

Trivial Pursuit®

Disney

AGES 6 TO ADULT

2 to 6 Players or Teams

CONTENTS

Gameboard • 300 Question and Answer Cards (150 for adults, 150 for younger players) • Card Box • Card Divider • 6 Scoring Tokens • 36 Colored Wedges • 1 die • Disney Filmography Card

OBJECT OF THE GAME

By correctly answering questions, be the first player to fill all six sections in your scoring token with different colored wedges, return to the center of the board and correctly answer the game-winning question.

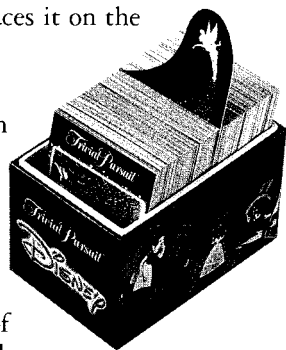
GET READY

Each player takes an empty scoring token and places it on the center space of the gameboard.

There is one blue deck of cards for older players and one red deck for younger players. Shuffle each of them and then place both colored decks of cards in the card box with the question and answer-side facing towards the middle. Place the card divider between the two decks to keep them separate as shown here.

Each time you play a card, return it to the back of the deck it came from. Make sure the card faces the same way as the others and is right-side up.

Decide who will go first by rolling the die. The highest number rolled goes first.



GET ROLLING

On your turn, roll the die. Move the same number of spaces on the board as you rolled on the die. You must always move the full amount rolled. At the start of the game, move out of the center space, along any of the spokes. When you reach the circular track, you can move in either direction.

You cannot retrace your steps on the same roll of the die. For example, you cannot roll a "5" and move forward three spaces and back two spaces. You can, however, on your next turn, decide to change direction and go in the opposite direction you went on your last turn.

You can make your way to the other side of the board by cutting across the middle by way of the spokes.

You can land on the same space as another player.

GET IT RIGHT

When you land on a picture space, answer a question. One of the other players picks up the first card from the front of the appropriate card deck and reads out the question that matches the color of the space on which you have landed. Questions for older players correspond to the categories shown on the sides of the box bottom. Questions for younger players are random.

Every card has a picture on the back. The player reading the question should hold the card so that the answering player or team can see the picture. The answers are printed in bold type on the same side as the question.

If you answer the question correctly, roll the die again, move, and answer another question. You keep rolling and moving as long as you continue to answer the questions correctly. There is no limit to how many questions you can answer, as long as you answer them correctly!

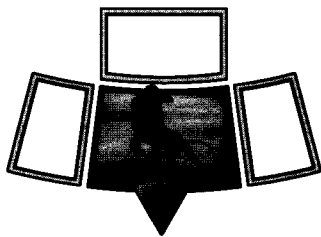
If you land on a "Roll Again" space, roll the die again and move the number of spaces rolled and continue as explained above.

GET IT WRONG

Sorry. That's the end of your turn. The player to your left now rolls the die.

GET A WEDGE

There are six wedge spaces around the board, each with a picture of a colored wedge. If you answer a question correctly when you land on one of these, you win a wedge of the matching color! Take a wedge from the box and place it into your scoring token. You may now roll again and continue your turn.



Wedge Space

If you get the answer wrong on a wedge space, you will have to move off of the space and along the path on your next turn before you can return to that wedge space and try to answer another question to win the matching wedge.

If you land on the same colored wedge space later in the game and you already have a wedge of that color, treat it as an ordinary space and answer a question from the matching color to move on.


GET AHEAD


As soon as you have won your sixth and final wedge, start making your way back to the center space and try to land there by exact count. You must reach the center space by exact count.


When you get to the center space, the other players – without looking at the next card – decide which color or category your question will be taken from. If you get the answer wrong, you must leave the center space and return later (again, by exact count) to try again.


If you answer the final question correctly, you win the game!

TRIVIAL TRIVIA

 **Winning Streak** As you always get another roll of the die with every answer you get right, it is possible to collect all six wedges on your first turn! If this happens, any player who has not yet had a turn can try to repeat this feat and force the game to end in a tie.

 **Pick and Choose** Before you move, always study the board carefully to determine the best options open to you. Depending on the direction you move in, you can choose between colors and go for the one you want. Or you might be able to land on a "Roll Again" space instead.

 **House Rules** At the start of the game, you should all agree how long a player may take to answer a question. Decide how accurate answers should be. You might also decide to have different rules for younger and older players.

 **Short Game** In this version of the game, you don't have to land on a wedge space to win a wedge. Instead, the first time you get a correct answer on any one of the six different colored spaces, you win a matching colored wedge. The first player to fill all six spaces in their scoring token wins the game. The Winning Streak rule still applies.



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P. O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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