



AGES  
**16+** |   
PLAYERS  
**2+**

# TRIVIAL PURSUIT<sup>®</sup>

MASTER EDITION<sup>™</sup>

WELCOME TO TRIVIAL PURSUIT<sup>®</sup>  
MASTER EDITION<sup>™</sup>

The challenging battle of wits to find the ultimate trivia master.

## CONTENTS

1 game board • 494 cards with over 2,950 fascinating questions  
• timer • die • 36 wedges • 6 movers

## OBJECT OF THE GAME

Be the first player to collect all six wedges and answer a final question to win.

## GET READY

1. Set out the game board, cards, timer, die, wedges, and movers.
2. Each player selects a mover and places it on any matching color.
3. Now you're ready to play! Choose who goes first.



“What mighty contests rise from trivial things.” **Alexander Pope**

## ON YOUR TURN



1. Roll the die and move the number of spaces indicated. You may move in either direction.
2. The player to your left reads aloud the question that matches the category you landed on and starts the timer.
  - a. If you answer correctly before time runs out and you are not on a wedge space, take another turn.
  - b. If you answer correctly before time runs out and you are on a wedge space, you collect that color wedge and take another turn. If you already have that wedge, play continues as if it were not a wedge space.
  - c. If you answer incorrectly or you run out of time, it's the next player's turn.

## HOW TO WIN

Once you've collected all six wedges, roll and move to the center space. You must land on it exactly. The other players choose your final category. Answer the question correctly to win. If you answer incorrectly, you may try again on your next turn. You do not need to roll and move again once you are in the center.

## FOR A QUICKER GAME

Collect a wedge any time you answer a question correctly—not just on wedge spaces.

## CATEGORIES

▼ GEOGRAPHY

▼ ENTERTAINMENT

▼ HISTORY

▼ ART & LITERATURE

▼ SCIENCE & NATURE

▼ SPORTS & LEISURE

## x2 BATTERIES REQUIRED

1.5V AAA or LR03 size  
NOT INCLUDED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

### TO REPLACE BATTERIES

Make sure the ON/OFF switch on the underside of the electronic timer is in the OFF position. Then loosen the screw on the battery compartment and remove the door. Insert 2 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

### IMPORTANT: BATTERY INFORMATION



#### CAUTION

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

### FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

**Caution:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



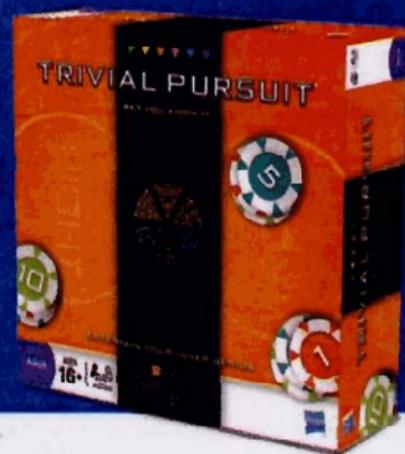
**European Consumers:** This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.



## Other new TRIVIAL PURSUIT® games to check out...

### TRIVIAL PURSUIT® BET YOU KNOW IT™

BET YOU KNOW IT™ brings high stakes to TRIVIAL PURSUIT®. Bet on whether your opponents will know the answer to earn chips and buy wedges – you don't have to know all the answers to win...but you'd better know your friends.



### TRIVIAL PURSUIT® STEAL

The first TRIVIAL PURSUIT® card game combines traditional questions and answers with the strategy of stealing your opponents' wedges, all in a quick-play card game.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276

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#### PROOF OF PURCHASE

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**TRIVIAL PURSUIT**