

8+ | 4+ PLAYERS

TRIVIAL PURSUIT®



FOR ALL



WELCOME TO TRIVIAL PURSUIT® DISNEY FOR ALL EDITION

Whether you're a serious Disney expert or a fun-loving Disney fan, you'll all enjoy playing together!


CONTENTS

1 Gameboard • 1 Die • 2 Movers • 12 Wedges • 297 Cards
• 1 Magic Wand

OBJECT OF THE GAME

Be the first team to earn six wedges and answer a final question to win. You earn each wedge by answering a question correctly.

GET READY

1. Set out the gameboard, die, movers, wedges, card decks, and Magic Wand.
2. Place the card decks in the center of the gameboard — one category per deck.
3. Divide into two teams, mixing kids and grown-ups if possible. Choose a team mover and place it on .
4. Notice that each card has two sections — labeled 1 and 2. Your group should decide together whether to play 1 or 2 questions before the game starts. They aren't any different in difficulty — just more questions for more fun.
5. Now you're ready to play! The team with the youngest player goes first.



ON YOUR TEAM'S TURN

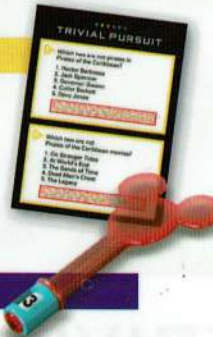
Roll the die and move in either direction, your team's choice. You might make your choice by question style, or by the card images showing — it's up to you!



IF YOU LAND ON DISNEY LIST

Pick up a Disney List card and read one question aloud. Meanwhile, the other team picks up the Magic Wand.

Work together to create a list that answers the question, or to choose the item(s) that don't belong. Then, the other team checks the answer with the Magic Wand. If your answer is correct, your team earns a wedge.



IF YOU LAND ON TAKE 2 TRIVIA

Pick up a Take 2 Trivia card and read one question aloud. Meanwhile, the other team picks up the Magic Wand.

Work together to answer the question. Once your team gives an answer, the other team checks the answer using the Magic Wand. If your answer is correct, your team earns a wedge.

If you've answered incorrectly, you get a second chance with the second question in that set. Read the second question aloud, answer, and have the other team check the answer with the Magic Wand. If your answer is correct, your team earns a wedge.



IF YOU LAND ON MY DISNEY

First, without looking at the question, choose a player on your team who will provide the answer — this player is the reader.

The reader picks up the card and the Magic Wand, and reads one question aloud.

The reader then secretly fixes the Magic Wand handle to 1, 2, or 3 to answer the question based on personal preference.

All other teammates work together to make a single guess at the reader's answer. The reader then reveals the number on the handle. If the guess is correct, your team earns a wedge.



IF YOU LAND ON YOU CHOOSE

Your team gets to decide which card to play.



IF YOU LAND ON ROLL AGAIN

Your team rolls the die and moves again.

ENDING YOUR TURN


- If you are successful, be sure to take a wedge and place it in your mover. Your turn is now over.
- If you are not successful, your turn is now over. Try again on your next turn.
- Make sure to place the card from that turn at the bottom of the matching deck.
- Now it's the other team's turn.

HOW TO WIN

When your team has collected six wedges, congratulations — you're on your way! Wait until your next turn to answer a final question for the win. On this turn, you don't roll and choose the question card as usual. The other team chooses your challenge from the three card images showing. If your team gets it right — you win TRIVIAL PURSUIT DISNEY FOR ALL!

Alternate Rule:

Have fewer than four players?

Play as described above, but when you get to My Disney , pick any player to guess your personal preference — not necessarily someone on your team.



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