

Trivial Pursuit®



EDITION **RULES OF PLAY**

For 2 to 4 players or teams / ADULTS

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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 from the DVD.

EQUIPMENT

TRIVIAL PURSUIT® gameboard • DVD • Question-and-answer cards in card storage box • 1 Die • 4 Pop Culture Icon Tokens on Bases • 30 Scoring Wedges • Instructions

SETUP

- Select one icon 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 counterclockwise.

Place the DVD in the DVD player. After the opening introduction, the DVD will wait for you at the menu screen. If your DVD player does not automatically start the DVD, press the PLAY button to start the intro. Select a player to be in charge of the remote control during the game. For more information on navigating through the DVD, please refer to **The Menu Screen** section of the rules.

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 card 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. Keep moving and answering questions until you answer incorrectly. Play then passes to the left.

The categories are color coded...

Blue	TV	Purple	Music
Pink	Fads	Green	Movies
Yellow	Buzz	Orange	Sports & Games

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 may not move both forward and backward on the track (or on a spoke) in the same move.
- You must move the number of spaces shown on the die.
- Any number of tokens may occupy the same space at the same time.

Roll Again

If you land on a "roll again" space, roll and move again.

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 the wedges in all six categories – you may pick whichever category you want for your question.

Headquarter (HQ) Spaces (for the scoring wedge)

If you land on a HQ space, you are going for a scoring wedge. Instead of drawing a card from the box and reading a question, you will go to the DVD to select your question.

The Menu Screen

The menu screen will display the six categories from which you can select a question. To scroll through the categories, use the ARROW button on your remote control. Once you reach the category you want, press the ENTER button to reveal the question.

On the DVD there are hundreds of questions and lots of ways to ask them. You may see a clip from a TV show or a commercial, or you may hear part of a song. There may be a movie being pitched or a picture that has been scrambled.

At the start of the question, it is for you and you alone to answer. It's your turn; however, you only get ONE GUESS. Once you answer, you are done for the remainder of the question. At some point during the question, you will hear a sound effect and then the phrase ALL-PLAY will come up on the screen. *At this point everyone who does not have that colored scoring wedge* may shout out the answer. Just like you, they only get one guess. If you still have not guessed, you may guess also.

At the end of the question, the correct answer is revealed. The first player to have guessed the correct answer wins the scoring wedge.

If someone shouts out the correct answer that already has that colored scoring wedge, they must forfeit that scoring wedge.

If you are not sure who shouted out the correct answer first, the player whose turn it is gets the scoring wedge (unless that player didn't answer at all – then the player with the fewest number of scoring wedges gets the wedge).

If it was your turn *and* you got a scoring wedge, then you can continue taking your turn. But, if it was your turn and you did not get the scoring wedge, on your next turn you must move out of that category headquarters for a question before re-entering and trying again for that colored wedge. You do not have to try that category immediately; you may move elsewhere on the board and return to it later. Your turn is over and the player to *your* left goes next.

If you see a question that has already been played, press the MENU button to return to the main menu screen and select the category again to get a new question.

Headquarter (HQ) Spaces (not for a scoring wedge)

If you land on an HQ space, and already have that category's wedge, do NOT go to the DVD. Instead, draw a card from the card box and answer a card question from that category.

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, go to the DVD's menu screen and select "FOR THE WIN." You will get a question from a random category that is for you only. The question will appear on the screen. Once you have answered the question, press the ENTER button and the correct answer will appear. If you got the answer right, navigate to the "I GOT IT RIGHT" prompt and press ENTER again to celebrate your victory!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2.

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If you answered the question incorrectly, navigate to the "I MISSED IT" prompt and press ENTER. You will automatically return to the main menu screen. You must wait until your next turn, leave the hub, answer a question and then re-enter the hub again – by exact count – for another game-winning question.

NOTES:

- If you would like to bypass the credits at the end of the DVD, press the MENU button to return to the menu screen and start a new game.
- If the DVD is ejected and reinserted, it will automatically reset to the main menu screen.
- 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 in 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 PARTY PLAY

Instead of the player whose turn it is getting first opportunity to answer the DVD question, everyone without the colored wedge for that category can shout out the answer right away. Each player gets only ONE GUESS. Once you answer, you are done for that question.

When ALL PLAY appears on the screen, everyone else (including any players who already have that colored wedge) can join in.

When the correct answer is revealed, the first player who guessed it wins the wedge. If it's a player who already has that colored wedge, they prevented someone else from scoring a wedge. Note: If this player shouted out the answer before ALL PLAY appeared, they "fouled out" and must forfeit the wedge they already have.

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 card 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!

Trivial Pursuit® DVD Pop Culture 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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