

## **TRIVIAL PURSUIT**

### **RULES OF THE PLAY for four teams of seven players**

#### **OBJECT :**

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

#### **SET UP :**

Select one token and six scoring wedges, one in each of the six category colors  
Roll the die, the high roller goes first.

All players start in the hexagonal hub at the centre 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

#### **First turn:**

On your first turn, roll the dice 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 immediately land on category headquarters and try for a scoring wedge of that color.

Whichever color you land on, another player will ask you a question in the category: the other player draws the first card from either one of the card boxes and reads the question next to the appropriate colored dot.

Answers are on the opposite side of each card.

When done with the question, place the card in the back of its 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:

1. History of Rome (yellow)
2. Architecture and buildings (green)
3. Myths and Religion (brown)
4. Theatre and Olympics games (orange)
5. Customs and food (pink)
6. Democracy and Philosophy (blue)

#### **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 six 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 space shown on the die.
- If you answer incorrectly, play passes to the team on your left.

#### **Subsequent turns:**

Whenever you answer a category headquarters question correctly, put the colored wedge into your token.

But if you answer incorrectly ,on your next turn you must move out of that category headquarters for a turn 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.

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 centre 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 you

### **WINNING THE GAME**

Once you've collected one scoring wedge in each color , 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.

When you do hit the hub, the leaders of the other teams select the category of the game- winning question from next card in the appropriate 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 an other question.

NOTE:

Since a player ( or team )continues his or her turn until a question is answered incorrectly ,it is possible for one player ( or team )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 SHORT GAME**

**If after two hours the game is not over, you can play the short version.**

In this version you will collect four or five wedges (instead of the full six) before moving the hub for the final, game-winning question.

### **NOTES ON PLAY:**

**The 28 players participating in the game will be divided into four teams, where there will be student representatives of all school partners.**

**Each team will elect a spokesperson leader.**

**In turn the players on the team can answer the question after agreeing the answer with teammates within the time limit of ten seconds.**

**When done with the question , place the card in the back of its box, behind the other cards.**

**Only in case the answer is wrong, otherwise, if the answer is correct the card that contains the question is removed.**