

# Trivial Pursuit



# Trivial Pursuit

**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES  
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER  
ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system.
- Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS

- |                                 |                           |
|---------------------------------|---------------------------|
| 1 YOUR PURSUIT OF TRIVIA BEGINS | 3 STARTING UP             |
| 1 GENERAL CONTROLS              | 4 PLAYING THE GAME        |
| 1 GETTING STARTED               | 5 GAME MODES              |
| 2 GETTING STARTED               | 8 HINTS AND TIPS          |
|                                 | 9 LIMITED 90-DAY WARRANTY |

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

## YOUR PURSUIT OF TRIVIA BEGINS

For those who've always thought trivia was worth pursuing, then look no further! Welcome to *TRIVIAL PURSUIT™* for the PlayStation®2 system where the classic board game comes to life with bright colors, stellar animations, and an interactive interface that takes the game to another level of fun and brain power. With literally thousands of questions spread across six categories, you and your friends can determine who has a mastery of all that's trivial. It's the one and only *TRIVIAL PURSUIT!*

## GENERAL CONTROLS

Thanks to a simple control scheme, you can focus on those tough questions rather than burning brain cells on worrying about the right buttons to push.

<b>Confirm/Roll dice</b>	⊗ button
<b>Back</b>	⊙ button
<b>Cursor/Player movement</b>	Left analog stick/directional buttons ←/→/↑/↓

## GETTING STARTED

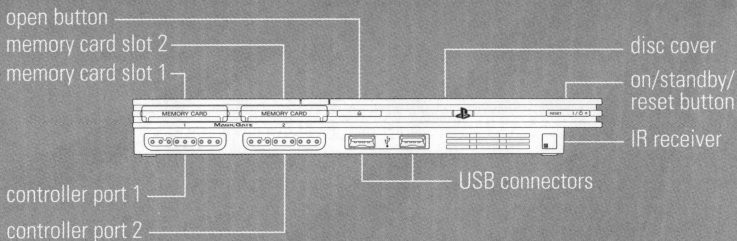
### MAIN MENU

<b>Facts and Friends</b>	Begin a Facts & Friends multiplayer game of <i>TRIVIAL PURSUIT</i> .
<b>Classic</b>	Begin a Classic multiplayer game of <i>TRIVIAL PURSUIT</i> .
<b>Clear the Board</b>	Begin a game of <i>TRIVIAL PURSUIT</i> as a single player.
<b>Continue Game</b>	Continue a previously saved game.
<b>Options and Profiles</b>	Change game options and view your personal results profile.



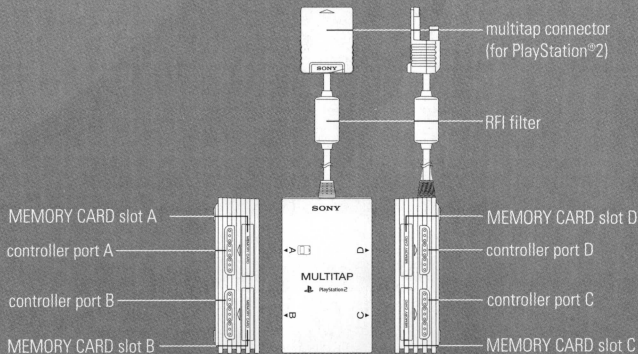
# Trivial Pursuit

## GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *TRIVIAL PURSUIT* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

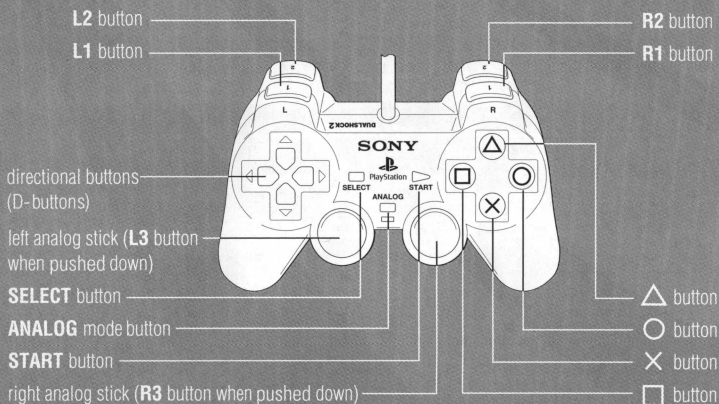
**NOTE:** When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.





# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## USER PROFILES

The first time you play *TRIVIAL PURSUIT*, the game helps you set up a unique profile. Pick your mascot, color of puck, and choose a unique name for yourself. Your profile allows the game to track all sorts of handy and fascinating facts about how you play *TRIVIAL PURSUIT*, such as how many games you've played and won and the percentage of questions you answered in each category. It even compares your strengths and weaknesses with those of your friends who play on the same console. The percentage of questions you answer correctly is displayed at the end of each game, and is saved to your profile. Your profile also tracks objectives in Clear the Board and helps you determine which ones you've reached and others you've yet to unlock.

