
Art History Trivia

Taylor's Edition

OBJECT

To move along the circular track and the spokes correctly answering questions and to collect colored scoring beads for correctly answering questions in each of the six categories. To win, a player (or team) must collect a scoring bead from each of the six categories.

The categories are color-coded:	
pink artist life	green painting
blue dates	brown style
yellow definitions	orange wildcard

EQUIPMENT

Trivial Pursuit® game board ♦ Question-and-answer cards in storage box ♦ Art cards, also in storage box ♦ 1 die ♦ 6 tokens ♦ 36 scoring beads ♦ 6 code cards

SETUP

- ♦ Each player (or team) selects one token.
- ♦ Each player rolls the die; the high roller goes first.
- ♦ All players start in the hexagonal hub at the center of the board and move down one of the spokes and out onto the circular track. Play moves in either direction around the track, clockwise or counter-clockwise.

GAMEPLAY

First Turn:

Roll the die and select which color/category you want to land on and which of the six spokes you'll move down. Whichever color you land on, another player will ask you a question in that category:

The other player draws the first card from the card box and reads the question next to the appropriate color. Answers are on the opposite side of each card. When done with the question, place the card in the back of the box behind the other question cards.

If you land on the "painting" category and your question is either "Name this painting" or "Who is the artist of this artwork?", another player draws the first card from the "painting" (Art Cards) section of the question box. The answer for either of these questions is on the back of the "painting" (Art Card). When done with the question, return the Art Card to the back of the "painting" (Art Cards) section.

If you answer your first question correctly, place the corresponding bead in your token and continue your turn by rolling the die again and moving that number of spaces.

Notes:

- ♦ On each roll of the die, you may select which direction you want to move along the track as you attempt to move to try for scoring beads in each of the six colors.
- ♦ You may not move both forward and back on the track (or in a spoke) in the same move. You must always move the number of spaces shown on the die.
- ♦ If you answer incorrectly, the play passes to the player on your left.
- ♦ DATES CATEGORY: For a simpler version of the game, rather than specifying the exact year, players may answer within a specified number of years or name the century in which the even occurred. If one of these alternatives is chosen, players must agree at the beginning of the game what the required answer must be.

(Continued on other side)

Subsequent Turns:

Whenever you answer a question correctly, put that colored bead into your token. But if you answer incorrectly, on your next turn you must move off of that color for a turn. You do not have to try that same category immediately; you may move elsewhere on the board and return to it later. There are 12 'roll again' spaces on the track. If you land on one, continue your turn by rolling the die and moving again. **Note:** Any number of tokens may occupy the same space at the same time.

Moving Through the Hub:

You may cut across the board by moving your token up the spokes to the center hub and out again, moving either straight across the hub or 'turning' and going down another spoke. If you land by exact count in the hub—but can't try to win the game because you do not yet have the color beads in all six colors—you may pick whichever category you want for your question.

WINNING THE GAME

Once you've collected one scoring bead in each color, you have won the game. However, any player who has not yet had their turn is permitted a chance to earn a scoring bead in each color on their 'last' turn to create a tie.

Note: Since a player continues his/her turn until a question is answered incorrectly, it is possible for one player to move around the board and collect all six scoring beads, then move into the hub and win the game—all on one turn. If this happens, any player who has not yet had a turn is permitted a chance to duplicate the feat and create a tie.

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