



OUR TOWN TRIVIA™

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Object Of The Game

The object of the game is to be the first player to work your token up to the center of the board and answer a question correctly at LEVEL 5.

Game Equipment

- 1 Locally personalized Our Town Trivia game board
- 6 Playing tokens
- 1 Die
- 4 Sets of general trivia questions (one set for each of four categories)
- 1 Set of customized, local Our Town Trivia questions
- 5 "Cover Cards," one for each trivia question category
- 5 Rubber bands—one to put around each different stack of question cards, when not in use

Preparing For Play

Make sure all question cards are sorted by color-coded category into five different draw piles and then shuffled. Place the draw piles next to the game board, in reach of all players. The side of each card containing questions should be "face up." On top of each draw pile place the correctly matching "Cover Card," which indicates subjects included in the category and keeps from view the questions on underlying cards.

Each player (or team, if playing on teams is preferred) should now choose a playing token and place it on the tan "START!" square, in the lower-right corner of the game board.

To see who "goes first," all players are to roll the die; the player rolling the highest number plays first, with subsequent turns being taken by players to the left, moving clockwise around the board. (When rolling to determine who plays first, tying players are to roll again.)

Basic Play Of The Game

When it is your turn, first roll the die to determine how many spaces you are to move. (Note: Once you move off the "START!" square you may not return to it for the rest of the game.)

MOVING YOUR TOKEN

When moving your token, you may move *around* the board, to the *right or left* of your starting point, but never *up*, toward the center of the board, or *down*, away from it. At this point in

your turn you may *not* change "levels" while moving your token (ie., you may not move from LEVEL 1 to LEVEL 2, etc.) (See "Moving To The Next Higher Level," below.)

Each time you roll the die, you *must* move your token the full number of spaces indicated by the die, and in just *one direction* of your choosing (either to the left or to the right.) (If you cannot, as is sometimes the case on LEVEL 1, you do *not* move at all, but are to be asked the required question for the square on which you remain—see "Answering Questions," below.)

ANSWERING QUESTIONS

After moving your token, you will find you have landed on a square that is one of four colors—blue, green, yellow or purple, each representing a general trivia category. You must now be asked a question from the category indicated by the color of the square on which your token now rests. The player to your left is to ask you the question by drawing the *first* question card from under the "Cover Card" for the appropriate category.

FOR EXAMPLE: If you land on a *green* square, the player to your left should draw the first question card under the *green* Cover Card.

On each question card are five questions, one for each of the five game board "LEVELS." You are to be asked the question corresponding to the LEVEL on which your token now rests.

FOR EXAMPLE: If your token is on any one of the 24 spaces that make up the "LEVEL 2" ring of the game board, you should be asked a "LEVEL 2" question.

If you answer the question correctly, your turn continues and you roll again. If you answer incorrectly, your turn is over and the player to your left now rolls.

(Note: Each time the player to your left asks you a question and verifies the correct answer—by looking on the opposite side of the question card, he/she is to place the question card, question side *up*, at the very *bottom* of the question card pile from which it was drawn.)

Before the first question is asked, players should decide how much time to "think" will be given before an answer is required (we recommend 30 to 60 seconds), as well as how specific an answer must be in order to be deemed "correct." (A player should *not* be required to include in an answer any information appearing *within parentheses* on the back of a question card.)

△ Bridge Squares

To move from one "LEVEL" of play to the

(Continued on other side)

next higher LEVEL (ie., from LEVEL 1 to LEVEL 2, from LEVEL 2 to LEVEL 3, etc.), you must land your token on a "Bridge Square" and correctly answer the appropriate question for that square.

A "Bridge Square" is any square with a small, pink triangle appearing in its bottom-left corner. (There are 16 such squares scattered around the first four levels of play.)

The question you must answer after landing on a Bridge Square is determined in the same manner as for any other square—by color of the square and its LEVEL.

If you answer the question incorrectly, your turn is over. If you answer correctly, you are to immediately move your token to *any* square, *except* another Bridge Square, making up the next-higher LEVEL of play. You are now asked the appropriate question for the square on which you have placed your token, and, if you answer correctly, your turn continues with another roll of the die. If you answer incorrectly, your turn is over.

