

MASTER GAME - RULES OF PLAY

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EOUIPMENT

Trivial Pursuit contains one playing board, one die, 1,000 question-and-answer cards, two card boxes, six player tokens and 36 scoring wedges.

OBJECT OF THE GAME

The winner is the player who first returns to the hexagonal hub and correctly answers a question in a category chosen by the other players. Before attempting a game-winning question, a player must land in each of the six category headquarters and correctly answer a question.

START OF PLAY

Each player selects a token and receives six scoring wedges, one in each of the six category colors.

Players roll the die, with the player rolling the highest number moving first. If two or more players tie, they roll again.

The player with first turn rolls the die again and, starting from the hub, moves the token the indicated number of spaces in any direction. The first move for each player will end either in a category headquarters at the end of a spoke, if the die roll is 6, or in a category space, if the die roll is 1 through 5.

When a token lands in a category space or headquarters, the player is asked a question in that category.

The categories are color-coded:

Blue	Geography
	Entertainment
	History
Brown	Art & Literature
Green	Science & Nature
Orange	Sports & Leisure

The question, next to the appropriate colored dot, is taken from the first card in either box and is read by another player. Answers are on the opposite side of each card. The next question comes from the first card in the other box.

If the player correctly answers the question, the turn continues with another roll of the die. If the player answers incorrectly, the turn passes to the left.

A move may include a change of direction with each die roll or at an intersection, but backtracking — making a 180-degree change of direction within a move — is not allowed. A player must always move the number of spaces shown on the die.

CONTINUATION OF PLAY

Play continues, with cards placed in the rear of the box from which they are drawn after each question.

When a category headquarters requirement is met, the appropriate scoring wedge is placed in the player's token. If the player answers incorrectly, the token must leave the headquarters on the next turn and later re-enter it for the player to attempt another question for credit.

A player landing in one of the 12 "Roll again" spaces

continues the turn by rolling the die again.

When a token lands in the hub before the player has met the six headquarters requirements to be able to win the game, the hub is treated as a wild-card space and the player chooses the category for the subsequent question.

Any number of tokens may occupy the same space.

WINNING THE GAME

After a player has correctly answered a question in all category headquarters, the player's token must make its way to the hub to attempt to win the game.

When the token lands in the hub, opposing players select the category for a final question, by simple agreement or a vote, and the next card then is drawn.

If the question is answered correctly, the game is won. If it is answered incorrectly, the player must leave the hub on the

next turn and re-enter it for another question.

Because a correct answer always means another roll of the die, a player may meet the game-winning requirements on the first turn. If this happens, any player who has not yet had a turn is permitted a chance to duplicate the feat and create a tie.

NOTES ON PLAY

All six categories are represented on the spokes at each die roll out from the hub. This means that a player who does not roll a 6 on the first turn, thus moving directly to a category headquarters, still may dictate the category for the first question. For example, if a 4 is rolled and the player prefers History, the token may travel the spoke with a yellow History space as the fourth one out.

This also means that a player who overshoots while attempting to enter the hub for a game-winning question has five categories from which to choose the next question.

The rules contain no provisions about how long a player may take to answer a question or about how precise an answer must be. Players decide what constitutes a reasonable time in which to produce an answer. Similarly, they decide how exact an answer must be — whether, for example, a last

name alone constitutes a correct answer or both first and last names must be provided.

Trivial Pursuit lends itself extremely well to team play for as many as 24 players, with those deemed strong in various categories dispersed among the teams. Players should decide before the game whether consultation among team members is to be allowed.

When fewer than four play, one card box may be more practical than two. It is not necessary to shuffle the cards but, if this is done, care should be taken to keep them properly aligned.

Whatever decisions may be made on less weighty matters, it is highly recommended that players keep the plastic trees on which the tokens and scoring wedges come. They make excellent swizzle sticks.

TRIVIAL PURSUIT SILVER SCREEN EDITION

6 new categories 6,000 new questions and all on the movies.



"You played it for her -you can play it for me."



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