

Trivial Pursuit® for KIDS NICK® Edition

For 2 to 4 players or teams
AGES 8+

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What do you get when you jumble two off-beat godparents...a yellow sea sponge... a boy genius and a gang of tweens together in one box? A whole lotta fun - that's for sure! And that's exactly what you'll find inside this Trivial Pursuit® For Kids Nick® Edition game!

CONTENTS

Gameboard, 200 Question-and-Answer Cards, 4 Tokens, 24 Scoring Wedges, Die

OBJECT

Be the first player to collect a scoring wedge in all six colors and answer a game-winning question at the hub.

SETUP

• Open the gameboard. Notice that it has 43 spaces arranged in a circular pattern. The space in the center is called the **hub**. The six straight sections going from the hub to the circle are the **spokes**. Each space (except the hub) is colored blue, pink, yellow, purple, green or orange. Each color represents one of the categories on the questions-and-answer cards. The six spaces at the ends of the spokes are called **category headquarters**.

• Select one token and six scoring wedges, one in each of the six category colors.

• Unwrap the decks of cards and stand each upright in a rectangular "pocket" in the plastic tray. Each card has six color-coded questions, one in each of the categories listed. The answers are listed on the back of the cards.

The categories are color coded...

Blue... NickToons - *The buzz about Nick 'toons*

Pink... Real Action - *Cool Nick live action shows*

Yellow... Here, There & Everywhere - *Settings, locations, places*

Purple... Makin' Music - *Hot tunes and themes*

Green... At the Movies - *What's on the big screen and tv*

Orange... *Go Wild!*

- All players start in the center hub and move down one of the spokes and out onto the circular track.
- To see who goes first, roll the die. The highest number wins. If two or more players tie, roll the die again.

GAMEPLAY

On your turn:

1. Roll the die and move your token out of the hub that number of spaces down any spoke.
2. You may move your piece in either direction around the track or along any of the spoke paths. You may move along both the circular path and a spoke path during one turn, but you must keep moving forward. You are not allowed to go backwards over spaces you have already crossed on that turn. For example, if your token is 3 spaces from a category headquarters you still need a scoring wedge in and you roll a 5, you can not move 4 spaces forward and 1 space back to land on it.
3. When you land on a space, another player draws the top card from either deck and reads you the question for that color. When you have answered, put the card back in the same deck. The next question will be read from the next card in the same

deck, and so on. (We recommend you play all the cards in one deck before switching to the second deck.)

4. If your answer to a question is correct, you get another turn and roll the die again. But, if your answer is not correct, play passes to the player (or team) on your left. Note: As long as you answer a question correctly, your turn continues. Keep rolling and moving until you get one wrong.

5. When you land in a category headquarters and answer that question correctly, you earn a scoring wedge of that color; place the appropriate color wedge in your scoring token. If you answer incorrectly, your turn ends. On your next turn, you may either roll and move or you may stay in the same space and answer another question in that category to try to win the wedge.

6. If you land in the hub before you have earned all six wedges, you may choose the category your question will come from - so pick one you're good at!

7. If you pass through the hub during your move, count it as one space.

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

9. After you have correctly answered all questions in all six category headquarters, head for the hub. You do not have to roll the exact count to land in the hub if you have filled your scoring token with all six wedges; a number larger than what you need is okay. For example, if you roll a 5 and need only a 3, you can stop in the hub and forget about the extra 2. (Remember that in all other cases you have to move the exact number of spaces shown on the die.)

WINNING THE GAME

When you've earned all six color wedges and have reached the hub to try the game-winning question, the other players choose the category for your question.

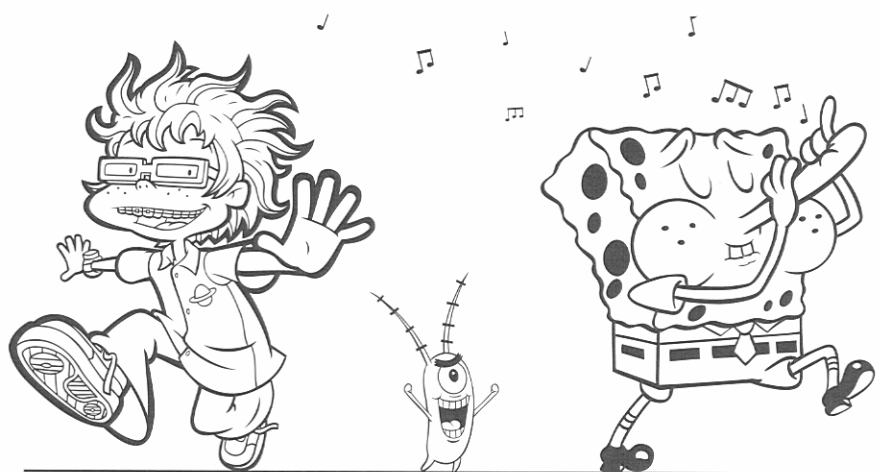
If you answer incorrectly, you can stay in the hub without rolling the die and answer a question on your next turn - until you get one right and win.

The winner is the first player to answer a question correctly in all six categories, filling his or her scoring token completely, and answer the game-winning question in the hub.

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.

NOTES

- The rules do not state how long you have to answer a question, or how exact the answer must be. The players decide this themselves.
- If you're playing in teams, teammates discuss each answer, then the team captain gives the answer they've decided on.
- Guessing is better than not answering at all. You probably know a lot more than you think you do, so take a guess!



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD or telephone our Helpline on 00800 22427276.

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