

Doubt/it!



Ages 14+



3+ Players



15 Minutes

Overview

- Doubt It! Is a game of guessing, bluffing and upping the ante based on your confidence in facts and opinions.
- The game is played over an undetermined series of rounds and each round focuses on one **Question**.
- Each Question is either a **FACT! Question**, or a **FUN! Question**. The answer to every question is a percentage from 0-100%.
 - **FACT!** Questions are trivia questions and **all** answers are based on fact.
 - **FUN!** Questions are based on 100 people's response to an online Yes/No survey of U.S. adults about their opinion on a question.
- The goal of each round is to guess the answer or guess as close as possible without going over (**Winning Guess**). ALTERNATIVELY, you can **Call Out** another player's guess by saying **Doubt It!** if you believe the previous guesser has already guessed too high (**Losing Guess**).
- If you get Called Out and guessed too high then you lose points. If you called Doubt It! and the **Confident Player** (guessing player) guessed equal to or lower than the answer, then you lose points.

The round ends after a Call Out and a new player picks a new question to start a new round (unless any player has 0 points.)

Winning the Game

- The winner is the player with the most points when the first player elimination happens. (When any player reaches 0 points.)
- If there is a tie, then the game goes into "**Sudden Death**." See Sudden Death.

Earning & Losing Points

- Every player starts with 100 points. (Or less according to Alternate/House Rules)
- There is no way to win or earn points in Doubt It!
- One, and only one player will **lose** points each round. This person is the loser of the eventual "Doubt It!" Call Out.
- Only the last player to make a guess and wager (the 'Confident Player') and the player who calls "Doubt It!" (the 'Doubtful Player') are at risk of losing points.
 - The 'Confident Player' will lose points if their guess is higher than the correct answer.
 - The 'Doubtful Player' will lose points if the Confident Player's guess is equal to or less than the correct answer.

Earning & Losing Points

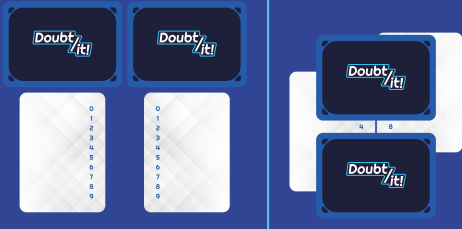
1. The Starting Player draws a FUN! or FACT! card and reads a question. For the first round the Starting Player is whoever can say the most ridiculous statement with the most confident and serious face.
2. The Starting Player then becomes the first Confident Player and must
 - a. Guess an answer, AND
 - b. Wager any number of points they have.
3. The Confident Player then selects a New Player.
 - a. The New Player cannot be someone who just picked the current Confident Player. (No Tag Backs!)
4. The New Player then chooses whether they want to become the Confident Player or to become the Doubtful Player.
 - a. If they choose to be the Confident Player then they replace the previous Confident Player and must do one of the following below and then repeat Step 3.
 - i. Raise the guess to a higher percentage
 - ii. Raise the wager to a larger number of points
 - iii. Raise the guess and the wager
 - b. If they choose to be a Doubtful Player, then reveal the answer and
 - i. If the Confident Player guessed equal to or less than the answer, then the Doubtful Player loses the amount wagered by the Confident Player.
 - ii. If the Confident Player guessed too high, then the Confident Player loses the points wagered.
5. The round ends after resolving a Doubt It! Call Out and a new round starts from Step 1 (unless the call out resolution eliminates a player.)
6. The new Starting Player should be the person to the left of the previous Starting Player.
 - a. (NOT to the left of the ending Confident Player or Doubtful Player, unless that person is also the previous Starting Player.)

Sudden Death

- All players in Sudden Death have ONE point. Any previous total is ignored.
- The only options in Sudden Death are to raise the percentage guessed, or call Doubt It!
- The Doubt It is resolved as normal, and the loser loses their ONE point and is eliminated from the game.
- Repeat until only ONE player remains.

Using the Score Cards

- Start with the face "100!" showing and the other scorecard hidden completely underneath.
- When a player needs to show a number less than 100, then put the two cards side-by-side with the long edges touching each other. The right side of the left hand card should have numbers 0-9 lined across the left side of the right hand card, with a similar set of numbers 0-9.
- Align the cards so that your score is a double digit number visible when you read the two numbers parallel with each other as a single number.
- Next, take the "Cover Card" and use it to cover all the number pairs higher than your pair. (For example, if you had the number "48" you would want to cover the "59" above it.)
- Then, take the other Cover Card and use it to cover the lower number pairs. (Again, if you had "48" you would want to cover the "37" and "26" etc. that are lower.)
- You should be left with only two numbers showing, and read as a single number it should reflect your score.
- See Diagram



Frequently Asked Questions

• **I answered a question and made a wager, then another player answered the question and made a wager. After this a third player then called Doubt It! and both our guesses were too high. What happens?**

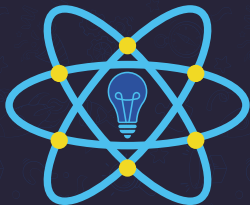
• Once another player becomes the “Confident Player” and either raises the guess, wager or both, then you are relieved of all risk and you can no longer lose points this round. It is as if your turn never happened (except that it forced the next guesser to guess higher or wager more.) Only the most recent Confident Player and Doubtful Player can lose points on a Call Out.

• **How do I win points?**

• You cannot win points. Every point matters and you must wager them confidently or risk everything. The game ends when any player hits 0 points.

• **What happens if I don't have enough points to match the previous Confident Player's wager?**

• You can call “Doubt It!” or you can wager all your points. If you wager all your points then the next player must resume wagering at the highest previous wager amount for this question.



Glossary

Doubt/it!

- **Doubt It!:**

This is what you Call Out when it is your turn and you believe another player has already guessed too high. After calling Doubt It! you reveal the answer and resolve the round.

Call Out

- **Call Out:**

This is when you doubt someone's guess and call Doubt It!

Starting Player

- **Starting Player:**

The Starting Player is the person who reads the question and makes the first guess and wager. The Starting Player will rotate clockwise around the group, regardless of the order of play within the individual rounds or where a round ends.

New Player

- **New Player:**

After a Confident Player makes a guess they pass the turn onto the New Player. The New Player then must decide whether they want to become the Confident Player, replacing the previous player and making that player 'safe,' or if they want to become the Doubtful Player because they think the previous player guessed too high.

Confident Player

- **Confident Player:**

This is the player who most recently made either the original guess and wager, or raised one or both. All previous guessers are ignored during a Call Out and only the Confident Player's guess and wager is in play. Only the Confident Player and Doubtful Player are at risk of losing points.

Glossary

Doubtful Player

- **Doubtful Player:**

This is the player who on their turn thinks that the guess is already too high. They call "Doubt It!" and either they lose points if the Confident Player is right, or the Confident Player loses points if the Confident Player is wrong.

FACT!



- **FACT! Question:**

Fact questions are based on objectively true information, such as "what percent of the Earth's atmosphere is oxygen." All answers range from 0-100%.

FUN!



- **FUN! Question:**

Fun questions are based on what percent of respondents replied "yes" in a yes/no survey. The survey audience was 100 online US adults and was conducted in 2022.

Cover Card

- **Cover Card:**

Cover Cards are just used to hide the extra digits on the score cards so that only the numbers needed to show your score are visible.

Sudden Death



- **Sudden Death:**

Sudden Death is when any player has 0 points but more than one player is tied for the lead. All players tied for the lead move onto the Sudden Death round where their total is reduced to 1 point each and gameplay proceeds according to the rules in the Sudden Death section.