

PeopleTM weekly

The Trivia Game with Personality

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People. When they're famous or near-famous, everyone wants to know everything about them. The who, what, when, where, and why of their public and private lives. Their families and friends, houses and pets, careers, crises, victories, vacations, tastes, opinions, honors and scandals. Everything is fair game for the curious.

In this game, there are 3,000 trivia questions about today's famous people in six different categories—SONG (music), TUBE (television), SCREEN (film), PAGES (literature), JOCKS (sports), and CHATTER (general trivia)—each category from the magazine itself. So, if you know a lot about people, and if you bet wisely on the questions, you'll probably do well in this fascinating game.

Object

To cross the Finish Line first by asking, answering, and betting on trivia questions about well-known people.

Equipment

game board • 2 trivia-question card containers • 7 tokens, each a different color • 4 reference cards • 150 plastic "\$" chips • 500 cards, each with 6 trivia questions and their answers

Set Up

1. Directly in front of you is an *Ante* space. Take the matching colored token and place it onto the **Start** space. **This is your token.**
2. Four players each take a reference card and place it so that it can be shared by two players.
3. Each player takes 20 "\$" chips. The rest go into the "POT" in the center of the board.
4. Be sure each player has a piece of paper and a pencil.
5. Check to see that the cards are divided between the containers. (You don't have to count them; just "eyeball" them.) Then place the containers on opposite sides, adjacent to the board.
6. Choose one player to go first.

When the first player's turn is over, play proceeds, in turn, to that player's LEFT.

Game Play Summary

The purpose of this summary is to give you a general overview of how the game is played. IT DOES NOT PROVIDE YOU WITH ALL THE INFORMATION NECESSARY TO PLAY.

On your turn, you'll do the following things, however the order in which you do them may vary according to the space your token occupies at the start of your turn:

- Bet up to 6 "\$" chips. **On your turn, always do this before you read the question.**

Note: in this game, you bet "\$" chips in order to move forwards or backwards on the track. **You are not betting to win "\$" chips from the pot.** The POT is only a "bank" from which you may take "\$" chips when you need them (see **Special Notes** section, #1).

- Take the first card from either container and read aloud the question from the category matching the one on the space occupied by your token.
- Depending upon the space your token occupies, other players may also bet "\$" chips on your question (see **Playing** section for when, if, and how much can be bet).
- All players who have bet, including yourself, write down an answer in secret.
- Read the answer aloud to that category's question from the back of the card.
- All players who answered **CORRECTLY** move forward the number of spaces on the track equal to the number of "\$" chips they bet.
- All players who answered **INCORRECTLY** either stay where they are or move back the number of spaces on the track equal to the number of "\$" chips bet (see **Playing** section for more details).
- All players who bet move their "\$" chips according to the rules of chip movement (see **Examples of "\$" Chip Movement** section).
- End your turn.

Please read through the remaining rules before playing for all the details of game play.

Handling Trivia Cards

On your turn, be sure to follow these guidelines when removing a trivia card from the container:

- **ALWAYS** take the first card in the container.
- When reading the question, be sure to hold the card so no one sees the answer on the other side.
- After you read the answer, return the card **TO THE BACK OF THE SAME CONTAINER** so that the question-side of the card is facing forward.

"Double Your Move" Questions

You'll notice that certain questions have a second part which asks for another answer. These questions are always followed by the phrase, "... and double your move." When you **CORRECTLY** answer both parts of the question, you automatically advance your token on the track **TWO TIMES THE NUMBER OF "\$" CHIPS YOU BET.**

However, if you only answer one part of the question correctly, you move your token ahead the number of spaces equal to the number of "\$" chips you bet.

Example: If you bet 3 "\$" chips and you answer both parts of the question correctly, move your token ahead 6 spaces.

Playing

On your turn, play according to the space your token occupies at the start of your turn:

Remember: In this game, you're betting on your own knowledge, **EXCEPT WHEN ON "Ask Another Player,"** in order to move forwards or backwards on the track (see **Strategy Hints** section).

Choose A Category

If your token is on **Choose a Category**, pick any one of the 6 regular categories from which to answer a question.

1. a. Announce the category from which you'd like to answer a question. **LEAVE YOUR TOKEN WHERE IT IS.**
b. Before you read the question aloud, bet from 1 to 6 "\$" chips that you'll answer it correctly.
- c. Place the "\$" chips you bet into your #1 Ante section.