(Note: If you land on a Bridge Square, answer the required question correctly, and do *not* move to the next-higher level *before* rolling the die, you may *not* "go back" and correct your error.)

Level 5

After landing on a LEVEL 4 Bridge Square and correctly answering the required question, you are to immediately move your token to LEVEL 5—the pink circle in the middle of the game board.

At this one level, you may pick any one of the five question categories from which to be asked a "LEVEL 5" question. If you answer correctly, you have won the game!* If you answer incorrectly, your turn is over. At each future turn you receive, you will not roll the die, but will have another opportunity to select a category and correctly answer a LEVEL 5 question to win the game—if another player does not beat you to it(!)

*As it is theoretically possible for a player to "win the game" in one turn (by consistently answering correctly enough trivia questions), after a player has gotten to LEVEL 5 and answered a LEVEL 5 question correctly, all other players who have not yet taken a single turn receive *one* turn each to try and tie the game by duplicating the accomplishment.

Our Town Trivia™ Questions

While there is no square on the game board consistently requiring you to answer a local trivia question, there are *instructions* randomly scattered throughout all five levels of all four general question categories to answer an "Our Town Trivia™" question. This means that from time to time you will find yourself being asked a *local* trivia question *instead of* one from the general question category you expected.

Bumping Another Player

For daredevil players desiring to make the game even more "interesting," we suggest the following, optional rule: If your token comes to rest on a LEVEL 2, 3 or 4 square *already occupied* by one or more other tokens, and you correctly answer the required question, you may "bump" one token from the square you are on, down to *any* square (except "START!") that is part of the *next-lower* LEVEL of play, and then continue with your turn. (The "bumped" player begins his/her next turn by rolling the die and moving from the square to which he/she has been "bumped.")

Team Play

As a convivial alternative to "every man for himself," players may wish to group together for *team* competition.

Specific team members may be designated to perform certain functions on behalf of the team, such as rolling the die, or duties may be allowed to "rotate" among team members. Other ground rules, such as whether team members will be allowed to discuss answers before declaring one, should also be considered.

Weeds

Don't "bet the ranch" on the right-ness or wrong-ness of any statement of information or answer to any question contained in this game!

"A good garden may have some weeds."

—Thomas Fuller, M.D.

NEITHER THE MANUFACTURER, NOR ANY LOCAL SPONSOR OF THIS GAME MAKE ANY CLAIMS WHATSOEVER AS TO THE ACCURACY OR RELIABILITY OF ANY ANSWER OR STATEMENT CONTAINED IN THIS GAME.

While reasonable care has been taken by the manufacturer to verify the accuracy of general trivia questions used, local trivia questions have been provided by the local sponsor(s) of this game, and no attempt at verification has been made by the manufacturer.

If you *should* happen on "some weeds," please let us know!

We, at Michael Glenn Productions, and the local Sponsor(s) of this game hope you not only experience many hours of fruitful endeavor as a result of our toil, but that you also discover many curious and delightful facts about the town you call "home."

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Tulsa Trivia

There are all sorts of Trivial Pursuit-type games on the market these days. But the Green Country chapter of the American Business Women's Association has fashioned Tulsa and its history for those who like to engage in battles of the boards.

The Tulsa Trivia Game, developed by association members, features all sorts of tidbits about Tulsa and its history.

The game sells for \$14.95 and will be available through Christmas by calling Cindy Leigh at 495-0659 or 446-1815. This is one of the group's fund-raisers which will furnish scholarships to be awarded throughout the year to deserving female students.

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J A N W A R R I N G T O N



MEMBERS OF GREEN COUNTRY CHAPTER of the American Business Women's Association are pleased to sponsor the first Tulsa Trivia Game. Ours is only one of ten ABWA Chapters in Tulsa and more than 2,100 throughout the United States. Through this and other such fundraisers, the support of local businesses and much hard work, ABWA members generate scholarship funds for students with varied needs.

TO OBTAIN MORE INFORMATION about ABWA, the Tulsa Chamber of Commerce can put you in touch with any of the Tulsa Chapters.

To order more games, contact:
Green Country Chapter ABWA
4203 No. Iroquois
Tulsa, OK 74106

MEETING THE NEEDS

ABWA

AMERICAN BUSINESS WOMEN'S ASSOCIATION

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