



UK Trivia

QUIZGAME JUNIOR



Contents

250 cards including 80 picture cards, game board, 6 playing pieces, 6 collecting frames with 6 category counters in each and 1 die.

Object of the game

By answering questions correctly from six different categories you receive category counters for your collecting frame. Once you have filled your collecting frame, head towards the Finish space. If you are the first player to answer three further questions correctly, you win the game!

Question cards

The questions on the question cards are divided into six different categories:

 **Music & Celebrities**

 **Sports & Games**

 **Literature & Fun Places**

 **Animals & Science**

 **History & The Royal Family**

 **TV & Film**

Each card has one question from each category. The question categories are marked on the colour circles in front of the questions and on the spaces on

the game board (picture 1). The correct answer to each question can be found on the back of the card.

There are also **picture cards** in the game. On one side of the card there is a picture, and on the other side there are six questions that are in some way associated with the picture. The picture questions have three answer alternatives, of which the correct answer is underlined.

Before the game begins, you will have to agree on the level of accuracy required from the answers. For example, when a person's name is asked, is it enough to give just the last name?

For younger players, you may want to make up answer options for the harder questions.

Before the game begins

Punch out the category counters carefully from the collecting frames and place them in piles on the table. Deal out one collecting frame to each player. Separate the 80 picture cards into their own pile and place the pile on the table picture

side up. Place the question cards in two piles on the table with question side up. Each player chooses a playing piece and places it on any of the four corner spaces on the game board (picture 2). There can be more than one player on the same space. Each player rolls the die and the one who rolls the highest number begins the game. The turn passes clockwise.

How to play

On your turn, roll the die and move your playing piece as many steps as the die shows, to either direction. The space that your playing piece lands on shows from which category you will answer a question (picture 1). The player to your left picks up the top card from a question card pile. He/she reads out loud the question for you from the right category. Note! If you are in a corner space, read the instructions under *Corner spaces*.

- If your answer is **incorrect**, or you don't answer at all, your turn is over and the turn passes to the next player.

- If your answer is **correct**, you receive a category counter from the category you just answered. Put the counter in



Picture 1



Picture 2



Picture 3

your collecting frame. The turn passes to the next player.

- If you answer correctly to a question from a category from which you already have a category counter, roll the die again, move your playing piece and answer a new question. You can only have one counter from each category in your collecting frame. You may continue your turn until you answer incorrectly or receive a new category counter. After this the turn passes to the next player.

Corner spaces

If your playing piece lands on a corner space (picture 2), you first have to answer correctly to one picture question, and then you can choose which category you want to answer to from a question card. The player to your left picks up the top card from the picture card pile. He/she reads out loud the question and answer alternatives shown by the die.

- If your answer is **correct**, you will be asked a second question from a question card. You are allowed to choose the category of that question. Follow the instructions under *How to play*.
- If your answer is **incorrect**, the turn passes to the next player.

Towards the Finish space

Once you have filled your collecting frame with six different category counters, head towards a corner space of your choice. You don't have to roll an exact number to stop at a corner space.

On your next turn start your way towards the Finish space (picture 3). The way to the Finish space consists of two question spaces. You don't roll the die to move your playing piece; instead, you have to answer correctly to two questions determined by the two question spaces.

- If your answer is **correct**, you can move your playing piece to the next space and on your next turn answer a question from the category shown by the space.
- If your answer is **incorrect**, your playing piece stays on that space. On your next turn you will answer a question from the same category.

The winner

Once you have answered correctly to one question in both spaces, you can move your playing piece to the Finish space (picture 3). On your next turn you answer one question. The category of the question is decided by the player to

your left, but he/she must decide before looking at the questions.

- If your answer is **correct**, you win the game.
- If your answer is **incorrect**, your playing piece stays on the Finish space. On your next turn you answer a new question from a different category, chosen by the player to your left.

Game variations

1. Use only the outer circle of the game board. The players get one category counter for each correct answer. The game is over when all category counters have been collected. The player with the most counters wins.
2. You can also play in teams. Before starting, decide whether or not team members can discuss with each other before answering.

May the best girl or boy win!