

RULES FOR PLAYING

Trivial Pursuit® FOR JUNIORS

Ages 7 to 10. For 2 to 4 Players.

CONTENTS

- 1 Playing Board
- 1 Spinner
- 4 Pawns
- 4 Frames
- 4 Sets of 6 Scoring Wedges
- Question-and-Answer Cards

OBJECT OF THE GAME

Be the first to answer a game-winning question after collecting scoring wedges in all six colors.

GETTING READY TO PLAY

1. Open the playing board. The board has 43 spaces arranged in the shape of a wheel. The space in the center is called the hub. The six straight sections going from the hub to the circle are the spokes. Each space (except the hub) is colored yellow, purple, orange, blue, green or red. Each color represents one of the categories on the question-and-answer cards. The six spaces at the ends of the six spokes are called category headquarters.
2. Separate the spinner, the four frames and the four sets of wedges. Each player gets one frame and one set of six wedges.

3. Separate the question-and-answer cards and place them in the card tray in the box. Each card has six questions, one in each of these categories:

Yellow	Every Day
Purple	Fun
Orange	Science
Blue	Stories & Songs
Green	Nature
Red	Games

The answers are on the back of the card.

4. Each player chooses a pawn and places it in the hub.
5. To see who goes first, players spin the spinner. The highest number wins. If two or more players tie, they spin again.

PLAYING THE GAME

1. When it's your turn, you spin the spinner and move your pawn the number of spaces shown. "Your Choice" means you can move any number of spaces from 1 to 6.
2. You may move your pawn in either direction around the circular path or along any of the spoke paths. You may move along both the circular path and a spoke path in one turn, but you must keep moving forward. You are not allowed to go backward over spaces already crossed in the same move. For example, if your pawn is 3 spaces from a category headquarters and you spin a 5, you can't move 4 forward and 1 backward to get there.
3. When you land on a colored space, another player reads you a question in the category that corresponds to that color. The question is taken from the first card in the tray. That card is then placed at the back of the tray. The next question comes from the next card, and so on.
4. If your answer to a question is correct, you get another turn and you spin again. If it is not correct, the turn passes to the player to your left.

5. When you land in a category headquarters and answer a question correctly, you place the appropriate wedge over the matching color in your frame. If you answer incorrectly, you lose your turn. On your next turn you can either spin and move, or stay there and answer another question in the same category to try to gain the wedge.

6. If you land in the hub before gaining all six wedges, you choose the category that your question will come from.
7. If your pawn passes through the center of the board, the hub counts as one space.
8. Any number of pawns can occupy the same space.
9. After you have correctly answered questions in all six category headquarters, you head for the hub. You do not have to spin the exact count to land in the hub if you have filled your frame with all six wedges; a number larger than you need is okay. For example, if you spin a 5 and need only 3, you can stop in the hub and forget about the extra 2. (Remember that in all other cases, you have to move the exact number of spaces shown on the spinner.)

WINNING THE GAME

When you reach the hub after gaining all your wedges, the other players choose a category. Then one of the players asks you the question in that category on the next card.

If you do not answer correctly, you can stay in the hub without spinning and answer questions on your following turns.

The winner is the first player to answer a question correctly after collecting all six wedges and landing in the hub.

NOTES

The rules do not say how long you can take to answer a question or how exact an answer must be. The players themselves decide.

Guessing is better than not answering at all. You probably know a lot more than you think you do, so have a try!

It's fun to play Trivial Pursuit in teams. Teammates discuss each question and the team captain gives the answer they decide on. Remember that the main object of the game is to have fun. Relax, enjoy yourself, and good luck!