

Trivial Pursuit®

DISNEY EDITION

For 2 to 6 players or teams
AGES 8+

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OBJECT

To be the first player to fill all six spaces on your scoring token with different colored scoring wedges by correctly answering questions. Get back to the center first and answer a final question correctly to win!

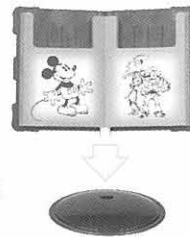
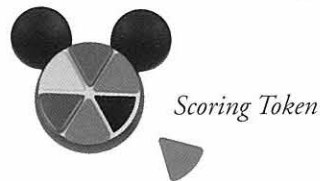
Players 14 years or older, answer questions on the blue cards. Younger players answer questions on the red cards. Decide who should play from what side of the Disney Book of Magic at the start of the game and always return cards to the appropriate side.

Make sure the cards go in this way.



GET READY

1. Take an empty scoring token for each player or team and place it on the center space of the gameboard. Place the Sorcerer's Hat on any of the six wedge spaces.



2. Assemble the Disney Book of Magic by placing the book into its base.
3. Take a deck of cards. Place 25 red cards in one side of the Disney Book of Magic and 25 blue cards in the other.
4. Roll the number die. The high roller goes first.

CONTENTS

- Gameboard
- 200 question-and-answer cards
- 1 Disney Book of Magic card holder with base
- 6 Disney scoring tokens
- 36 colored scoring wedges
- 1 Sorcerer's Hat mover
- 2 dice

HOW TO MOVE AROUND THE BOARD

At the start of the game, move away from the center, along any of the spokes. When you reach the circular track, you can move either clockwise or counterclockwise. As you can move in any direction, always plan your moves carefully so that you land on the space that is best for you.

You cannot go back and forth on the same spaces on the same roll of the die. For example, you cannot roll a "5" and move clockwise three spaces, stop, turn around and come back two. However, the next time you roll the die, you can decide to change direction and go the opposite way from your last move.

You can make your way to the other side of the board by cutting across the middle along the spokes. Also, players can share spaces.

ON YOUR TURN

1. Roll the die. Younger players should roll both dice.
2. Move your scoring token the full amount shown on the number die.
3. If you roll the hat symbol, move the hat to the next wedge space in either direction.
4. When you land on a space, answer a question! Remember – adults answer the blue questions, younger players answer the red questions.

One of the other players draws the first card from the front of the appropriate card deck and reads out the question that matches the color of the space on which you have landed. Each color corresponds to a category (see the back of these instructions). Answers to the questions are printed in bold after each question. There is a picture on the back of each card, which you may look at to help you answer the question. If you land on the center space during the game, you can choose any category for your question.

RIGHT ANSWERS

If you answer the question correctly, take another turn. You can keep rolling and moving as long as you get the answers right – there is no limit to the number of turns you can take in a row.

WRONG ANSWERS

Sorry. If you get it wrong, that's the end of your turn. The player to your left rolls the dice.

Note: If you are a young player and your scoring token is sharing a wedge space with the Sorcerer's Hat, you get to answer a second question in the same category to try and win a wedge.

“ROLL AGAIN” SPACES

When you land on a Roll Again space, you may roll and move again. You may move to another “roll again” space and keep rolling until you land on a question or wedge space.

Note: If you land on a “roll again” space, do **not** roll the Sorcerer’s Hat die.



WEDGE SPACES

There are six spaces around the board with a picture of a colored wedge. If you answer a question correctly when you land on one of these Wedge spaces, place a matching colored scoring wedge into your scoring token! Then roll the dice and go again.

If you get the answer wrong on a Wedge space, you’ll have to move off the space and along the track on your next turn before you can come back and try again to win a wedge of that color.

If you land on the same Wedge space later in the game and you already have a wedge of that color, treat it as an ordinary space and answer a question from the matching category.

SORCERER’S HAT

This magic hat gives younger players a bonus question if they need it. Roll the moving hat die on every turn. Every time the hat symbol is shown, move the Sorcerer’s Hat to the next Wedge space in any direction. If a *young player* moves their scoring token to the Wedge space with the Sorcerer’s Hat and answers the wedge question incorrectly, they get a second question in the same category to try and win a wedge. This rule does not apply to players 14 or older.

Note: If you are already on a Wedge space and the hat moves onto the same space, you don’t get a bonus question.



WINNING THE GAME

As soon as you have won a wedge of each different color, start making your way back to the center space and try to land there by exact count. If you overshoot the center, keep playing until you land there by exact count.

When you get there, the other players – before looking at the next card – decide from which category you will have to answer a final, deciding question.

If you get the answer wrong, leave the center space on your next turn and return later (landing by exact count) to try again.

If you answer the deciding question correctly, you win the game!

HOUSE RULES

At the start of the game, you should all agree how much time players should be allowed to answer a question. Also, decide how accurate answers should be. For example, you may agree that only giving a last name is enough to score a correct answer. You might, however, decide that both first and last names must be given. You might also decide to have different rules for younger and older players.

SHORT GAME

In this version of the game, you don’t have to land on a Wedge space to win a wedge. Instead, the first time you get a correct answer on any one of the six different colored spaces, you win a matching wedge.

WINNING STREAK

As you always get another roll of the die with every answer you get right, it is possible to collect all six wedges on your first turn! If this happens, any player who has not yet had a turn can try to repeat this feat and force the game to end in a tie.

HEROES AND HEROINES:

What were the heroes and heroines up to in your favorite Disney movies?

ONCE UPON A TIME:

Story facts, tall tales and Disney details – were you watching closely?

MONSTERS AND VILLAINS:

All there is to know about villains, evil acts and unfortunate events.

SUPPORTING STARS:

Were you watching what went on in the background? How much do you know about all the cool characters in each movie?

PLACES AND PROPS:

Locations and accessories. Where did it happen? What car did he drive? What’s her favorite pastime?

WONDERFUL WORLD OF DISNEY:

Facts from behind the scenes. Which actor played Simba? Which myth was behind the Pocahontas story?

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7026 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD or telephone our Helpline on 00800 22427276.

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