

Games With Personality™



◀ **Dominic Crapuchettes** has been an avid game designer for over 30 years. One of his early game designs, Kabloogi, was banned from 8th grade because students played it during class. In 11th grade, Dominic designed a trivia game called Conceptual Pursuit, which 17 years later was transformed into Wits & Wagers, the most award-winning party game in history.

Meeples Invade!

The Meeple Invasion began in 2000 with the release of a European board game called Carcassonne. Since that time, hundreds of hobby games have featured the lovable Meeple game pieces. North Star Games proudly supports their determined effort to cross the Atlantic by including them in our own games.



To meet our game designers,
go to www.NorthStarGames.com and click on “Meet the Designers”



How to Play Wits & Wagers Family

Overview (read to new players)

Wits & Wagers Family gets family members of all ages involved in the fun! Play individually, or divide into teams. Each player (or team) writes down a guess to a question and places it on the table. Feeling confident about your guess? Place a Meeple on it. Think mom knows better? Place a Meeple on her guess! Place your Meeples correctly and win points. The first player (or team) to reach 15 points wins!

Setup

- Place the “1” Answer Board face-up in the center of the table.
- Each player (or team) starts gets an Answer Board, 2 Meeples of the same color, a Dry Erase Pen, and a napkin to erase their Answer Board in between questions.
- Choose a Scorekeeper. The Scorekeeper gets the Scoreboard.
- Give the youngest player the small tray of Question Cards. This player will ask the first question.



Ask a Question

Read the top question of the first Question Card. All players (or teams) write a guess on their Answer Board and place it face-down on the table (including the person reading the question). Don't worry, you are not expected to know the answers to these questions, so just take your best guess.

Once your family has gone through all 150 questions of the top questions (after 10 games or so), then play all games using the bottom questions.

Sort the Guesses

After all the Answer Boards have been placed on the table, flip the Answer Boards face-up. The guesses will always be numbers. Sort them in a row, from smallest to largest, with the smallest guess next to the “1” Answer Board. If multiple players (or teams) write the same guess, place the Answer Boards next to each other as shown in the example on the right.





Place Meeples

Once the guesses have been sorted, all players (or teams) place both of their Meeples on top of the Answer Board(s) they think will win. Players may place their Meeples in one of the following ways:

- Place both Meeples on the same Answer Board.
- Split their Meeples between any two Answer Boards.

Players do not have to place Meeples on their own guess. Figuring out who might know the answer is half of the fun! Place your Meeples on the “1” Answer Board if you think all the guesses might be too high.

Determine Winning Guess

After all the Meeples have been placed, flip over the question card and read the answer. The winning guess is closest to the correct answer **without going over**. See examples below.



Actual answer: 119

“88” is the winning Answer Board because “121” goes over.



Actual answer: 125

“1” is the winning Answer Board because “137” goes over.

Score Points (See back page for a scoring example)

There are three ways to score points:

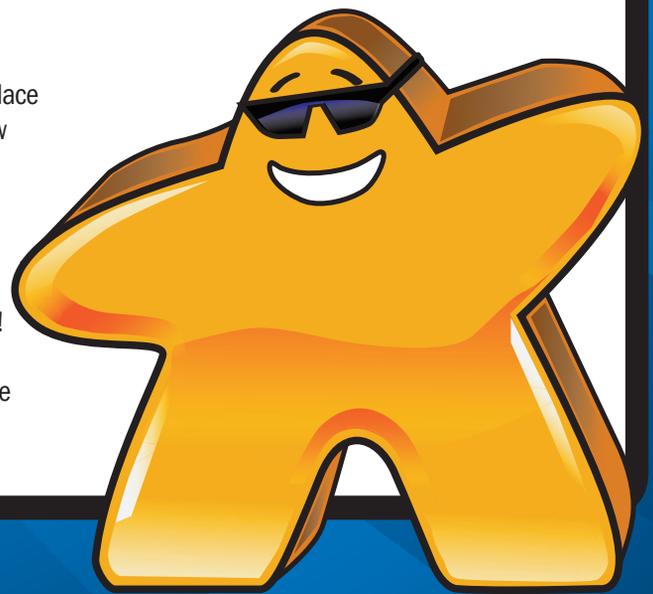
- 1 point for writing the winning guess (sometimes more than 1 player will get this point).
- 1 point for placing a small Meeple on the winning Answer Board.
- 2 points for placing a large Meeple on the winning Answer Board.

Prepare for the Next Round

Players (or teams) take back their Answer Boards and Meeples. Place the used Question Card in the back of the card tray. For each new round, the card tray moves to the person (or team) to the left.

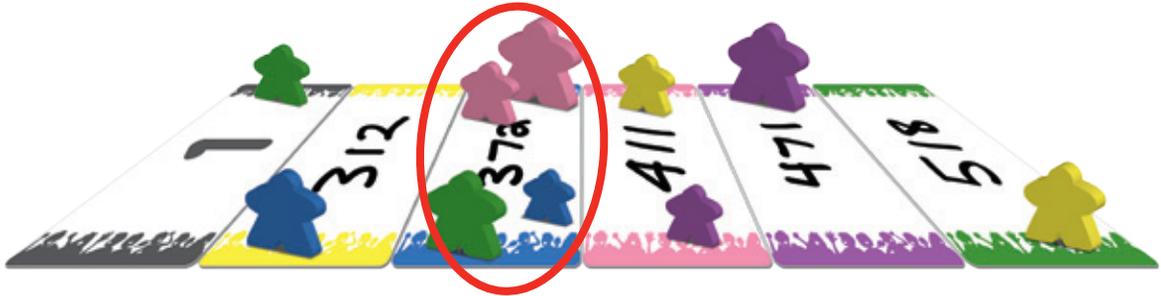
Winning the Game

The first player (or team) to accumulate 15 points wins the game! If two players accumulate over 15 points during the same round, the player with the highest total score wins. In the case of a tie, the youngest player (or team with the youngest player) wins.



Scoring Example

The correct answer to this round's question is 405. The closest guess that does not go over is 372, so 372 is the winning Answer Board. Read below to see how this round is scored.



Blue gets 1 point for the small Meeple and 1 point for writing the winning answer.

Green gets 2 points for the large Meeple.

Pink gets 2 points for the large Meeple and 1 point for the small Meeple.



Fun Rule Variation

For a more personalized game, allow the question reader to choose which question on the Question Card they would like to ask. This is a great way to match the questions to the interests of players around the table!

Special Thanks

Special thanks to Nate Heasley for his transformative idea in the original Wits & Wagers concept. Thanks to Luke Warren, Dominic Crapuchettes, Matt Mariani, Amber Cook, Satish Pillalamari, Ladi Dell'aira, Greg Daigle, Brett Myers, and everyone at the Roundhouse for development of the game. Thanks to Paul Pearson, Dominic Crapuchettes, Emily Wilde, Ken Jennings, Karen Litsinger, Luke Warren, Satish Pillalamari, Vaughan & Robbie Knouse, and others for writing questions. Thanks to Jacoby O'Connor and Shawn Wilson for the awesome graphics. Thanks to the Levchenko, Anderson, Hoffman, Aviles, Smith, Coffey, & Veazey families as well as Bruce & Francine Crapuchettes, Olivia & Sophie Mariani, Charlotte & Laura Butz, Henry & Davis Egloff, Andy & Mia Harris, Jade & Marcus Liang, Bayard Catron, and several hundred others for testing the game and giving great feedback. The final product shines because of you!