

Trivial Pursuit®

THE YEAR IN REVIEW—RULES OF PLAY

Ages teen to adult / For 2 to 6 players or teams

Rules ©1992 Horn Abbott Ltd.

OBJECT

To correctly answer questions and collect colored wedges in each of six categories, and then correctly answer a final question in a category chosen by the other players.

EQUIPMENT

Over 1300 questions and answers • 1 Category selection die
• 6 Tokens • 36 Scoring wedges • 1 Code Card

SETUP

- Remove the Code Card from the front of one of the card decks. Keep it handy.
- Each player selects one empty token. Pick a player to go first.



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
TRIVIAL PURSUIT®
YEAR IN REVIEW
1992

GAMEPLAY

On your first turn, roll the die. Another player now draws the first card from either stack in the tray and asks you the question next to that color dot. Answers are on the back of each card. When through asking a question, always put that card into the back of the stack, behind the other cards; for the next question, draw the next card at the front of the same stack.

If you answer your first question correctly, put a wedge of that color into your token; continue your turn by rolling the color die again and answering the question for that color on the next card from the box. If you roll a color you have already successfully answered, you must still answer the new question in that same color before you may roll again.

The categories are color-coded as follows:

Blue.....Personalities Brown.....Around the World
Pink.....Entertainment Green.....Sports & Leisure
Yellow.....In the News Orange.....Wild Card

WINNING THE GAME

Once you have collected one wedge in each of the six colors, you must still answer one more question in order to win. Your opponents select the color and category and ask you that question from the next card in the tray. If you answer correctly, you win! If not, play continues; another player may get the chance to win, or play may come back around to you so you may try again to win.

Note: Since a player continues his or her turn until a question is answered incorrectly, it is possible for one player to collect all six scoring wedges and correctly answer the game-winning question — 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.

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 explanatory information that appears in parentheses after some answers.
- All TRIVIAL PURSUIT® games lend themselves 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.
- You may use this YEAR IN REVIEW edition with any Master Game edition. The color dots on the cards are arranged in the same order, for interchangeable play.

Remember...

TRIVIAL PURSUIT—The Year in Review will be an annual game event.

So be sure to look for the 1993 edition!

And look for these TRIVIAL PURSUIT Master Games and Card Sets, too...

TV EDITION Fifty years of television trivia, from drama and sitcoms to game shows!	FAMILY EDITION Separate questions for adults and kids, so the whole family plays together!	TRIVIAL PURSUIT FOR JUNIORS® The same adult format, with questions specially written for ages 7 to 10.
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