

Avalon Hill's Game of

TRIVIA™

AVALON HILL'S TRADEMARK NAME FOR ITS FACTUAL INFORMATION GAME

RULES OF PLAY

INTRODUCTION

The object of The Avalon Hill Game of TRIVIA is to be the first player to answer enough questions to earn a Bachelor's Degree in Trivia. Each correctly answered trivia question moves you closer to your goal and winning the game.

Each player taking part completes a turn, in order, clockwise around the table. During each turn, the player moves his playing piece, or Pawn, around the tracks on the gameboard. Depending on where the Pawn lands, the player is required to attempt to answer trivia questions from one of six schools of study. A correctly answered question scores 1 point, which advances the player's Chip 1 space along the Scoring Track in the center of the gameboard. When a player scores enough points, he or she advances to the Final Exam. The first player to pass a Final Exam earns the Bachelor's Degree of Trivia and wins the game.

HOW TO BEGIN

Each player takes a Pawn and Chip of the same color. Place the Pawns in the Dean's Office (on the gameboard) and set the Chips aside for now. Select the player to go first by rolling the die, high number plays first (reroll ties). Now play begins. The first player rolls the die and moves his or her Pawn a number of spaces equal to the number rolled. After the Pawn is moved, the player will have a chance to answer a trivia question. This ends the player's turn.

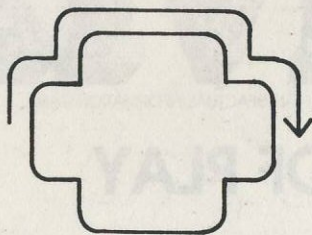
After the first player's turn is finished, the next player to the left moves. Play proceeds clockwise around the table, each player taking a turn in order, until one player wins.

HOW TO MOVE PAWNS

During your turn, the colored Pawn is moved once. It moves from 1 to 6 spaces depending on your die roll. While you are a Freshman, your Pawn must move clockwise around the outer track. Once you become a Sophomore, your Pawn may move clockwise or counter-clockwise on the outer track. Each turn, the Pawn must move entirely in one direction or the other from its starting space. When you become a Junior, you may enter the inner track through the connecting Elective spaces. You may

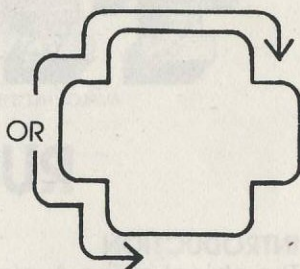
FRESHMAN MOVEMENT

CLOCKWISE
OUTSIDE



SOPHOMORE MOVEMENT

EITHER
DIRECTION
OUTSIDE



move in either direction on the outer track, while on the inner track, you may only move in a clockwise direction from your point of entry. Once you are a Senior, you may move on either track, in either direction.

If you land on a "Go to the Dean's Office" space, pick up your Pawn and place it in the Dean's Office. The Pawn is moved out of the Dean's Office onto the outer track during your next turn.

ANSWERING QUESTIONS

Once your Pawn has been moved, you attempt to answer a trivia question. The questions are on the Question and Answer Cards found in the card files built into the game box. On each card, the questions are divided into six different categories, each with its own color code, and each representing a different school of study. The question you are asked depends on the space you have landed on, as follows:

Colored Space: Question from that color.

Answer 2 Questions: Two questions from that color.

(attempt the second, even if the first is missed.)

Major: Question from the school of your Major study.

Minor: Question from the school of your Minor study.

Elective: Question from a school of your choice that is neither your Major or Minor.

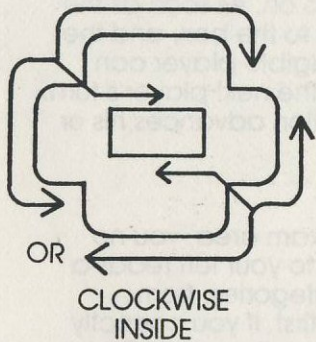
Dean's Office: The player to your right selects your category.

Final Exam: One question each from your Major and Minor studies.

The player to your left pulls the Question and Answer Card from the front of any one of the card files and reads the question aloud. If you correctly answer a question, advance your Chip one box. (If you fail, the other players may try.) After the question is

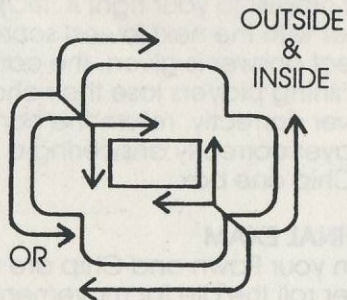
JUNIOR MOVEMENT

EITHER DIRECTION
OUTSIDE



SENIOR MOVEMENT

EITHER DIRECTION



resolved, the card is returned to the back of the card file from which it was taken.

KEEPING SCORE

Your colored Chip is positioned in the black boxes of the scoring track in the center of the gameboard to keep a score of the number of trivia questions which you have correctly answered. When you answer your first question, place the Chip on the #1 box. Each subsequent correct answer advances your Chip one box. Missed questions do not move you downward. After you answer your 16th question and advance your Chip to the "Go to Final Exam" box, pick up both your Chip and Pawn and place them in the Final Exam area. Beginning with your next turn, you will be taking Final Exams, trying to earn your degree and win.

YOUR PLAYER CLASS

The position of your Chip on the Scoring Track also shows whether you are a Freshman, Sophomore, Junior or Senior Class player. How your Pawn can move is determined by your player class. If you have answered 0 to 4 questions, you are a Freshman. If your score is 5 to 8, you are a Sophomore. A score of 9 to 12 makes you a Junior. A score of 13 to 15 makes you a Senior.

CHOOSING YOUR MAJOR AND MINOR

After you answer your 9th question and advance your Chip to box #9, you must choose two schools of study to be your Major and Minor studies. Before you roll the die for your next turn, announce which two schools (color-coded categories) are your Major and Minor. Thereafter, when you land on a space marked "Major" or "Minor," you must answer a question from the category you have designated. If you land on a space marked "Elective," you must choose a category which is neither your Major or Minor.

IF YOU CAN'T ANSWER CORRECTLY

When you fail to answer your question correctly, the other players may each try. You cannot try again, and the player to your left reading the question cannot try. The player with the lowest score (and closest to your right if tied) tries first. If this player fails, the player with the next lowest score tries, and so on. As soon as the correct answer is given, the card is returned to the box, and the remaining players lose their chance. If no eligible player can answer correctly, return the card and go to the next player's turn. A player correctly answering a missed question advances his or her Chip one box.

THE FINAL EXAM

When your Pawn and Chip are in the Final Exam area, you no longer roll the die for movement. The player to your left reads a question from both your Major and Minor categories, from separate cards. Resolve the Major question first. If you correctly answer both questions, you earn the Bachelor's Degree in Trivia and win the game. If you fail to answer either or both questions, you fail the exam and must wait until your next turn to try again. Final Exam questions you fail to answer may be attempted by the players who are not in the Final Exam area in the normal manner. Note, even if you fail to correctly answer your Major question, you must still attempt to answer your Minor question, to give your opponents a chance to catch up.

HOW TO GET ADDITIONAL QUESTION CARDS:

Consult current Game/Parts Price List (included in this game) for cost of Supplemental Card Sets, along with costs for replacement parts for this game.

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