

Trivial Pursuit® STAR WARS™

RULES OF PLAY

For 2 to 4 players or teams / Teens - Adults

Star Wars © Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.
TRIVIAL PURSUIT & © 1998 Horn Abbot Ltd. Printed in U.S.A.

OBJECT

To move along the circular track and the spokes correctly answering questions, and to collect colored wedges for correctly answering questions in each of the six category "headquarters" (at the base of each spoke). To win, a player (or team) returns to the hub and correctly answers the game-winning question in a category chosen by the other players.

EQUIPMENT

Gameboard • Question-and-answer cards • 4 pewter tokens and 24 scoring wedges • R2-D2 randomizer

PLEASE NOTE: The character tokens in this game are made of the highest quality pewter available. Due to the flexibility of pewter, tokens may bend. If they do, *carefully* bend them back into shape.

BATTERIES

Activate the batteries: Use a screwdriver to remove the battery compartment door on the R2-D2 randomizer, then pull out the Mylar strip to expose the battery contacts. Replace the door.

Replacement batteries: Use 2 EVEREADY A76 button-cells (or the equivalent).

CAUTION:

- As with all small batteries, the batteries included with this game 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 telephone 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

SETUP

Select one *Star Wars* character token and six scoring wedges, one in each of the six category colors.

Each player (or team) presses R2-D2's head: Whoever got the highest number goes first.

All players start in the hub at the center of the board and move down one of the spokes and out onto the circular track. Play moves in either direction around the track, clockwise or counter-clockwise.

GAME PLAY

First turn:

On your first turn, press R2-D2's head—he will show you the number of spaces to move. Select which color/category you want to land on and which of the six spokes you'll move down. If R2-D2 tells you 6, you will immediately land on a category headquarters and try for a scoring wedge of that color.

Whichever color you land on, another player will ask you a question in that category:

The other player draws the first card and reads the question next to the appropriate colored oval. Answers are on the opposite side of each "all-text" card. For photo cards, hold the card so the answerers can see the photo; the answer appears in parentheses in **bold** immediately after each question. When done with the question, place the card in the *back* of the deck, behind the other cards.

If you answer your first question correctly, continue your turn by pressing R2-D2's head again and moving that number of spaces.

The categories are color coded...

Purple	Characters	Green	Geography
Blue	Weapons & Vehicles	Orange ...	Droids, Creatures & Aliens
Gold	History	Pink	Wild Card

What's different about *this* TRIVIAL PURSUIT® edition?

- R2-D2: Press his head—he'll tell you how many spaces to move.
- You'll answer questions related to the images on the 100 photo cards.
- Hyperspace: Land here, and move to *any* other board space.
- When asking questions from the Episode I pack, follow the color coding; there are no subject categories.



Hyperspace

Notes:

- Each time you push R2-D2's head, you may select which direction you want to move along the track as you attempt to move towards category headquarters to try for scoring wedges in each of the six colors.
- You may *not* move both forward and back on the track (or on a spoke) in the same move.
- You must move the number of spaces shown on R2-D2.
- If you answer incorrectly, play passes to the player on your left.

Subsequent turns:

Whenever you answer a category headquarters question correctly, put that color wedge into the base of your token. But if you answer incorrectly, on your next turn you must move out of that category headquarters for a question before re-entering and trying again for that color piece. You do not have to try that same category immediately; you may move elsewhere on the board and return to it later.

There are 10 "Roll Again" spaces on the track. If you land on one, continue your turn by pressing R2-D2 and moving again. There are 2 *Hyperspace* spaces. If you land on one, move anywhere you want.

NOTE: Any number of tokens may occupy the same space at the same time.

Moving through the Hub:

You may cut across the board by moving your token up the spokes to the hub and out again, moving either straight across the hub, or "turning" and going down another spoke.

If you land by exact count right in the hub—but can't try to win the game because you do not yet have color wedges in all six colors—you may pick whichever category you want for your question.

WINNING THE GAME

Once you've collected one scoring wedge in each color, make your way to the hub and try to answer the game-winning question. You must land in the hub by exact count; if you overshoot the hub, pick the spoke you want to move down and answer the question in the category you land on; then, on your next move, try again to hit the hub by exact count.

When you do hit the hub, the *other* players (or teams) select the category of the game-winning question from the next card in the box.

Answer the question correctly, and you win! Answer it incorrectly and you must wait for your next turn, leave the hub, answer a question and then re-enter the hub—by exact count!—for another question.

NOTE: Since a player continues his or her turn until a question is answered incorrectly, it is possible for one player to move around the board and collect all six scoring wedges, then move into the hub and win the game—all on one turn. If this happens, any player who has not yet had a turn is permitted a chance to duplicate the feat and create a tie.

VARIATION FOR A SHORTER GAME

Determine before you begin that you will collect just four or five wedges (instead of the full six) before moving to the hub for the final, game-winning question.

NOTES ON PLAY

- Players will collectively decide how long a person has to answer a question, and how specific the answer must be.
- Players should remember that making a guess is always better than not answering at all.
- The TRIVIAL PURSUIT game lends itself well to team play for as many as 24 players. Teammates decide how a question should be answered; to avoid confusion, the team captain should give each answer.



We will be happy to hear your questions or comments about this game. Write to: Parker Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone 888-536-7125 (toll-free).

PROOF OF PURCHASE

Trivial Pursuit
STAR WARS
GAME