

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 smaller your range, the more you score!

READ ON OR WATCH THIS VIDEO:

CONFIDENTGAME.COM/HOWTOPLAY

SET UP

- 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!

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

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

How many people have been on the moon?

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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

ANSWERBOARD

BOTTOM of range 5	TOP of range 30	
SIZE of range 25		
COPY	SWAP	DOUB

Hand writing 25 on the SIZE of range box.

Write the SIZE of your range: TOP minus BOTTOM

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

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

- 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

- Reveal at the same time, or, one at a time for extra tension
- Turn your board so that everyone else can see your range
- Check out everyone else's ranges

4. GET THE ANSWER

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

THE ANSWER IS IN YOUR RANGE!

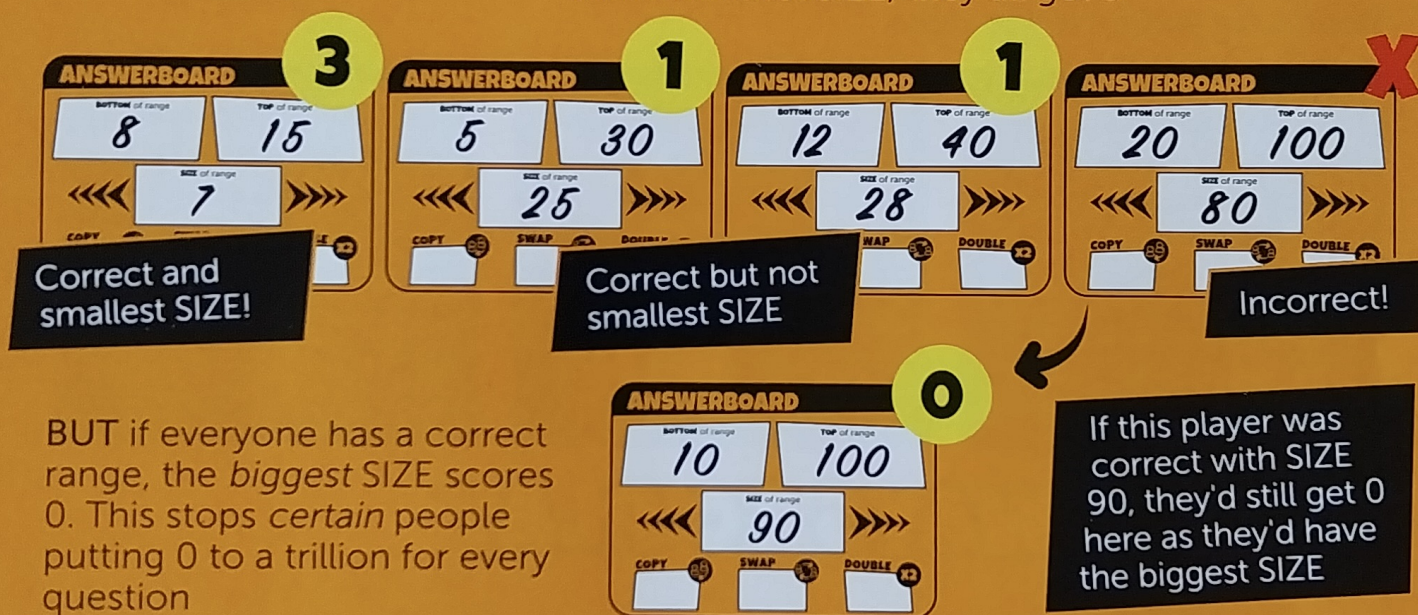
5. WIN POINTS FOR CORRECT RANGES

A range is *correct* if:

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

Win points:

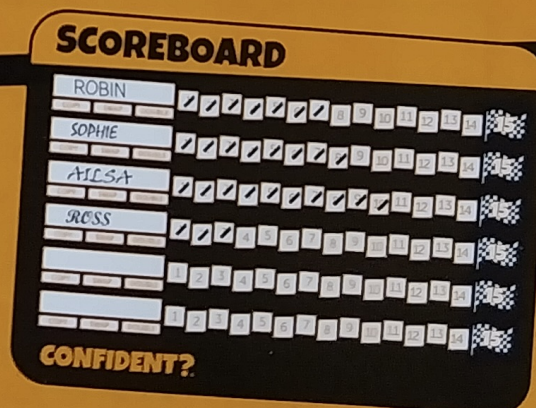
- 3 for the correct range with the smallest SIZE
- 1 for other correct ranges
- If multiple or all players are correct with the same smallest SIZE, they all get 3



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!

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 write a range, instead 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



Write the names of 2 OTHER players while writing your range. 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 the Double box while writing your range to score double points for the question

- Each player gets one of each Boost per game and can use more than one on a question
- To use a Boost, fill in the relevant box on your Answerboard during Step 2
- Everyone reveals their ranges and Boosts at the same time
- You don't copy or swap Boosts or overall points - 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 PLAYER GAME: Only the smallest correct range scores - it gets 3. Double is the only usable Boost

More ways to play at: [CONFIDENTGAME.COM/WAYSTOPLAY](https://confidentgame.com/waystoplay)

More questions at: [CONFIDENTGAME.COM/EXPANSIONS](https://confidentgame.com/expansions)

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

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