

Trivial Pursuit[®]

THE
LORD OF THE RINGS
MOVIE TRILOGY COLLECTOR'S EDITION[™]

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RULES OF PLAY

For 2 to 4 players or teams/ADULTS

OBJECT

To move along the circular track and the spokes correctly answering questions, and to collect colored wedges for correctly answering questions in each of the six category "headquarters" (at the base of each spoke). To win, a player (or team) returns to the hexagonal hub and correctly answers the game-winning question in a category chosen by the other players.

EQUIPMENT

TRIVIAL PURSUIT® The Lord of the Rings™ gameboard • Question-and-answer cards in card storage box • 1 Die • 4 Pewter Character Tokens on Pie Bases • 30 Scoring Wedges • 1 Goldtone Ring • 1 Ringwraith™ Pawn

SETUP

- Select one token and six scoring wedges, one in each of the six category colors.
- Roll the die; the high roller goes first. All players start in the hexagonal hub at the center of the board and move down one of the spokes and out onto the circular track. Play moves in either direction around the track, clockwise or counter-clockwise.

GAME PLAY

First turn:

On your first turn, roll the die and select which color/category you want to land on and which of the six spokes you'll move down. If you roll a 6, you will immediately land on a category headquarters and try for a scoring wedge of that color.

Whichever color you land on, another player will ask you a question in that category. The other player draws the first card from the box and reads the question next to the appropriate colored oval. Answers are on the opposite side of each card. When done with the question, place the card in the back of the box, behind the other cards. If you answer your first question correctly, continue your turn by rolling the die again and moving that number of spaces.

THE CATEGORIES ARE COLOR CODED...


Green  Good Characters

Red  Place & History

Blue  Evil Characters

Yellow  Warfare

Orange  Things

Brown  Making Movies

NOTES:

- On each roll of the die, you may select which direction you want to move along the track as you attempt to move towards category headquarters to try for scoring wedges in each of the six colors.
- You can not move both forward and back on the track (or on a spoke) in the same move.
- You must move the number of spaces shown on the die.
- If you answer incorrectly, play passes to the player on your left.

Subsequent Turns:

Whenever you answer a category headquarters question correctly, put that colored wedge into your token. But if you answer incorrectly, on your next turn you must move out of that category headquarters for a question before re-entering and trying again for that color piece. You do not have to try that same category immediately; you may move elsewhere on the board and return to it later.

There are 12 "Roll Again" spaces on the track. If you land on one, continue your turn by rolling the die and moving again.

NOTE: Any number of tokens may occupy the same space at the same time.

MOVING THROUGH THE HUB:

You may cut across the board by moving your token up the spokes to the center hub and out again, moving either straight across the hub, or "turning" and going down another spoke.

If you land by exact count right in the hub, but can't try to win the game because you do not yet have color wedges in all six colors, you may pick whichever category you want for your question.

WINNING THE GAME

Once you've collected one scoring wedge in each color, make your way to the hub and try to answer the game-winning question. You must land in the hub by exact count; if you overshoot the hub, pick the spoke you want to move down and answer the question in the category you land on; then, on your next move, try again to hit the hub by exact count.

When you do hit the hub, the other players select the category of the game-winning question from the next card in the box.

Answer the question correctly, and you win! Answer it incorrectly and you must wait for your next turn, leave the hub, answer a question and then re-enter the hub again—by exact count!—for another question.

NOTE: Since a player continues his or her turn until a question is

answered incorrectly, it is possible for one player to move around the board and collect all six scoring wedges, then move into the hub and win the game—all on one 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.

VARIATION FOR A SHORTER GAME

Determine before you begin that you will collect just four or five wedges (instead of the full six) before moving to the hub for the final, game-winning question.

NOTES ON PLAY

- Players will collectively decide how long a person has to answer a question, and how specific the answer must be. For example, is a last name enough, or must the player give both the first and last name. You are not required to give the explanatory information that appears in parentheses after some answers.
- Players should remember that making a guess is always better than not answering at all. Players often amaze themselves with what they know!
- The Trivial Pursuit® game lends itself well to team play for as many as 16 players. Disperse those considered strong in various categories among the teams. Teammates decide how a question should be answered; to avoid confusion, the team captain should give each answer.

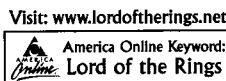
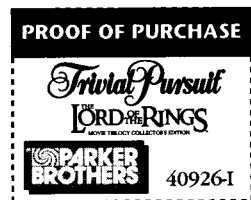
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EXPERT FAN RULES

These rules are for players who have a high level of familiarity with the 3 films and the works on which they are based. These rules will provide a challenging game where evil can consume you and it is a race to the finish!

THE ONE RING

The One Ring starts in possession of no one.

When a player gets a scoring wedge, he or she gets The One Ring. The One Ring is always in possession of the last player to get a scoring wedge. If you answer a question on a scoring wedge space, but already have the wedge, you still gain possession of The One Ring. You now become the ring bearer.

USING THE ONE RING

If you have The One Ring in your possession, you may use it when you get a question you don't want to answer. In this case, you get a new question. If you answer the question correctly, your turn continues as normal. If you answer the question incorrectly, you lose a scoring wedge (of your choice). If you do not have any scoring wedges see "Losing Scoring Wedges" below. You may only use The One Ring once per turn.

RINGWRAITH™

The Ringwraith starts in the center of the board. Once The One Ring is owned by a player, the Ringwraith will start to move. After each player ends his or her turn (by getting a question wrong), roll the die. The Ringwraith will move that many spaces (ignoring the Roll Again spaces) towards the ring bearer, stopping on the ring bearer space if it gets there (but passing through other players). Once on the outer track, the Ringwraith will NOT enter a spoke again but will stay on the outer track for the remainder of the game.

If the Ringwraith ends its move on a space with any player, that player loses a scoring wedge. If there is more than one player on a space, the Ringwraith takes a scoring wedge from the player who has the most pieces. If there is a tie, the players whose turn just ended chooses.

If the Ringwraith is on the ring bearer space, it stays until The One Ring moves but does NOT take a scoring wedge.

If a player moves onto the space with the Ringwraith and ends his or her turn (by answering a question incorrectly) there, he or she loses a scoring wedge. If he or she answers correctly, they move off the space with no penalty.

LOSING SCORING WEDGES

If a player is supposed to lose a scoring wedge and has none, that player is consumed and is out of the game.

WINNING THE GAME

To win, you must have all 6 scoring wedges, The One Ring and answer a question correctly in the center space (Mount Doom). If you do not have The One Ring you must go to a scoring-wedge space and answer a question correctly to get The One Ring. (You still get The One Ring even if you have all of the scoring wedges).

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