# 90's Trivial Pursuit®

Time Capsule Edition
From the most trivial of decades™.

## RULES OF PLAY

For 2 to 4 players or teams/ADULTS

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## 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 hexagonal hub and correctly answers the game-winning question in a category chosen by the other players.

## EQUIPMENT

TRIVIAL PURSUIT® gameboard • question and answer cards in box • 5 card holders • 1 six-sided die • 1 ten-sided die • 4 decorated pawns • 24 scoring wedges

## SETUP

Select one token and six scoring wedges, one in each of the six category colors. Roll the six-sided die (the ten-sided die and the 5 card holders will be used for alternate game play as explained later); the high roller goes first. All players start in the hexagonal 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 counterclockwise.

## GAME PLAY

**First turn:**

On your first turn, roll the die and select which color/category you want to land on and which of the six spokes you'll move down. If you roll a 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 from the box and reads the question next to the appropriate colored oval. Answers are on the opposite side of each card. When done with the question, place the card in the back of the box, behind the other cards. If you answer your first question correctly, continue your turn by rolling the die again and moving that number of spaces.

**The categories are color coded...**

| | |
|---|---|
| *Pink*..... | **Oops** — is all about mistakes and mishaps that made the headlines. |
| *Yellow*..... | **Wired** — is all about technology, gadgets, and the Internet. |
| *Brown*..... | **Viewing** — is all about movies, television, and things we watched during the 1990's. |
| *Orange*..... | **Trends** — is all about food and fashion. |
| *Green*..... | **Important** — is all about real news. |
| *Blue*..... | **Hangin'** — is all about what people did in their leisure time; games, sports, reading, etc. |

## NOTES

- On each roll of the die, 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 can 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 the die.
- Any number of tokens may occupy the same space at the same time.
- If you answer incorrectly, play passes to the player on your left.

Subsequent turns:

Whenever you answer a category headquarters question correctly, put that colored wedge into 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 12 "Roll again" spaces on the track. If you land on one, continue your turn by rolling the die and moving again.

**Moving through the Hub**

You may cut across the board by moving your token up the spokes to the center 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 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 again—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.

## ALTERNATE GAME PLAY RULES

1. Separate the cards by one year increments and place them in the card holders.
2. On your turn, roll both dice. The space you land on determines the category (as usual). The number on the ten-sided die determines what year the question is asked from. For example, if you roll a 4 on the ten-sided dice, the question will be from 1994. Play proceeds as in the standard rules.

## 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 game-winning, final question.

## NOTES ON PLAY

- Players will collectively decide how long a person has to answer a question, and how specific the answer must be. For example, is a last name enough, or must the player give both the first and last name. You are not required to give the explanatory information that appears in parentheses after some answers.
- Players should remember that making a guess is always better than not answering at all. Players often amaze themselves with what they know!
- The Trivial Pursuit® game lends itself well to team play for as many as 24 players. Disperse those considered strong in various categories among the teams. Teammates decide how a question should be answered; to avoid confusion, the team captain should give each answer.

Trivial Pursuit

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