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Gameboard • 400 Trivial Pursuit Cards • 200 Ruby Deck
Trivial Pursuit Cards • 1 Die •
6 Wedge Holders • 36 Wedges •
1 Ruby Game Piece •
1 Silver Card Box •
1 Ruby Card Box

Trivial Pursuit®

40TH
ANNIVERSARY
RUBY EDITION

AGES
16+



E1923

CATEGORIES

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



OBJECT

Be the first player to collect **six wedges, one of each color,** and the **Ruby piece.**

The Ruby piece is earned by answering a question from the deck of Ruby cards that celebrate the biggest moments of the past 40 years! (The Ruby cards are the red cards that are each marked with a year from 1979-2018. The questions on these cards are about the most memorable events that happened during the year shown on the card.)

GET READY!

- Each player chooses an empty wedge holder and places it on the center Ruby space of the gameboard.
- Place the Ruby game piece and color wedges to the side of the board.
- Shuffle the Ruby cards and place them back in the Ruby card box so everyone can see the year on the tops of the cards.
- Place the silver card box of classic Trivial Pursuit cards to the side of the board.
- Choose a player to take the first turn.

LET'S PLAY!

On your turn:

1. Roll the die and move that number of spaces in any one direction.
2. Answer a question read to you by the player to your right. The question depends on where you land.

- If you land on a **category space**, answer a question from either front card of the **silver card box** that matches the color of the space.



-Correct? Roll again and keep going!

-Wrong? Your turn is over.

- If you land on a **wedge space**, answer a question from either front card of the **silver card box** that matches the color of the wedge space.

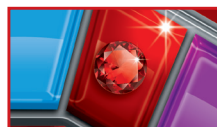


-Correct? **Add a wedge of that color to your wedge holder!** Your turn is now over.

Note: After you earn a wedge, you don't roll again.

-Wrong? You get nothing and your turn is over.

- If you land on a **Ruby space or the center Ruby space**, answer a question from the front card of the **Ruby card box** from a category *that you choose*. (Look at the year on the card before choosing. If the year is 2004, and you know a lot about sports from 2004, you may want to choose Sports & Leisure!)



-Correct? **Add the Ruby piece to your wedge holder!** If someone else currently has the Ruby piece, you get to take it from them! Now, roll again and keep going!



-Wrong? You get nothing and your turn is over.

3. The question reader returns the card to the back of the card box it was drawn from.
4. Play passes to the left.

WINNING

There are two ways to win the game:

1. You immediately win the game if your wedge holder has six wedges of different colors *and* the Ruby piece at the end of your turn.
2. If your wedge holder has six wedges of different colors *but not the Ruby piece*, immediately move your wedge holder to the center Ruby space.
 - On your next turn, do not roll, and remain on the center Ruby space. Choose a category from the front card of the Ruby card box and answer the question.
 - Correct? You receive the Ruby piece and win the game. Congratulations!
 - Wrong? Your turn is over. Remain on the center Ruby space and hope no one else wins the game before your next turn. On your next turn, choose a category and try to answer another question from the front Ruby deck card. On future turns, continue answering questions from the Ruby deck until you get one right. If you do, you win!

NOTES:

- You must move the exact number of spaces shown on the die.
- You may not move both clockwise and counterclockwise in the same move.
- The center Ruby space counts as one space only. You can either move straight across it or "turn" and go down another spoke.
- If you do not earn a wedge because of a wrong answer, you must move away from that wedge space before landing on it again and trying for a wedge of that color.
- Once you earn a wedge in a certain category, you cannot earn another wedge of the same color, but you can continue to answer questions in that category. If you land on a wedge space for a wedge you already have, answer a question from that category. If you get it right, you can roll again.
- Any number of wedge holders may occupy the same space at the same time.
- When you earn a wedge, you don't roll again; your turn is over and it's the next player's turn. However, you do get to roll again after answering a question correctly from a category space, and also when answering a question correctly from a Ruby card.
- For an easier game, play in teams.
- For a quicker game, start with three wedges of your choice.

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