2. Take the first trivia card from either container and read aloud the question from your category.
3. Your opponents must now decide if they want to try to answer the question, too. Whoever decides to try may bet from 1 to 3 "\$" chips by placing them into his or her own #1 Ante section.
4. In secret, everyone who has bet writes down the answer.
NOTE: it's up to the players to decide when "time's up" for answering a question.
5. Read the answer from the back of the card. Then check to see who answered correctly.
6. Return the card to the back of the trivia card container.
7. For a *correct* answer:
 - a. *Every* correct player moves *ahead* the number of spaces equal to the number of "\$" chips he or she bet. NOTE: More than one token may occupy a space at any one time.
 - b. Every correct player takes back from the #1 Ante section all the "\$" chips he or she bet on that question.
 - c. Every correct player with "\$" chips in the #2 Ante section also takes back as many as he or she just took from the #1 Ante section (see **8d** below).
8. For an *incorrect* answer:
 - a. If it's your turn, LEAVE YOUR TOKEN WHERE IT IS.
 - b. Every incorrect opponent must move back the number of spaces equal to the number of "\$" chips he or she bet.
 - c. If, from a previous turn, you or an incorrect opponent has "\$" chips in the #2 Ante section, move them *all* into the POT (see **Examples of "\$" Chip Movement**).
 - d. Then, *every* incorrect player must move his or her "\$" chips from the #1 Ante section to the #2 Ante section.

Regular Category

If your token is on **Regular Category**, follow the steps for **Choose a Category**, with one exception: because you're already on a particular category, you do not get a choice, but must answer a question from that category.

Everyone Can Play

If your token is on **Everyone Can Play**, you must try to answer the question from the category indicated on this space.

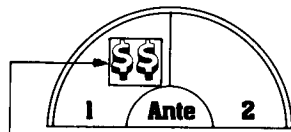
1. All betting takes place *before* you read a question from this space's category.
 - a. If it's your turn, you *must* bet from 1 to 6 "\$" chips.
 - b. Any opponent who wishes to bet may also bet from **1 to 6 "\$" chips**.
 2.
 - a. Everyone who answers correctly moves ahead the appropriate number of spaces, then collects the "\$" chips he or she bet.
 - b. Whoever answers incorrectly must forfeit "\$" chips by adjusting his or her Ante sections (see **Examples of "\$" Chip Movement**).
- No one moves back.**

Ask Another Player

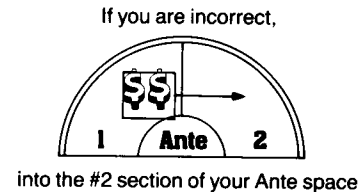
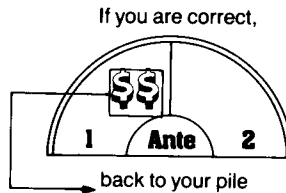
If your token is on **Ask Another Player**, pick one of the 6 regular categories from which to read a question. Then, choose any other player to answer that question for you.

1. Choose a category.
2. Select a player to answer that category's question for you.
3. Bet from 1 to 6 "\$" chips on that player's ability to answer. *No one else bets*.
4. After you read your question aloud, the player you select answers aloud.
5. If the answer is correct:
 - a. You both move ahead the number of "\$" chips you bet.
 - b. You take back "\$" chips (see **Examples of "\$" Chip Movement**).
6. If the answer is incorrect:
 - a. You stay where you are.
 - b. The person who answers moves back the number of "\$" chips you bet.
 - c. Forfeit your chips by adjusting your Ante sections as explained.

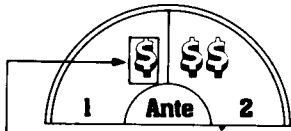
Examples of "\$" Chip Movement



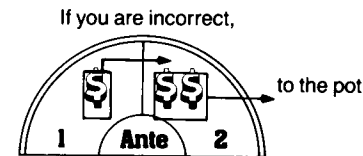
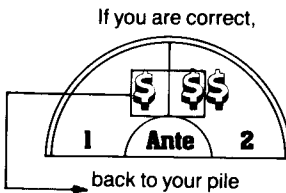
You bet 2 "\$" Chips



into the #2 section of your Ante space



You bet 1 "\$" Chip and have 2 "\$" Chips
your Ante space



to the pot

When You Run Out of "\$" Chips

If you run out of "\$" chips, wait until your next turn, then take 6 chips from the POT. At that moment, your turn ends.

Winning

The first player to cross the Finish Line is the winner.

Strategy Hints

1. Before you bet, look ahead on the track. If there's a particular space you'd like to land on, try to bet the number of "\$" chips that will land you on that space.
2. There may be times when you want to *move back* to a particular category. In that case, you might consider betting on an opponent's question and answering incorrectly.
3. Suppose you're on **Ask Another Player** and someone else is out in front. Try to slow that player down by asking a question from a category where you know he or she is weak. If that player's answer is incorrect, he or she goes back the number of "\$" chips you bet. And although you forfeit your "\$" chips, you stay where you are.

4. On the other hand, you can also move ahead when you're on **Ask Another Player**. To try, pick a player who's very good at a particular category and ask him or her a question from that category. If that player answers correctly, you both move ahead.

Special Notes

1. For a shorter game, begin play on the first **Choose a Category** space after **Start**.
2. *Team Play*
 - a. Divide the players into teams of equal number.
 - b. Each team moves one token along the track.
 - c. Team members discuss all questions and strategy points.
 - d. One team member writes down the answers.

 **PARKER BROTHERS**

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