

How to Play

Overview

Wits & Wagers Family gets family members of all ages involved in the fun! Play individually, or divide into teams if you have 5 or more players. It won't be long before your home is filled with cheers and high-fives!

Setup

- Each player (or team) gets an Answer Board, 2 Meeples of the same color, matching the color of the Answer Board, and a Dry Erase Pen. Make sure you have a paper napkin handy to erase your Answer Board in-between questions.
- Place the "1" Answer Board face-up in the center of the table.
- Choose a player to be the Question Reader. Give the Question Reader the tray of Question Cards.

Ask a Question

Read the top question of the first Question Card. Each player (or team), including the question reader, writes a guess on their Answer Board and places it facedown on the table. Don't worry, no one is expected to know the answer, so just take your best guess!

Sort the Guesses

Once every player (or team) has submitted a guess, flip the Answer Boards face-up. Sort them from smallest to largest starting with the "1" Answer Board. If two or more guesses are exactly the same, stack them next to each other as shown below.



Place Meeples

Each player (or team) places their Meeples on the Answer Board(s) they think is the closest without going over. Players may:

- 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.

How to Play

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*.



Actual answer: 115 "88" is the winning Answer Board because "117" goes over.



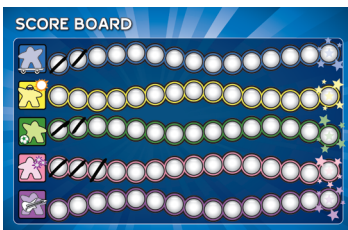
Actual answer: 120 "1" is the winning Answer Board because "125" goes over.

Score Points

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 guess.
- 2 points for placing a large Meeple on the winning guess.

SCORING EXAMPLE: The correct answer in this example is 405. The closest guess *that does not go over* is 372, so 372 is the winning guess.



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.

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. Start the next round by reading from the next Question Card.

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.

Note: Once you have gone through the top questions on all 125 Question Cards, then use the bottom questions for your games.

Special thanks to all the real Meeples who helped make Wits & Wagers Family!

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Special Thanks: to the invaluable input from many members of the BoardGameGeek including Ben Lott and Randy Cox

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