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Gameboard • 400 cards,
including 200 yellow cards
for kids and 200 blue cards
for adults • 2 card holders
• 6 movers • 36 wedges • die

Trivial Pursuit

AGES

8+



FAMILY EDITION

CATEGORIES

-  Geography
-  Entertainment
-  History
-  Arts & Literature
-  Science & Nature
-  Sports & Leisure



OBJECTIVE

Be the first player to win six wedges of different colours and answer a final question correctly.

GET READY

1. Decide whether you will play individually or in teams.
2. Each player or team selects a circular mover and places it anywhere on the Centre Circle of the gameboard.
3. Place kids' yellow cards and adults' blue cards in their card holders. Be careful not to jumble the cards together. Each individual player or team can decide whether to play adults' or kids' cards, but don't mix the decks.
4. Decide who'll go first.

The game begins and ends on the Centre Circle.

ON YOUR TURN

1. Roll the die.

- You can go in any direction, around the outer circle or following one of the spokes. Move in only one direction forward or backward, though, without retracing your steps.
- If you are crossing over the Centre Circle as you move up a spoke, count the circle as one space only.
- If you land on the Centre Circle exactly, you can choose your preferred category from the wedges shown.
- If you land on a Showdown space, choose another player and a category from the wedges available that you need. Both of you will get to answer a question from this category. If you get the question right, you win that wedge. If the other player needs that wedge, and they get the question right, they win that wedge also. If the other player already has a wedge from that category, and they get the question wrong, they LOSE that wedge.



- If you land on a ROLL AGAIN space, toss the die once more on the same turn and keep moving.
- If you roll the Wild Wedge on the die, you can pick any wedge space anywhere on the board and move to it. You can choose a space even if another player is already there.



2. When you land on a wedge space, the player to your left picks a card from the front of your chosen deck and reads the question that corresponds to the colour of the wedge you're on. You or anyone on your team must answer the question.

- Got it right? Collect your wedge and place it into your mover. Your turn is over.
- Didn't come up with the answer? Try again next time. Your turn is over.

3. The reader returns the card to the holder, at the back of the deck.

4. The player to your left now rolls the die to take a turn. Play continues until one player has collected wedges of all six colours. But once you've got a wedge in a certain category, you cannot earn another one in that same category. You can continue to answer questions in that category, though.

HOW TO WIN

1. When your mover is filled with six wedges of different colours, head back to the Centre Circle on your next turn.
 - You must land exactly on the Centre Circle. If you overshoot it, keep rolling and moving on your turns until you land on the circle.
 - Continue to answer questions as you attempt to move to the Centre Circle, even though you won't earn wedges.
 - If you win your sixth and final wedge while you are on the Centre Circle, you must move off the circle on your next turn and then come back to answer the deciding question for the win.
 - Remember, if you roll a Wild Wedge, you can go directly to the Centre Circle!
2. When you are on the Centre Circle, the other players first choose the category of your final question and then pick the next card from the holder. Someone then reads the question in that category to you. If you are playing in teams, the other team must select your category and card and read the question.
 - If you get it right, you win. Congratulations!
 - If you don't get it right, you must leave the Centre Circle on your next turn and continue to try to get back there for another chance at a winning question.

GOOD TO KNOW

Playing in teams – Want to play kids against adults for the ultimate contest? Or get together on teams that combine kids and adults? Family Edition is flexible, so go for it! Choose only one mover per team and roll the die, move, and answer questions as a team. Select kids' questions, adults' questions, or mix them together – it's up to you.

You have two ways to choose your own preferred category – You may be a whizz at History, but Entertainment not so much. Family Edition gives you two chances to choose your own category:

- Rolling a Wild Wedge on the die.
- Landing on the Centre Circle.

Players can share a space – You are free to land on or choose to move to a space that other players are already on.

Trivial Pursuit categories are broad – So don't be surprised if you find a cooking question in Sports & Leisure or a question about a holiday in Geography.

Make the game work for you – As a group, you can agree on your own way to play. Allow players to switch between adults' cards and kids' cards on their turns, set a time limit for answering questions, decide how precise the answers must be, or work out a fair way to give younger players helpful hints. Have fun with the game!

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