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Gameboard
400 Cards
1 Die
6 Wedge Holders
36 Wedges

Trivial Pursuit
CLASSIC EDITION

AGES 16+ | 2-6 PLAYERS

CATEGORIES

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



AIM

Be the first player to collect one wedge for each of the six categories and answer a final question correctly.

GET READY!

- Decide whether you want to play individually or in teams.
- Each player or team takes an empty wedge holder and places it in the central hub of the board.
- Choose a player to take the first turn.

0517**C1940**284 00 **Trivial Pursuit** Game guide (AUS)

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LET'S PLAY!

On your turn

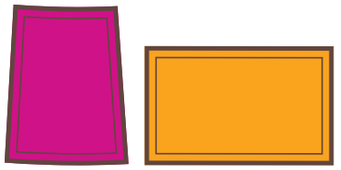
1. Roll the die and move that number of spaces.

- Move that number of spaces in any direction. You may not move both clockwise and anticlockwise in the same move.
- The central hub counts as one space only. You can move either straight across it, or 'turn' and go down another spoke.
- If you land on the central hub exactly, you can choose any category.
- If you land on a **Roll again** space, roll the die once more on the same turn and keep moving. You can reverse your direction after a **Roll again** space.



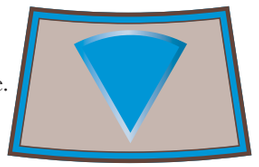
2. Answer a question. If you're playing as a team, anyone can answer.

If you land on a **wedge space**, the player to your left picks a card from the front of the deck and reads the question that corresponds to the colour of the wedge you're on.



- Got it right? Roll again.
- Didn't come up with the answer? Your turn is over. Try again next time.

If you land on a **category headquarters space**, the player to your left picks a card from the front of the deck and reads the question that corresponds to the colour of the headquarters space.



- Got it right? **Add a wedge of that colour to your wedge holder.**
- Didn't come up with the answer? Your turn is over.

Note: On your next turn, you must move away from that category headquarters before landing on it and trying for that colour wedge again.

3. The reader returns the card to the bottom of the deck.

4. The player to your left now rolls the die to take a turn.

5. Play continues until one player has collected one wedge in each of the six colours.

NOTES

- You must move the number of spaces shown on the die.
- Once you've got a wedge for a particular category, you cannot earn another of the same colour, though you can continue to answer questions in that category.
- Any number of wedge holders may occupy one space at the same time.
- You can only earn a wedge when your wedge holder is on a category headquarters space.

WINNING

1. When your wedge holder is filled with six wedges of different colours, immediately return it to the hub in the centre of the board.
2. On your next turn, the other players (or teams) choose the category of your final question. They must choose the category before drawing the next card and reading the question.
   - If you get it right, you win. Congratulations!
   - If you don't get it right, your turn is over. Remain on the central hub. On your next turn, try to answer another final question. The other players can pick the category from your previous turn or a new category. On future turns, continue answering questions until you get one right. If you do, you win!

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