

CO-OP CHALLENGE

All players collaborate as one team to see where they rank. How many questions does it take to earn wedges in all six categories? Fewer cards equal a higher rank!

Note: Want to pursue trivia on your own? Play this challenge solo!

To play:

- 1. Place a wedge holder on the central hub of the board. Set the Steal tokens aside; you won't use them in this challenge.
- 2. Take turns rolling the die and moving the wedge holder for the team. You will answer a question that matches the colour of the space you land on.
- 3. The player to the left of the roller reads the question, then places the card answer-side down without looking at the answer. Or they can check the answer but not reveal it until their teammates answer.
- 4. After every answer – right or wrong – set the card aside. You will count these cards after the game is over to get your rank!
- 5. You earn a wedge for every correct answer. You can only earn one wedge of each colour.
- 6. There is no final question. Once you've earned six wedges, your challenge is done!
- 7. How many cards did it take you to earn six wedges?

- 6-12 cards: Genius
- 13-18 cards: Amazing
- 19-24 cards: Great
- 25-30 cards: Nice
- 31-36 cards: Solid
- 37-42 cards: Good
- 43-48 cards: Beginner
- 49+ cards: Dingus

TRIVIA WORTH PURSUING:

A dingus can mean a small object whose name has been forgotten!

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Trivial Pursuit

CONTENTS: gameboard • 200 cards (1,200 questions) • 1 die • 6 wedge holders • 36 wedges • 15 cardboard Steal tokens

13+
G2660
1-6+

OBJECT

Be the first player or team to collect six different coloured wedges and answer a final question correctly.

CATEGORIES

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

WHAT'S DIFFERENT ABOUT THIS GAME?

Check out these gameboard spaces!

- SPLIT: choose one of two questions to answer.
- WILD: choose a question from any category.
- STEAL: get a token now; answer another player's question later.
- ALL-PLAY: everyone has a go to answer the same question.

Plus more chances to earn wedges AND a CO-OP CHALLENGE where all players work together to beat the deck and earn a rank!

THE FIRST TIME YOU PLAY

Punch out the Steal tokens and discard the frame.



GET READY TO PURSUE!

1. Choose how you want to compete:



- INDIVIDUAL (2–6 players): everyone plays on their own, with their own wedge holder.
- TEAMS (4+ players): two or more players share a wedge holder and compete as a team against other teams.

2. Choose your play mode:



CLASSIC MODE

Earn a wedge when you or your team land on a Wedge or the All-Play space and answer the question correctly. Classic Mode is usually a longer game experience (60+ min).



TRIVIAL MODE

Earn a wedge whenever you or your team land on ANY space and answer the question correctly. Trivial Mode is usually a shorter game experience (45+ min).

CO-OP CHALLENGE

Turn to the back of the rules for how to play.

SET-UP!

- 1. Set up your gameboard on a flat surface.
- 2. Place the cards answer-side down in decks near the gameboard along with the die, wedges and Steal tokens.
- 3. Each player or team chooses an empty wedge holder and places it on the central hub of the gameboard.

LET'S PLAY!

Who goes first?

The youngest player or team with the youngest player goes first, and play moves to the left.

ON YOUR TURN

1. Roll the die and move your wedge holder that number of spaces in any direction.

- ▶ You **may not** change direction during the same move.
- ▶ You **may** move in a different direction on your next roll.
- ▶ The central hub counts as one space. If you start here, you **may** move down any of the spokes. If you pass through the central hub on your turn, you **may** move down any spoke EXCEPT the one you came from.
- ▶ Any number of wedge holders **may** occupy the same space at the same time.

2. Which space did you land on?



SINGLE COLOUR

The player or team to your left draws a card and reads the question from the category that matches the gameboard space colour.



WEDGE

The player or team to your left draws a card and reads the question from the category that matches the Wedge space colour.



SPLIT

The player or team to your left draws a card and reads BOTH questions from the categories that match the two colours of the gameboard space. You choose ONE question to answer.



WILD

YOU get to select the category! The player or team to your left draws a card and reads the question from your chosen category.



