

Picture Pursuit™

Who? What? Where? The Words and Pictures Trivia Game For 2 teams / Ages teen to adult

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OBJECT

Your team will try to solve picture and word puzzles by answering trivia questions. Give the right answer and you open the corresponding door on the unique "puzzle" holder. Keep going until you've opened enough doors to guess the Who? What? or Where? solution to the puzzle – and earn a chip. Of course, if you give the wrong answer, your opponents get a shot at it! **The first team to win 6 chips wins the game.**

EQUIPMENT

PUZZLE PURSUIT™ Puzzle Holder with doors • 2 Decks of Picture Puzzle Cards and Word Puzzle Cards • Deck of Trivia Questions and Answers
• Scoring Chips • Timer • Labels

ASSEMBLY

Assemble the Puzzle Holder and apply the category labels to the doors according to the drawing on the back page. Refer to the package photo.

THE CATEGORIES

(HIS) History

(SN) Science & Nature

(SL) Sports & Leisure

(WC) Wild Card

(AE) Arts & Entertainment

(PP) People & Places

SETUP

DO NOT OPEN THE PUZZLE CARD PACKS AND LOOK AT THE PUZZLES!
You'll ruin the game play for everyone – since the puzzles won't be puzzles anymore if you know the solutions!

- Divide into two teams.
- Open either pack of Puzzle Cards and read and follow the instructions on the top card.
- Place the box of Q&A cards where both teams can reach it.
- Place the Puzzle Holder so both teams can see it. Note that the doors are labeled for the question categories: People & Places, Arts & Entertainment, History, Science & Nature, Sports & Leisure, and Wild Card.

GAME PLAY

- Decide which team will go first.
- A member of the **other** team will **moderate** for the entire puzzle round and ask questions of both teams. The Moderator sets up each puzzle, as follows:
 - Be sure all the doors on the Puzzle Holder are closed.
 - The Moderator states if this is a “Who”, “What”, “Where”, or “?What” puzzle. In the “?What” puzzles, you are trying to identify the word that fills in the blank and completes the partial phrase that is revealed behind the door.
 - If any player other than the Moderator sees the top puzzle before the game begins, slip that card out and put it at the back of the deck; be careful not to reveal the back puzzle on that card to anyone.
 - The Moderator “sits out” this puzzle round and does not offer answers. (In a four-player game, one team member will moderate while his or her teammate answers questions and makes puzzle guesses.)
 - The Moderator draws the first card from the Q&A deck and the team that’s “up” picks its first question category.
 - The Moderator reads that category question aloud, then immediately turns over the 30-second timer.
 - Team members should consult on the answer and *one member* should say what that answer is. One guess per turn!
 - With each new puzzle, there will be a new Moderator. **The role of Moderator alternates from team to team**, regardless of which team solved the puzzle.

The Right Answer...

If your team gives the correct answer (within the 30-second limit), tell the Moderator which of the two doors for that category you want opened. Guess the puzzle solution (see below) or ask for another question. Keep picking categories and answering questions – and having new doors opened – as long as you answer correctly!

The Wrong Answer...

If your team gives the wrong answer or doesn't answer within the time limit, you immediately lose control. Your opponents may choose to answer the question you just missed or select a new category and question. If they answer incorrectly, your team resumes control; they have only 30 seconds to answer. (Remember, the Moderator may not help his or her team answer!)

Guess...

At *any time* during a round, the team that is answering questions may try to “solve” the puzzle. The Moderator *secretly* checks the answer through the answer door on the Puzzle Holder. If the team guessed correctly, they earn one scoring chip. But if they were incorrect, they lose control and the opposition takes over. The opponents may either guess right away (and earn a chip if they get it), or ask for a new question, in the usual fashion.

Completely Stumped?

If all the doors have been opened but neither team can solve the puzzle, close all the doors, remove the unsolved puzzle card, select a new Moderator from the opposite team, and continue as before.

Next Round... Next Puzzle...

The new Moderator (remember, the new Moderator is always someone on the team that did not moderate the last round) closes all the Puzzle Holder doors and, without turning it around, moves the just-solved puzzle card to the back of the stack. The team that *did not* solve the puzzle starts the new round by choosing a category and answering the next question(s) the new Moderator asks.

WINNING

The first team to earn 6 chips wins the game!

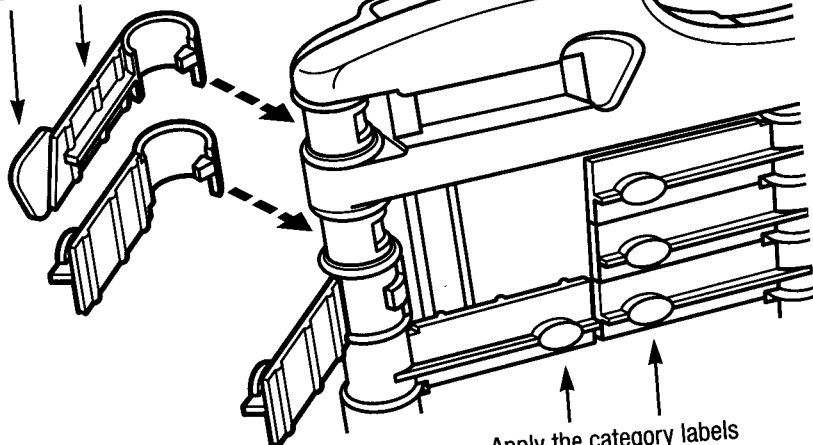
ASSEMBLY

- Use scissors to snip the doors off the runner.
- Note that one door is different (see drawing). It goes at the top of the Puzzle Holder. Snap all 13 doors onto the main unit: wrap the round end of each door piece around the round bar on the side of the unit. You will hear each door click in place.
- Apply the "Picture Pursuit™" and yellow triangle labels to the top door, and the category labels to the 12 small oval spots on the remaining doors.

Apply the labels in this order:

HIS	AE
WC	SL
SN	PP
AE	HIS
SL	WC
PP	SN

Apply the "Picture Pursuit™" and yellow triangle labels to the top door



Apply the category labels to the 12 small oval spots



We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.

Proof of Purchase
Picture Pursuit
Game

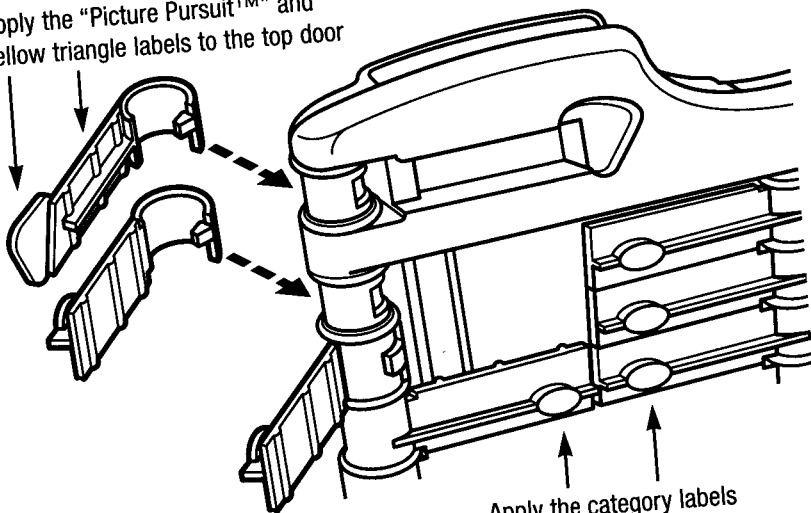
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