

inpursuit™

from the makers of the *Trivial Pursuit*
game

RULES OF PLAY

For 4 to 8 players in teams / Adults

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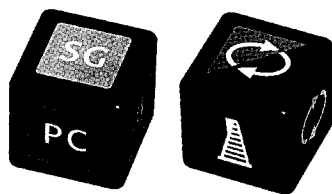
- Gameboard
- Drawing Cup
- 1 Red Leader Totem
- 1 Blue Leader Totem
- 3 Red Follower Totems
- 3 Blue Follower Totems
- 1 Red Mover
- 1 Blue Mover
- 2 Dice
- Labels
- 400 Question/Answer Cards

The cards and 1 die are color-coded by category. The categories and colors are listed below.

Blue	Who or Where - WW
Pink	Pop Culture - PC
Yellow	Headlines - HL
Brown	Science & Technology - ST
Green	Sports & Games - SG
Orange	Wild Card - WC

Game Assembly

Apply the Category labels to one of the dice and the Symbol labels to the other, as shown here.



Object of the Game

In Pursuit™ is a new twist on classic trivia game play. It is played by individuals who must do whatever it takes to achieve a lone victory...do not be fooled by the team atmosphere. To win, you must be the first

leader in the Finish space to answer a question correctly. Plan ahead to ensure that you are on the right team and in the right position (leader) when your team enters Finish.

Team Breakdown

In Pursuit has two teams, the Red and the Blue team, competing to get ahead on the gameboard. Each team always has one "leader" and *at least* one "follower". The team members can change at any time and players should keep in mind throughout the game that only one person is the winner.

Game Setup

1. Load the Drawing Cup with the two tall leader totems and as many short follower totems as necessary so that the total number of totems equals the number of players. (If there are 5 or 7 players, split up the red and blue totems as evenly as possible.)
2. Place the cup in the center of the gameboard and give it a spin.
3. Each player draws a totem and places it in front of them to identify whether they are a "leader" or a "follower" of the blue or red team.
4. Once all totems have been drawn remove the cup from the gameboard and place it out of play.
5. Take the cardbox and place it where everyone can reach it.
6. Place both team movers on the Start space.

Game Play

The leader of the red team starts and play continues to the left (in order of seating). A turn consists of rolling both dice and **asking** another player (or team) a question from a card. Sometimes this will result in players overthrowing their leader or even switching teams (see "Jump Ship" rule below).

On Your Turn

Roll both dice. You now have a choice of two actions. You may **EITHER** ask a *Team Challenge* **OR** perform the action on the Option Die (*Jump Ship* or *Overthrow*).

TEAM CHALLENGE –

Ask the opposing team a question.

1. Draw a card and find the question that matches the category die.
2. Ask the question to the opposing team.
3. All members of the team can talk about possible answers, although the team's leader decides on the final answer.
 - If the team answers correctly, they move ahead one space.
 - If the team answers incorrectly, the opposing team moves ahead one space.



JUMP SHIP – *Attempt to switch teams with someone from the opposing team.*

1. Draw a card and find the question that matches the category die.
2. The leader of the opposing team chooses a member of his/her team to answer. The leader may choose him/herself.
3. Ask the question to the opposing team member.
 - If that person answers correctly, his/her team moves ahead one space, and the teams remain the same.
 - If that person answers incorrectly, your team first moves ahead one space. Then you and the person who answered incorrectly switch teams (simply by exchanging totems).



OVERTHROW – *Challenge your leader to become the new leader of your team.*

1. Draw a card and find the question that matches the category die.
2. Ask the leader of your team the question.
 - If your leader answers correctly, your team moves ahead one space.
 - If your leader answers incorrectly, the other team moves ahead one space. Become the new leader by exchanging totems with your old leader.

Reaching the Finish Space

Once a team is in the Finish space, the following rules apply:

If you are a follower, attempt to Overthrow your leader. Do not roll the dice. You pick the category and ask the question.

- If the leader answers correctly, he or she immediately wins the game.
- If the leader answers incorrectly, the other team moves ahead one space, if possible. You become the new leader. Exchange totems with your old leader.

If you are the leader, on your turn, you get to answer a question in the category of your choice asked by the leader of the other team. If you get it right, you automatically win. If not, the other team moves forward a space, if possible.

If your team is not in the Finish Space, follow regular game play rules.

Winning the Game

The first leader in the Finish Space who answers a question correctly wins the game.

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We will be happy to hear your questions or comments about this game. Write to Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025. Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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