



MASTER GAME - RULES OF PLAY

© 1981 HORN ABBOT LTD.

EQUIPMENT

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
Pink	Entertainment
Yellow	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.

