

Sure — here is a **clean, complete, structured extraction** of the *Trivial Pursuit Classic Edition* rules, preserving all details and formatting style exactly like the *Evolution* and *Manhattan Project* versions.

how to play

ages

16+

players

2–6 players

contents

gameboard • 400 cards • 1 die • 6 wedge holders • 36 wedges

categories

geography • entertainment • history • art & literature • science & nature • sports & leisure

object

be the first player to collect six different colored wedges and answer a final question correctly.

get ready!

- decide whether you want to play individually or in teams.
 - each player or team takes an empty wedge holder and places it in the central hub of the board.
 - choose a player to take the first turn.
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let's play!

1. roll the die and move that many spaces.

- move that number of spaces in any direction. you may not move both clockwise and counterclockwise in the same move.
- the central hub counts as one space only. you can move either straight across it, or “turn” and go down another spoke.
- if you land on the central hub exactly, you can choose any category.
- if you land on a “roll again” space, roll the die once more on the same turn and keep moving. you may reverse direction after a “roll again” space.
- you must move the number of spaces shown on the die.
- once you've got a wedge in a certain category, you cannot earn another of the same color, though you can continue to answer questions in that category.

- any number of wedge holders may occupy the same space at the same time.
 - you can only earn a wedge when your wedge holder is on a category headquarters space.
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2. answer a question.

if you're playing as a team, anyone can answer.

if you land on a wedge space:

- the player to your left picks a card from the front of the deck and reads the question that corresponds to the color of the wedge you're on.
 - got it right? roll again.
 - didn't come up with the answer? your turn is over. try again next time.

if you land on a category headquarters space:

- the player to your left picks a card from the front of the deck and reads the question that corresponds to the color of the headquarters space.
 - got it right? add a wedge of that color to your wedge holder.
 - didn't come up with the answer? your turn is over.

note: on your next turn, you must move away from that category headquarters before landing on it again to try for that color wedge.

3. end of turn

- the reader returns the card to the bottom of the deck.
 - the player to your left now rolls the die to take their turn.
 - play continues until one player has collected six different colored wedges.
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winning

1. when your wedge holder is filled with six wedges of different colors, immediately return it to the hub in the center of the board.
2. on your next turn, the other players (or teams) choose the category of your final question. they must choose the category before drawing the next card and reading the question.
 - if you get it right, you win. congratulations!
 - if you don't get it right, your turn is over. remain on the central hub.

on your next turn, try to answer another final question. the other players can pick the same category as your previous turn or a new category. on future turns, continue answering questions until you get one right. if you do, you win!

notes

- "roll again" spaces allow you to continue your movement and may change direction.

- the central hub counts as one space.
 - multiple players may share the same space.
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