

Trivial Pursuit®



BASIC RULES OF PLAY

Rules © 1990 Horn Abbot Ltd.

OBJECT

To move around the circular track and the spokes correctly answering questions, and to collect a wedge for correctly answering a question in each of the six categories you have chosen. To win, a player (or team) returns to the hexagonal hub and correctly answers the game-winning question in a category randomly chosen by the computer.

GAMEPLAY NOTES

- If you answer incorrectly, the play passes to the next player.
- Any number of players may occupy the same space at the same time.

WINNING THE GAME

Once you've collected one scoring wedge in each category, make your way to the hexagonal 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.

Answer the final 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.

HOW TO PLAY THE COMPUTER GAME

For 1 or more players / Ages 8 to adult

TO LOAD THE PROGRAM

- Insert the program disk into Drive A
- Type A:
- Press [ENTER]

For additional information (such as copying onto your hard drive):

- At the A: prompt, type TYPE README.DOC
- Press [ENTER]

To start game:

- If you have a CGA monitor, at the A: prompt, type TP [ENTER]
- If you have an EGA monitor, at the A: prompt, type TP EGA [ENTER]

TO SET UP A GAME

Select Players:

- Type in players' names, or pick your computer opponents by typing in their numbers
Notes: Player #1 must be a human. The computer opponents will play by themselves

To Select Categories: You may let the computer randomly select six categories; you may alter some or all of the categories the computer selects; or you may start by selecting the six categories you want.

To let the computer select:

- Press the Space Bar while RANDOM is highlighted; six random categories will appear on the list to the right

To de-select categories:

- Use the arrow keys to highlight the category you want to de-select
- Press [ENTER] to delete it; repeat if desired

To alter the computer-selected list OR to create your own list of categories:

- Use the Arrow Keys to move around the lists on the left
- When a category you want is highlighted, hit ENTER to put it on the right-hand list

To confirm the six categories:

- When you've created the list you want, highlight DONE
- Press [ENTER]

Note: When the game board screen appears: If you are running off a 5.25" disk, insert Disk 2 (Question Disk) at the prompt; if you are running off a 3.5" disk or hard drive, hit the Space Bar to begin the game

To Roll the Die:

- Press Space Bar to stop the die; the various spaces on the board you may move to will be highlighted
- Type in the *number* of the space you want to move to
- Press [ENTER] (As long as you haven't hit ENTER, you may key in other space numbers if you change your mind)

If you choose a Roll Again space (picture of a die):

- Press [ENTER] to roll the die again

Questions and Answers:

- When a question appears, think of/say your answer
- To see the correct answer, press the Space Bar
- If you answered correctly, hit Y for YES, roll the die and continue your turn
- If you were not correct, hit N for NO; the next player goes

To Start a Saved Game:

- If you have previously saved a game, type 0 (zero) when the Select Players screen comes up
- You may save only one game at a time

HELP (Sound/Statistics/Quit/Save)

- Hit the letter H to bring up the Help/Menus screen, to turn off the sound, or to quit the game by following the on-screen instructions
- You may only get Help when the Help prompt is on the screen

To Save a Game:

- If you are working off a 5.25" disk, type S to Save and at the prompt, re-insert Disk 1 (Program Disk)
- If you are working off a 3.5" disk or off your hard drive, just press S

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