**Trivial Pursuit – EVA Edition**

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**Content**

1 game board, 300 cards with questions and multiple-choice answers, 6 circular playing tokens with slots for wedges, 36 wedges in 6 different colours and 1 die

If you don’t have an original game board you can win flags instead of wedges.

**The different colours**

green = Portugal, yellow = Germany, blue = Estonia, orange = La Reunion, white = Bulgarian, red = Turkey

**The aim of the game**

The first player to fill his playing token with all 6 different-coloured wegdes and answering the final question in the centre of the board wins the game.

**Get ready**

1. Familiarise yourself with the board's layout: The Trivial Pursuit game board is shaped like a 6-spoke wheel. Players begin at the centre, then move out to earn a wedge from each of the wedge-marked spaces. You can move in any direction you like, but you are not allowed to change directions in the middle of a move.

2. Each player chooses a playing token and places it at the centre of the board.

3. Get out the question cards and make 6 different stacks for the different countries. Shuffle the stacks and place them beside the board.

4. The youngest player is the one to start. Then continue clockwise.

**When it is your turn**

1. Roll the die and move your token the number of spaces indicated by the die.

2. Answer a question! The colours of the squares correspond with different countries (e.g. if you end up on a green square you must answer a question on Portugal.) One of the other players draws the first card from the country´s stack and reads out the question as well as the possible answers.

The underlined answer is the correct one.

**Your answer is correct**

If you answer correctly, you get to move again. You can keep rolling, moving and answering questions until you get the answer wrong. Otherwise there is no limit to the number of questions you are allowed to answer. The player who has read out the question puts the card under the stack.

**Your answer is wrong**

Sorry! Now the player on your left rolls the die.

**Earning wedges**

If you are on a wedge space, you can earn a wedge by answering a question in the corresponding colour. Put the wedge into your token, roll the die again and move on. If you are not able to answer the question, it is the next player´s turn. In the next round you can either roll the die and move your token, or you can try to answer the next question and thereby gain a wedge.

You can only collect one of each wedge colours. If you land on a wedge space in a colour that you have already got, just try to answer the question to be able to move on. As you have to collect wedges in all 6 colours you must also answer questions on all 6 wedge squares.

If you happen to end up in the centre before having collected all 6 wedges, you may choose a country that you want to answer a question on.

**Winning ways**

Once you have collected all 6 wedges, begin moving to the centre or the board. Just keep rolling and moving each turn as usual. You do not need to roll the exact number of spaces to get to the centre space.

As soon as you reach the centre space the other players choose a country and you have to answer the next question on this country. They are not allowed to check out the questions beforehand, they only select a country.

If you cannot answer the question, you can stay where you are and try again in the next round.

If you can answer the final question: Congratulations! You have won the game.

**House Rules**

Before starting the game agree on the time each player is allowed to answer the question.

If you do not know the answer, just try guessing. You might be lucky.

**Playing as a team**

Trivial Pursuit can be played individually or in teams. In a team you can discuss the answers before your “team captain” finally gives the answer. Make sure the teams have equal chances of winning the game.

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