as all of the Answer Cards have been arranged. Players have 30 seconds to bet on the payout slot that they think will pay out. For each question, players may place bets on 1 or 2 different payout slots.
- 2) When betting, the goal is to bet on the answer that is closest to the correct answer without going over. If you think the correct answer is smaller than all of the given answers, bet on the slot labeled 'THE CORRECT ANSWER IS SMALLER THAN ALL GIVEN ANSWERS'.
- 3) Players can bet on any answer - either their own or that given by any other player. Players do not need to bet on their own answer. With the exception of the slot labeled 'THE CORRECT ANSWER IS SMALLER THAN ALL GIVEN ANSWERS', players cannot bet on a payout slot that does not contain an Answer Card.
- 4) For each question, players can bet between 0 and 10 points worth of chips. Players can choose to bet on 1 payout slot or 2 payout slots. This means that each player has 4 choices when betting:
 - a. Bet 5 points on one slot and bet 5 points on another slot.
 - b. Bet all 10 points on one slot.
 - c. Bet just 5 points on only one slot.
 - d. Bet nothing.
- 5) To keep track of their bets, players must put one of their Betting Cubes on top of each bet.

- 6) During the 30-second betting period, players are allowed to pick up a bet that they have placed and may either move it to a different payout slot or take it off the mat. Players may change the location of their bet(s) as many times as they choose to do so. However, once the 30-second timer runs out, all bets are considered final and cannot be moved.
- 7) There are 3 questions you might want to ask yourself before deciding where to bet:
 - a. What do you know about the interests of your friends? For example, if you don't know much about history, you might want to bet on a friend who you know is a history buff. But be careful - if that person catches on to your strategy, they might try to bluff to get you to make a mistake!
 - b. How confident are you in your knowledge of the trivia question? If you think you know the answer, you might want to just go for it!
 - c. How good are the odds you are getting? If you are unsure, you might want to bet on the slot with the largest spread between answers or the highest payout odds!

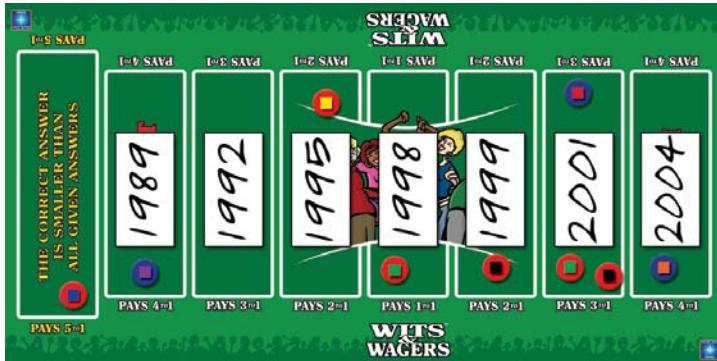
Paying Out Bets

- 1) At the end of 30 seconds, the **Question Reader** flips over the question card and reads out the correct answer from the back of the card. Many of the answers are also accompanied by an interesting fun fact.
- 2) For each question, there is always one winning payout slot that gets paid out by the **Banker**. The players should determine which answer is closest to the correct answer without going over. The payout slot that contains this answer is the one that pays out. The player(s) who wrote the answer in this winning slot receives a bonus of 10 points (1 blue chip).
- 3) If the correct answer is smaller than all of the given answers, the payout slot labeled 'THE CORRECT ANSWER IS SMALLER THAN ALL GIVEN ANSWERS' will pay out. In this case, no one receives the 10-point bonus.
- 4) The **Banker** removes all of the bets that were not on the winning payout slot and places these chips back in the bank.
- 5) The **Banker** pays each player who bet on the winning payout slot according to the odds for that slot. The number of points received by each player is equal to the number of points bet on the winning payout slot multiplied by the payout odds for that slot. These players also get back the chips that they bet.



Game Play Example:

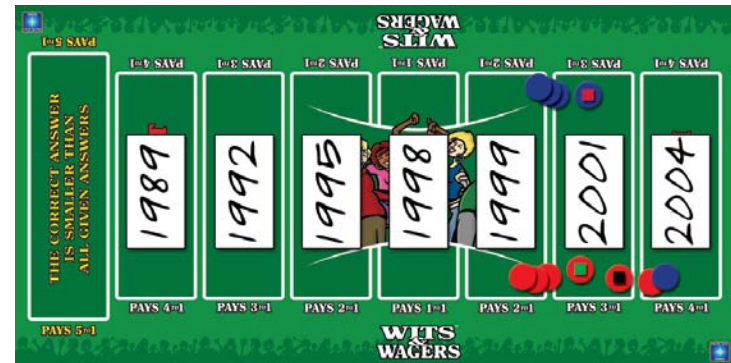
The question is "In what year was North Star Games, maker of the games *Wits & Wagers* and *Cluzzle*, founded?" This is how the players bet:



Notice how the sum of all of the chips under each color Betting Cube does not exceed 10 points. Orange, Red and Purple have all bet 10 points on one answer. Black and Green have both bet 5 points on one answer and 5 points on another answer. Yellow and Blue have both bet 5 points on only one answer.



The **Question Reader** turns over the card and reads the answer, "2003". The closest answer to "2003" without going over is "2001". The player who wrote "2001" receives the 10-point bonus. The **Banker** collects all of the other bets and returns them to the bank.



Since the Answer Card with '2001' is in a 'PAYS 3 TO 1' payout slot, the **Banker** pays out 3 times the number of points bet to each player who bet on the winning slot. The **Banker** pays 15 points to Green (5-point bet x 3); 15 points to Black (5-point bet x 3); and 30 points to Red (10-point bet x 3). These players also get back the chips that they bet.

The All-In Question/Winning the Game

- 1) The 7th and final question is the All-In Question. There is no limit as to how many chips players can bet on the All-In question. Players may bet between 0 and all of their chips, distributed between 1 or 2 different payout slots. All other betting rules still apply.
- 2) The player with the most points after the All-In Question is the winner!



For information on fun and interesting gameplay variations, visit our website at:

www.northstargames.com

We're taking the bored out of board games!

Contents

1 Green Rubber Betting Mat ◦ 1 30-second Sand Timer ◦ 100 Question Cards ◦ 7 Dry Erase Pens ◦ 7 Laminated Answer Cards
14 Betting Cubes ◦ 120 Poker Chips in 2 Denominations ◦ 1 Rules Booklet