

TRIVIAL PURSUIT



55 question cards, 54 play cards, and 1 category reference card

OBJECT OF THE GAME

the first player to collect six Wedge cards, one of each color.



- 1 Place the question cards in a pile, question side up.
- 2 Place the Buzz card where everyone can reach it.
- The rest of the cards are the play cards. Shuffle them and deal five to each player. You can look at your cards, but don't show them to anyone else.
- 4. Place the remaining play cards in a draw pile on the table.

 Leave room for a discard pile.
- 5. The player to the left of the dealer goes first.

ON YOUR TURN

- 1. Draw one card from the draw pile.
- 2. Play one card from your hand.
 - To play a colored Wedge card, place the card face up in front
 of you. The player on your right draws the top question card and
 reads the question matching the category of your Wedge. If you
 answer correctly, keep the Wedge in front of you on the table.
 If you do not answer correctly, discard the Wedge.



Hint: You might place the Wedge card sideways or upside down while answering the question to keep track of what you're trying for and what you've already earned.

 To play a Wild Wedge card, answer a question from the category of your choice. If you answer correctly, keep the Wild Wedge in front of you. If you do not answer correctly, discard it.

Note: You may use a Wild Wedge card as any Wedge you need at any time. For example, you might answer an Entertainment question but choose to use the card as your History Wedge.

 To play a Steal card, simply steal a Wedge from in front of any player and place it in front of you. No need to answer any questions! For a Double Steal, you can steal two Wedges two from one player, or one from two players. Discard the Steal or Double Steal after you play it.

Note: A Wild Wedge cannot be stolen!

- You can play a **Block card** to block a Steal or Double Steal card
 if one is played against you. When this happens, both the Block
 and the Steal/Double Steal cards are discarded. Draw a new
 card after you play a Block.
- 3. Now it's the next player's turn.

USING THE BUZZ CARD

BUZZ CARD

When it's another player's turn but you think you know the answer, you can grab the **Buzz card** before the other player answers. If they answer the question incorrectly, you can then answer yourself. If you answer correctly, take the Wedge card. If you are incorrect, the player you buzzed takes one of your earned Wedges (if you have any).

Note: The player reading the question can also buzz — after reading the question but before looking at the answer.

HOW TO WIN

The first player to collect six Wedge cards (one of each color) wins.

For a quicker game, collect any four Wedges, regardless of color.

QUICK REFERENCE

WEDGE CARDS



WILD WEDGE

Counts as any Wedge - and can be answered as one category and used as another.

Cannot be stolen.

STEAL

Used to steal another player's Wedge.



DOUBLE STEAL

Used to steal two Wedges — either two from one player or one from two players.



BLOCK

Blocks a Steal or Double Steal.



Buzz

Gives the first player to grab it a chance to answer if the player answering the question gets it wrong.



Visit trivial pursuit.com for all things Trivial Pursuit — including future versions of Steal!

PROOF OF PURCHASE



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Hasbro Canada, Longueuil, QC, Canada J4G 1G2.

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