## SAVING AND LOADING

*TRIVIAL PURSUIT* automatically saves your game, letting you concentrate on beating your friends and answering questions. If you like a little more control, turn the autosave feature off in the Options section of the main menu. Make sure you have a PlayStation®2 memory card installed before saving and loading a game.

**NOTE:** When you see the flashing autosave icon, please do not turn off your PlayStation®2 system.

When starting a new game of *TRIVIAL PURSUIT*, you need to choose a save slot. If all save slots are used, choose one to overwrite. To continue an existing game, select CONTINUE GAME from the main menu to find and choose your saved game.

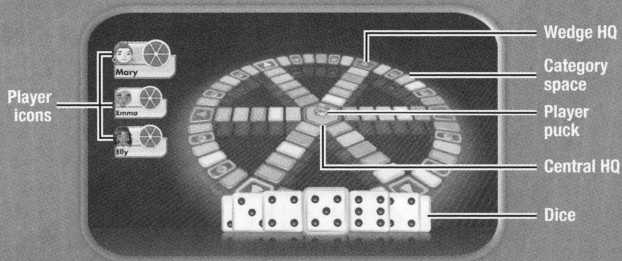


# Trivial Pursuit

## PLAYING THE GAME

### TRIVIAL PURSUIT BASICS

Playing *TRIVIAL PURSUIT* is as easy as playing the board game. All you have to do is roll the dice, move your puck to a particular category of question, and answer a randomly selected question from that category in the time given.



### QUESTION CATEGORIES

Each color on the board corresponds with a category, so learn to associate the six different colors and their respective categories.

- Blue** Geography. Know your maps and locales, or lose.
- Pink** Entertainment. From Hollywood to Broadway, your knowledge takes center stage.
- Yellow** History. Know it or be doomed to repeat it!
- Purple** Art & Literature. Get in touch with the right side of your brain.
- Green** Science & Nature. Biology, chemistry, and more present a challenge to your inner scientist.
- Orange** Sports & Leisure. Whether it's the gridiron or hardwood, you're on the hot seat for athletics and pastimes.



[www.TRIVIALPURSUIT.ea.com](http://www.TRIVIALPURSUIT.ea.com)

## QUESTION TYPES

There are different types of questions in *TRIVIAL PURSUIT*, from straightforward multiple-choice to challenging map-position questions, that put your trivia expertise to the test. For all questions, use the directional buttons to select what will hopefully be the correct answer.

- Sliders** To answer questions that use sliders, press the directional buttons to move the slider to the correct position and confirm your answer by pressing the  $\otimes$  button. Earn four points for the correct answer and 1-3 points for close but not-quite-right responses. Sliders are available in Facts & Friends games only (see the *Facts & Friends* section).
- True or False** You've got a 50/50 chance in getting it right. Or wrong. Hurry! True or False questions are found in Facts & Friends games only.
- Multiple Choice** Determine the correct response and press the directional buttons to select your answer and press the  $\otimes$  button.
- Images** Can you match the image with the correct answer? You'd better, or you can forget that wedge.
- Maps (multiple choice)** Check out the map image provided and then simply press the directional buttons to select the correct spot on the map and press the  $\otimes$  button.
- Maps (pin placement)** These are similar to the multiple choice map questions. Press the directional buttons to move the cursor and select what you think is the correct answer by pressing the  $\otimes$  button. Rings appear after you select your answer and show how close you are to being correct. Earn 1-4 points, depending on how close you get to the center. Pin placement questions are only available in Facts & Friends games.

## GAME MODES

### MULTIPLAYER

When playing with two or more of your friends, two different modes are available: Classic and Facts & Friends. Each mode has its own specific rules, giving you two entirely different ways to experience the classic game.

**NOTE:** When playing with two or more friends, it's best for each player to have their own controller. Still, in a pinch, you can always share one controller and pass it around on each turn.

### CLASSIC

If you're looking for the kind of *TRIVIAL PURSUIT* game you grew up playing, then Classic mode is the way to go. The object of the game is simple: capture each of the six wedge pieces located in the Wedge HQs by first landing on the space, and then answering the space's question correctly. Once you've filled your puck with all six wedges, make your way back to Central HQ and correctly answer a question in a category chosen by the other players to win the game.



# Trivial Pursuit

## FACTS & FRIENDS

Unlike Classic mode, Facts & Friends puts points and lives on the line, making for a game filled with excitement and intensity. All players share one puck and compete for as many wedges as possible, either from a Wedge HQ or by earning four category points.

## FACTS & FRIENDS POINTS

In a Facts & Friends game, it's all about earning points since four points earns you a wedge piece. There are four ways to earn and lose points:

- ✓ Answering a category space question earns you two points.
- ✓ Betting whether or not your friend will answer a category space question correctly can earn you one point.
- ✓ Answering a wedge square gives you a chance to earn between 1-4 points, depending on how exactly right your answer is. There is no betting when on a wedge.
- ✓ Everyone has the option to play an I Know when another person is answering a question. If, say, you answer a question incorrectly and an I Know is correctly played against you by a friend, the two points are stolen from you. If you answer correctly, then your friend doesn't get any points. If both of you answer incorrectly, well, no one gets any points.

