



Introduction

Trivial Pursuit was conceived on December 15, 1979 by Chris Haney and Scott Abbott. Haney was a picture editor at the Montreal Gazette, and Abbott was a sports journalist for The Canadian Press. The friends were playing a game of Scrabble and drinking beer when they decided to invent their own game.

The game was launched in 1981 with artwork by 18-year-old artist Michael Wurstlin. The first copies of Trivial Pursuit were sold at a loss. Each board game cost £48 to make and they were sold to shops for £10. When the game was licensed to Selchow and Righter in 1983, a major marketing and publicity campaign helped make the game into a global phenomenon.

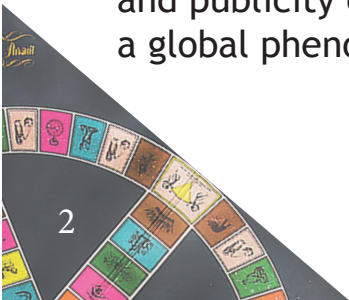




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Chapter 1

Preparation





Content

1 Gameboard

300 question and answer cards

2 card holders

6 scoring tokens

36 scoring wedges

1 die





Object of the Game

Be the first player to fill all six spaces on your scoring token with the different colored wedges by answering questions correctly. Once filled return to the middle of the board and answer a final question correctly to win.





Setup

1. Choose your token and place it on the center space of the gameboard.
2. Place the deck of question cards into its holder.
3. Roll the die to decide who goes first, highest number rolled takes the first turn.





Game Pieces



Gameboard



Tokens



Wedges



Dice





Categories

BLUE.....GEOGRAPHY

PINK.....ENTERTAINMENT

YELLOW.....HISTORY

PURPLE/BROWN.....ART & CULTURE

GREEN.....SCIENCE & NATURE

ORANGE.....SPORTS & LEISURE

G What U.S. state boasts the most car owners?

E Who said: "Give me a couple of pages of the Bible, and I'll give you a picture"?

H What president's ghost is said to haunt the White House?

AL What William Makepeace Thackeray novel was made into a film by Stanley Kubrick?

SN What player squats 300 times during a double header?

SL What was broken at Oxford, England, on May 6, 1954?





Chapter 2

How to Play



Your Turn

1. Roll the die
2. Move. Always move the full amount shown on the die
3. Land on a colored space and answer that categories question.
(One of the other players chooses the card and reads the appropriate question to you or your team.)
4. If you answer the question correctly roll again and continue playing. If answered incorrectly the person to your left takes their turn.



Moving around the board

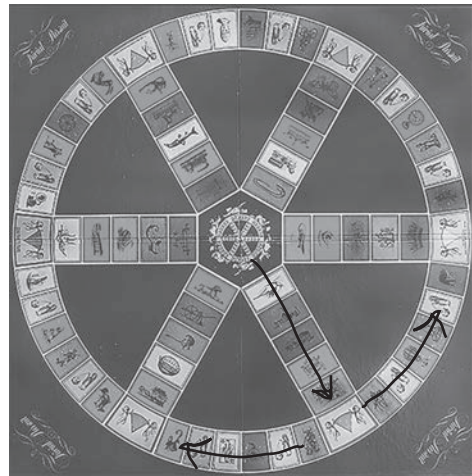
Move away from the center on any of the spokes. Once on the circular track, you can move in any direction. Plan your moves so that you land on a space that suits you best.

Never retrace your steps on the same roll. If you roll a 5 you cannot move three spaces clockwise and two spaces counterclockwise. Although the next time you roll you can change direction.



Roll again spaces

When you land on one of these spaces, you may roll the die again.



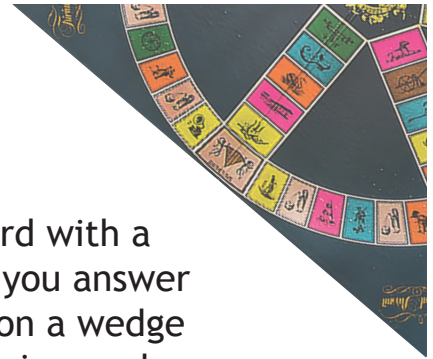


Wedge Spaces

There are six spaces around the board with a picture of a large colored wedge. If you answer a question correctly when you land on a wedge space, place a matching-colored scoring wedge into your scoring token! Then roll the die and take another turn.

If you get the answer wrong, you'll have to move off the space and along the path on your next turn before you can come back and try to win a wedge of that color. You do not have to try that category immediately; you may move elsewhere on the board and return to it later.

If you land on the same 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 category.





Chapter 3

How to Win





Winning the Game

As soon as you have won a scoring wedge of each different color, start making your way back to the center space and try to land there by exact count. If you overshoot, keep playing, answering questions in the categories you land on, until you land on the center.

When you get to the center, the other players (without looking at any cards) decide from which category you will have to answer a final, deciding question.

If you get the answer wrong, leave the center space on your next turn and return later (landing by exact count) to try again.

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





Chapter 4

Mini Games





House Rules

At the start of the game, you should all agree on how much time players should be allowed to answer a question. Also, decide how accurate answers should be.

For example, you may agree that only giving a last name is enough to score a correct answer. You might, however, decide that both first and last names must be given to constitute a winning answer.

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, every time you get a correct answer, you win a matching-colored wedge.

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.







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Glossary

Here is a list of terms from the boardgame that you might not be familiar with.

Scoring Tokens: The tokens are the 6 colored game pieces that are empty and can be filled with wedges.

Scoring Wedges: These are the small colored pieces, that resemble a pie slice that are to be placed in the tokens.

Wedge Spaces: The wedge space are the largest spaces on the board

that has one of the 6 colors in it's center.

Spokes: Theses are the straight lines of spaces that connect the circular track to the center of the board.

Circular Track: The track refers to the outer circle of the board that has all the regular and wedge spaces.





Sources

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Trivial Pursuit