STEAL

You collect a Steal token AND the player or team to your left draws a card and reads the question from the category that matches the Steal space colour. You keep the token even if you don't answer the question correctly. Use the token later to steal an opponent's question! See the STEAL TOKENS section on the next page for more information.



ALL-PLAY

The central hub of the board is an All-Play space. Land here exactly, and YOU choose the category, draw a card and read the question out loud. Keep the answer hidden because anyone may try to answer! See the next page for additional All-Play rules.



ROLL AGAIN

You do not answer a question when you land here. Instead, roll the die again and move that number of spaces. You may move in a different direction than your previous roll. Then follow the rules above for the space you land on!

3. Answer the question!

- ▶ Playing as an **INDIVIDUAL**? You answer the question yourself.
- ▶ Playing as a **TEAM**? Discuss your answer with your teammates. Then anyone on the team (including you!) may provide the answer.
- ▶ Is it an **ALL-PLAY**? Any player or team that thinks they know the answer may stake their claim by slapping the table or raising their hand. The first to stake their claim answers first.

4. Did you answer correctly?

- ▶ **CLASSIC MODE**: if you answer correctly on a **Wedge** or the **All-Play space**, you earn a wedge of that question's category colour! Then **ROLL AGAIN**. For any other spaces, you only roll again.
- ▶ **TRIVIAL MODE**: if you answer correctly on **any space**, you earn a wedge of that question's category colour! Then **ROLL AGAIN**.
- ▶ **ALL-PLAY**: check the card to see if you were correct.
 - **Get it right?** You earn a wedge of that question's category colour! If you or your team were the one to land on the All-Play space, you **ROLL AGAIN**. If you weren't, play moves to the left of the player or team who did land there.
 - **Didn't get it right?** Keep the correct answer a secret! You can't answer again, but other players or teams can try, starting with the second to stake their claim. The All-Play ends when someone gets it right OR everyone gets it wrong.

5. If you answer incorrectly, your turn is over.

- ▶ Pass the die to the player or team on your left – it's their turn.

IMPORTANT

You cannot earn wedges of the same colour. You may continue to answer questions of that colour's category. Answer correctly, you collect a Steal token and roll again.

6. Do not return read cards to the decks.

- ▶ Instead, form a discard pile. If you run out of cards, shuffle the discard pile, then place the cards answer-side down in decks near the gameboard.

7. Play continues until one player or team has collected six different coloured wedges.

STEAL TOKENS



Steal tokens give you the chance to answer a question an opponent answered incorrectly!
Note: You cannot steal a true or false question or answer the same question more than once.

HOW TO STEAL:

1. If a player or team gives an answer you or your team think is incorrect, then **BEFORE** the correct answer is revealed, you or your team may declare your intention to steal that question!
2. More than one player or team may steal the same question. If you or your team were first to declare your intention, you answer first.
3. Return a Steal token to the pile and answer the question. Check the answer, but **DO NOT REVEAL IT** if there are other stealers!
4. Did you answer correctly?
YES: you earn a wedge of the question's category colour! If you already have that colour, collect a new Steal token instead.
NO: your turn is over. The next player or team who declared their intention to steal now turns in a token and answers the question.
5. The steal ends once the correct answer is given OR all stealers have tried to answer.
6. Once the steal is over, the turn ends. Play continues to the left of the ORIGINAL player or team.

HOW TO WIN

1. When your wedge holder is filled with six wedges of different colours, immediately move it to the central hub.
2. On your NEXT turn, all other players or teams confer together and choose the category of your final question BEFORE drawing the next card.
 - ▶ Answer the question correctly, and you win. Congratulations!
 - ▶ If you don't get it right, your turn is over. Leave your wedge holder in the central hub.
 - ▶ On your next turn, answer another final question. Once again, all other players or teams choose the category BEFORE drawing a card and reading the question. It can be the same category as your previous turn or a different category. Answer correctly, and you win!
 - ▶ Didn't get the right answer? Keep trying until you do – or until another player or team wins!