## WEDGE OFF

**It's possible that you and another player can earn enough points to make a wedge at the same time. If this happens, a sudden-death mode known as a Wedge Off comes into play. Each of you must take turns answering True or False questions until one of you answers incorrectly. The last remaining player standing wins and earns the wedge.**

## BONUS EVENTS

Because this is a Facts & Friends game, you can forget about the simple "Roll Again" spaces found on the traditional board game. In their place are Bonus Events that can significantly increase your chances of winning, but may occasionally help your opponents win. There are six different Bonus Events that you may run into:



### All or Nothing

Like the name implies, everything is on the line. You choose a category, and if you answer the given question correctly, you automatically receive the category's wedge piece. Answer incorrectly and you lose points from one of your categories.



### Wedge Challenge

This is just like a regular Wedge Off, only you directly challenge one of your friends who already owns a wedge. Beat them to steal the wedge!



### Double Trouble

Everyone loves twice the points, right? Get this Bonus Event and you'll get double the amount of points for answering a question in a category of your choice. Don't forget that this also applies for any friends that are betting against you!



### Time Bomb

Time is your enemy in a Time Bomb event, since you only have half the amount of time you normally do to answer a question. If you answer incorrectly, you lose all of the points in one of your categories. But the greater the risk, the greater the reward! If your answer is spot-on, you can pass the bomb to a friend. If they get it wrong the bomb blows up and they lose points. If they get it right, the bomb passes to the next player until someone gets it wrong.



### Teleport

Teleporting lets you move to any space on the board. It's as simple as that and useful if you're looking for a specific category wedge.

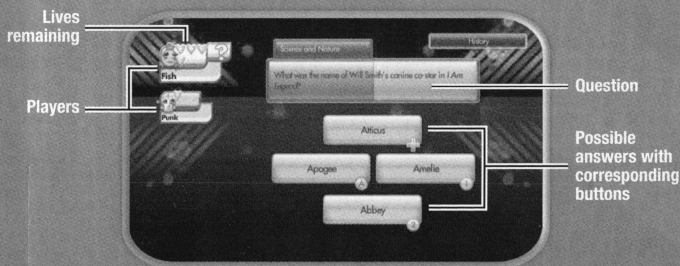


### Double the Odds

Take a chance with Double the Odds and you can earn twice the number of points on bets only!

## THE END GAME

Once all six category wedges are won, the game shifts to a new phase where each wedge you and your friends acquired counts as a life. A life is represented by a heart icon. Each of you then answers the same series of questions taken randomly from the six categories. You answer simultaneously by pressing the button that accompanies whatever answer you think is correct:



Answering a question incorrectly subtracts one heart from your total, while answering correctly leaves your total the same. If you lose all your hearts, you have one chance left. Answer another question incorrectly and you're out. The last player left wins the game!



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# Trivial Pursuit

## CLEAR THE BOARD (SINGLE PLAYER)

Playing *TRIVIAL PURSUIT* alone can be just as fun as playing with other people! When playing a single-player game, your objective is to clear the board of category spaces by correctly answering the corresponding questions. Answering category questions successfully earns you a point multiplier in that category and removes the space from the board. Answering a question incorrectly wastes your chance to increase the multiplier. Remember that you can only attempt a space once, so make your answer count.

Rack up as many points as you can while you clear the board for the ultimate in High Score bragging rights, and compare your score with everyone else who plays on the same console in the High Score table.

You can also play Clear the Board to try and race to the fastest time. Points don't matter when you play like this! Answer those wedge questions as fast as you can to Clear the Board. There are separate leaderboards for Fastest Time and Highest Score.

**NOTE:** Keep an eye open for the objectives. There are 20 objectives to achieve in Clear the Board to have a perfect record from the easy, like achieving a 5x multiplier in a category, to the nearly impossible, such as playing a perfect game.

## POINT VALUES

Each space on the board is worth a different value depending on its type. The final game-winning Central HQ question is a special case where the point value is multiplied by all of your previous category multipliers added together. If you racked up some big multipliers throughout your game, prepare yourself for a massive point multiplier. If you answer the final question wrong, though, your multiplier drops by one each time you guess incorrectly until you hit zero or get the question right.

**Normal space** 200 points

**Wedge HQ** 500 points

**Central HQ** 1000 points (x multiplier)

**NOTE:** If you incorrectly answer a question on a Wedge HQ or Central HQ a normal space from that category is marked as incorrectly answered. You must then move to a new space before attempting to answer the question again.

## HINTS AND TIPS

- ❖ In Facts and Friends, don't forget that no one else gets to bet on wedge squares. The questions are harder, but you're the only person who gets a chance to earn points.
- ❖ In Clear the Board, if you're going for a Fastest Time, try to get your best category wedge first. This shrinks the board quickly and makes it faster to get to the next wedge square.
- ❖ When someone else is answering a question, try experimenting with the buttons on the controller you're using and see how your mascot reacts!



# LIMITED 90-DAY WARRANTY

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