



Let's Quiztimate!

Quiztimate® is a brand-new exciting trivia game consisting of 4 hilarious rounds full of innovative twists, perfect for friends and family.

We've put together a list of thought-provoking questions with astounding answers and incredible facts on the back of every card! These range from habits of us wonderful Brits and our friends from around the world, to the wonders of the human body and animals which have roamed the Earth, to facts about our magnificent Solar System and any questions which generally left us with our mouths wide open!

Whilst putting this game together and playtesting with friends and family, we ended up laughing and learning even more than we expected! We really hope that you will all enjoy it as much as we do!



For a quick start, check out our instructional video on Youtube!
Search "**How to play: Quiztimate**" or visit youtu.be/h1tFWn-ypCo



Getting Started

Teams and number of players

- Quiztimate can be played with as many people as you like in up to 5 teams!
- For groups of 5 people or less, we recommend playing individually
- In team play, we think it's best to play in groups of 2 where possible
- If you're playing with an odd number of people, then one group can simply have one more member!

Set Up

- First things first: shuffle about 40 cards from the pack, place them in a pile question-side up and distribute one board to each team
- Have each team come up with a name and write these down on the scoreboard

To make things simple, in the following rules, interpret **team** to mean **player** in individual mode!

How to Play

Quiztimate consists of 4 rounds to be played in sequence!

The last round uses all the cards played in the previous 3 rounds. Therefore, make sure all questions, answers and facts are read out loud for all players to hear and keep to one side all the cards that have been used.

There is no time limit in Quiztimate but feel free to add a timer if one pesky team is taking too long to play!

**The ranges on the answer side of the cards are only used in Round 4!
All our questions, answers and facts are correct to the best of our knowledge as of the end of 2018! Unless otherwise specified, assume that questions refer to the average case!**

Round 1: If It Ain't Broke, Don't Fix It

Stick with your guess or tweak it!

How to play:

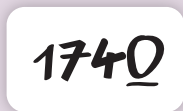
1. Pick the top card from the pile and read it out loud.
2. One player from each team writes their best guess on their board without conferring with their teammates.
3. Pass boards to the remaining members of each team (no need to wait for other teams to finish). Without communicating with the player who wrote the initial guess, the rest of the team can collectively decide to:


$$174 = 74$$

Remove one digit, by crossing it out


$$174 = 154$$

Change one digit, by crossing it out and writing another one underneath it


$$1740 = 1740$$

Add one digit to the left or to the right and underline it

Note: The rest of the team can stick with the initial guess.

4. Once all teams are ready, reveal final guesses and then the correct answer! The team which is closest receives a point! If several teams have the closest answer, they all receive a point. Mark these points down on the scoreboard as they are scored!
5. Repeat this for a total of 4 cards, taking turns to write the initial guess. Keep the used cards to one side for round 4!

In individual mode, during Step 3, players reveal their answers to each other after writing their initial guesses, and then have a chance to correct these before the final reveal. Same rules apply to corrections.

Round 2: Your Guess Is As Good As Mine

Choose someone else's guess or back yourself!

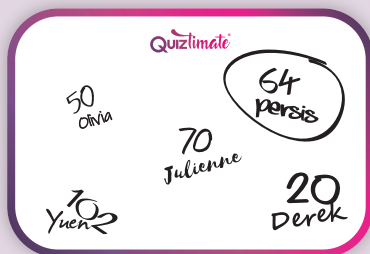
How to play:

1. Give one card from the pile, question-side up, to each team.
2. Each team writes down their best guess to their own question and signs their team name next to it.

Leave space for other teams to write their guesses too!

3. Pass each board and question clockwise. Teams now write a guess to the new question on the board they have been given and sign their team name.
4. Repeat step 3 until each team is handed back the board and question they started with.

5. On this board, teams circle the guess they think is the closest.



6. Answers are revealed team by team. For each question, one point goes to the team with the closest guess. If several teams have the closest guess, they all receive a point. Each team that circles the closest guess also scores a point! Keep the used cards to one side for round 4!

Round 3: Right Place, Right Time

Find your spot in the chain for your card to remain!

How to play:

1. Give 4 cards from the pile, question-side up, to each team.
2. Place another card from the pile into the centre of the playing area. Read the question then reveal the answer and fact – this is the starting card of the chain.

The aim of this round is to form a chain of answers from smallest to largest.

The team currently in last place starts – if this is a draw, any one of them can start.

3. This team chooses one of their cards to add to the chain, question-side up. If they think their card's answer is lower than the starting card's, they place it to its left. If they think it is higher, they place it to its right.
4. Reveal the answer. If it fits in the chain correctly, it stays in place. If incorrect, the card is put aside and cannot be tried again.

If several cards have the same answer, their order does not matter as long as they are adjacent. Each team keeps a separate pile of incorrect cards.

5. Play passes clockwise and each team on their turn tries to place one of their cards in the chain. This can be at either end of the chain or in between any cards that are already part of it. Only cards which fit correctly in the chain stay in place.



6. Continue until all teams have played their 4 cards. Each team scores 4 points minus the number of cards they incorrectly placed! Keep the used cards to one side for round 4!

Round 4: Blast From The Past

Put your memory to the test or let someone else do their best!

How to play:

1. Shuffle all cards used from the previous rounds and lay them question-side up in a rectangle.

The team currently in last place starts – if this is a draw, any one of them can start.

2. This team chooses a question and announces their guess for everyone to hear, then picks up the card and secretly checks the answer.
3. If the guess is within the range, they keep the card. If it isn't within the range, the remaining teams have one chance each to shout out a guess! If any of the teams guess within the range, they keep the card. If no team manages to guess within the range, the card is discarded.

Cards without a range need to be guessed exactly!

4. Play continues clockwise until all cards have been attempted. Each team scores the number of cards they won!



Final Scoring

Add up your scores from each of the 4 rounds. The team with the highest number of points wins!

If there is a draw, pick a new card from the pile. Drawing teams write down their best guess to the question! Conferring within teams is allowed! Closest team steals the win!

Player / Team Name	Round 1	Round 2	Round 3	Round 4	Total
Bug-Teamates	1	1	2	3	8
Dumbleborks	1	1	1	5	9
The Orman-kupps	1	1	3	3	8
Wend Woodie Soup!	0	1	2	6	10
The Onion Peelers	1	1	3	4	9

Credits

A Game by Dhara and Tony

Family and Friends: Nitin, Surbhi, Persis and Derek – we are so grateful for all the days, evenings and weekends you've given up to help us! Stephane, Evelyne, Jean-Marc and Noemie – thank you for your ongoing support!

Olivia, Yuen, Yokow, Nina, Julianne, Olivier, Jack and Lily – special thanks for your feedback on the game and its design!

Janhvi, Akash, Gayathri, Vee, Sohini, Shriya, Thibers, Joe, PA, Gaele, Tiphonie and Audrey – thank you for your valuable advice and for playtesting our game!

Board game designers: Janice, Stu and Emma – many thanks for your time and help during the early stages of the development!

Playtest UK: Bez, Andrew B, Rob H, Robin, PJ, Fabio, JD, Nicolas, Paul and Antony – thank you for such invaluable feedback on our game, with special thanks to Dean having tested many versions!



www.curiousmonkeygames.com
contact@curiousmonkeygames.com

Colours and contents may vary from those shown inside.

© 2019 Curious Monkey Games Ltd. All rights reserved.

Quizimate® is a registered trademark of Curious Monkey Games Ltd, 2nd Floor, 167-169 Great Portland Street, London, W1W 5PF.

Graphic Design by



TRANSMUTE