

# CONFIDENT?

UK EDITION

## HOW TO PLAY

### AIM

Be the first player to get to 15 points! How? By answering numerical questions with a range... You all write your ranges at the same time, then reveal! Win points if the right answer is in your range. The most confident player with the smallest range wins the most.

**READ ON OR WATCH THIS VIDEO:  
[CONFIDENTGAME.COM/HOWTOPLAY](http://CONFIDENTGAME.COM/HOWTOPLAY)**

### SET UP

- Your game should contain 200 question cards, 6 dry-wipe pens, 6 dry-wipe Answerboards, 1 dry-wipe Scoreboard and 1 dry-wipe Scribble board

**ANY PROBLEMS? LET US FIX IT! EMAIL US:  
[SUPPORT@CONFIDENTGAME.COM](mailto:SUPPORT@CONFIDENTGAME.COM)**

- You can play as individuals or teams
- Each individual / team ("player") needs a dry-wipe pen and Answerboard
- Give the Scoreboard to a scorekeeper and you're good to go!

**CHECK OUT THE EXPANSIONS:  
[CONFIDENTGAME.COM/EXPANSIONS](http://CONFIDENTGAME.COM/EXPANSIONS)**

# 1. READ OUT A QUESTION

- Make sure no one sees the answer on the back of the card
- Read all the info so you don't miss clues or units

**HOW CURIOUS!**

**QUESTION**

The moon

How many people have been on it?

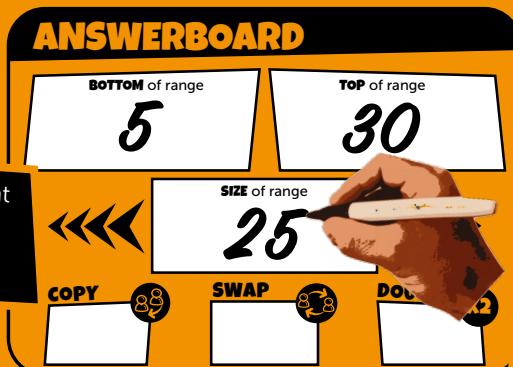
No conspiracy theories please

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# 2. WRITE A RANGE ON YOUR ANSWERBOARDS

Write the BOTTOM and TOP of a range that you think contains the answer

You might think that between 5 and 30 people have been on the moon



Write the SIZE of your range: TOP minus BOTTOM

The difference between 5 and 30 is 25, so that's your range SIZE

- You all do this at the same time! If you're in a team, discuss it first

- There's no time limit, but you can tell each other to get a move on

- You can also play with the Confidence Boosts: see the back page

# 3. REVEAL YOUR RANGES AT THE SAME TIME

# 4. GET THE ANSWER

- Flip the question card to read out the answer
- Compare the answer to your ranges

**THE ANSWER IS IN YOUR RANGE!**

## ANSWER

**12 people**

All 12 were NASA astronauts with the final visit occurring in 1972. No one has been farther away from the earth since

#LIVINGRANGEROUSLY

# 5. WIN POINTS FOR CORRECT RANGES

A range is **correct** if:

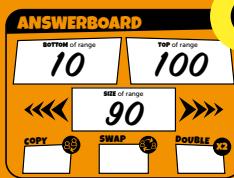
- The answer falls between the BOTTOM and TOP  
or
- The answer matches the BOTTOM or TOP

**Win points:**

- 3 for the correct range with the smallest SIZE
- 1 for other correct ranges
- If multiple or all players are correct with the same smallest SIZE, they all get 3



BUT if everyone has a correct range, the **biggest SIZE** scores 0. This stops *certain* people putting 0 to a trillion for every question



Even if this player was correct with SIZE 90, they'd still get 0 as they'd have the biggest SIZE

# 6. WIN THE GAME

- The scorekeeper tracks points on the Scoreboard
- Keep answering questions until a player gets to 15 points or over and wins!

## SCOREBOARD

NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ROBIN	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
SOPHIE	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
ALESIA	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
ROSS	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
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What if two or more players reach 15 at the same time? Then the one with the smallest SIZE on *that* question wins. If they have the same SIZE, they *both* win!

# CONFIDENCE BOOSTS

Once you get the idea, introduce the Confidence Boosts:

## COPY



Think someone else knows better? Don't give a range, write their name in the copy box. After the reveal, copy their range to win points as if you'd come up with it

## SWAP



Pop in the names of 2 OTHER players (not you). They must swap their Answerboards after the reveal. They win points for the question based on their new ranges

## DOUBLE

X2

Feeling really CONFIDENT? Put your name in this box to score double points for the question

- To use a Boost, fill in the relevant box on your Answerboard while writing your range

- Everyone reveals their ranges and Boosts at the same time

- Each player gets one of each Boost per game and can use more than one on a question

- You don't copy or swap Boosts - they're linked to players not Answerboards

- Cross off used Boosts below player names on the Scoreboard. A Boost is used by the player that originally wrote it

Boosts are settled left to right:

### 1. COPY RANGES

You only copy the BOTTOM, TOP and SIZE – not the Boosts. If you copy a player who copies you, neither scores. If you copy player A and they copy player B then, blimey, you copy player B

### 2. SWAP BOARDS

If more than two players are intertwined in a web of swaps, pass Answerboards clockwise between those involved. After copies and swaps, assess how many points would be awarded

### 3. SCORE DOUBLES

Double the points for players with names in the double boxes. So, if a player goes for a double but is swapped, they still score double but for their new range

# BONUS WAYS TO PLAY

Spice up your next game with some of these variations:

**FINAL HURDLE:** You can only cross the finish line with a 3-pointer

**NAIL IT:** Write the exact answer (so a range SIZE of 0) to score 5 points

**FAST PLAY:** Write ranges within ten seconds

**TOP TWO:** The smallest correct range scores 3, the second smallest 1 and no other ranges score

**MINUS POINTS:** Incorrect ranges lose a point

**TWO PLAYERS:** Only the smallest correct range scores – it gets 3. Double is the only usable Boost

Check out [CONFIDENTGAME.COM/WAYSTOPLAY](http://CONFIDENTGAME.COM/WAYSTOPLAY) for more!

A game by Ceri Price and Natalie Podd with help from our amazing friends and family. Thank you!

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