

## Contents

- Game Board
- 2 Boxes of Question/Answer Cards
- Numbered Die (white)
- Category Die (black)
- 6 Game Pieces

## Object

To advance through the Year Rings (1990-1999) by answering trivia questions, and to become the first player/team to reach the center of the game board.

## Pre-Game

Each player/team shall select a game piece and place it on the Start Space. Establish the order of play by rolling the Numbered Die. The player/team that rolls the highest number will go first and then order of play will proceed clockwise.

## Your First Turn

Roll the Numbered Die and move your game piece clockwise or counter-clockwise within the 1990 Year Ring. You will land on either: (1.) a Roll Again Space, (2.) a Category Space, or (3.) a Jump Space.

**(1.) Roll Again Space** - Land on the 1990 Roll Again Space and you must roll the Numbered Die again and proceed with play.

**(2.) Category Space** - Land on one of the five Category Spaces in the 1990 Year Ring and any opposing player will draw a card from either card deck and read a question corresponding to the icon on the Category Space (the answer appears on the reverse of the card).

- If you answer the question correctly, you maintain control of play and roll the Numbered Die again. (Note: You will notice that each answer has a corresponding year. The years printed on the cards are relevant only when you land on a Jump Space. More on that later!)
- If you answer the question incorrectly, your turn is over and play proceeds to the next player/team. On your next turn, roll the Numbered Die and move to a new space.

**(3.) Jump Space** - Land on the 1990 Jump Space and you have the opportunity to advance into the 1991 Year Ring. Start by rolling the Category Die.

- Roll a "Free Jump" on the Category Die and you automatically

advance to the 1991 Year Ring ("Free Jump" means you do not need to answer a question. You advance for "free"!). Move your game piece to the 1991 Roll Again Space and proceed with play by rolling the Numbered Die.

- Roll one of the five categories on the Category Die and any opposing player will draw a card from either card deck and read a question from the category indicated on the Category Die.

- To advance to the 1991 Year Ring, you must answer the question correctly AND you must correctly determine if the answer occurred in 1990 with a "Yes" or "No" answer. If doubly correct, you advance to the 1991 Year Ring. Move your game piece to the 1991 Roll Again Space and proceed with play by rolling the Numbered Die. (Note: You do not need to identify the exact year of the answer on the reverse of the card. Either the answer occurred in 1990 ["Yes"] or the answer did not occur in 1990 ["No"]. If you choose correctly, you advance!)
- If you answer the question correctly, but do not correctly determine if the answer occurred in 1990, your turn is over and play proceeds to the next player/team. (Note: Remain on the 1990 Jump Space. On your next turn roll the Category Die again and attempt again to advance to the 1991 Year Ring.)
- If you answer the question incorrectly, your turn is over and play proceeds to the next player/team. (Note: Remain on the 1990 Jump Space. On your next turn roll the Category Die again and attempt again to advance to the 1991 Year Ring.)

## Game Play

Players/teams continue play by advancing through the remaining Year Rings (1991-1999). The only way to advance to subsequent Year Rings (e.g. 1991 to 1992) is by landing on Jump Spaces. Once on a Jump Space, players/teams attempt to advance to the next Year Ring by following the "Jump Space" instructions above and substituting the year of the Year Ring their game piece is in.

## To Win

The first player/team to reach the center of the game board via the 1999 Jump Space is the winner! (Note: "Jump Space" instructions apply on the 1999 Jump Space. However, players cannot win by rolling a "Free Jump.")