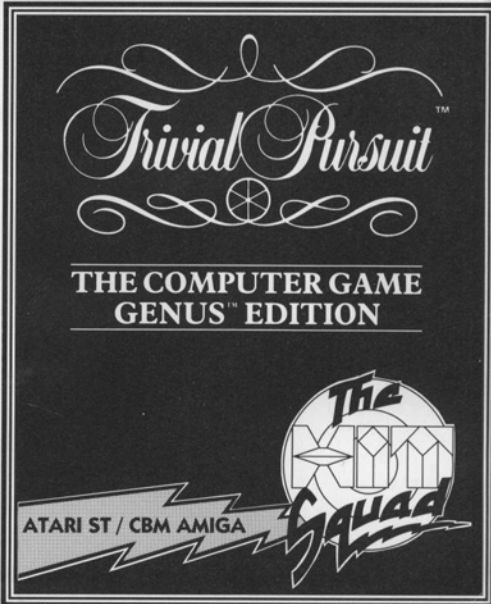


**JACK NICKLAUS'
GREATEST 18 HOLES OF MAJOR
CHAMPIONSHIP GOLF™
BADLANDS
S.T.U.N. RUNNER
THE DUEL - TEST DRIVE II™
PICTIONARY**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



TRIVIAL PURSUIT™

LOADING

Amiga/Atari ST - Insert disk and switch on machine.

When the game has loaded, you will be prompted with 'LOAD GAME?'. Click on YES if you want to resume a saved game, or NO if you want to start a new game.

If you are starting a new game, you will be asked to enter the players' names. Once you have done this for the number of players you require, press RETURN at the next Player Name prompt, and the Main Menu will come up.

During the game, press the middle mouse button to return to the Main Menu.

OBJECT OF THE GAME

The winner is the player who first returns to the central hub and correctly answers a question in a category chosen by the other players.

Before attempting a game winning question, a player must land in each of the six category headquarters and correctly answer a question.

HOW TO PLAY TRIVIAL PURSUIT

The order of play is determined by the order of names typed in before starting the game.

Players "throw the dart" to choose a random number (this replaces the use of dice) and starting from the central hub they move their token to whichever spaces are highlighted on the board. (You will notice that the subject categories below are highlighted in accordance with the colour code to help you choose the preferred square). When the token lands on a square, the player is then asked a question in that particular category. If the player answers correctly their turn continues. If the answer is wrong the turn moves to the next person on the list.

When the player is in a category headquarters (at the end of the spoke) and answers correctly they are given

the appropriately coloured scoring "wedge" which is entered in the playing "token".

If the player lands on one of the grey "throw again" spaces, then a further throw is given.

If a token lands on the hub before it's full of wedges, then the player may choose any category of question. This is done by moving the joystick and highlighting the subjects below.

Once a player has their token full of six wedges, they make their way towards the central hub, and must land exactly on the hub. Once there, the other players choose the category of question to be answered, and to win, this question must be answered correctly.

START OF PLAY

The first thing to do is type in each players name, you can have 1-6 players. Now press ENTER/RETURN without entering a name and the "Highlight" will move to "New Game" on the menu. At this point you have a number of options. You can edit names (if you've made a mistake or someone joins, leaves or wishes to continue the game), set a time allowance for answering questions (between 5 seconds and 9 minutes), and decide whether or not to include "TP" (the little chap who is the Question Master) within the game. Sound effects can be turned on and off (this won't affect music questions), you can load automatically a new block of questions and importantly, check the performance of each player on the score screen.

These can be chosen by moving the highlight bar up or down and then pressing the fire button.

Once you have decided on your options simply highlight the "New Game" choice on the menu and press fire to enter the game. You will find yourself on the board screen with TP (if he is awake) waiting for you. From here onwards movement through the game is controlled by the joystick or keys. To move on in the game you have only to press the button. At several points in the game you are asked to make choices. Just move the joystick or press the keys in the required direction and press fire to continue.

REMEMBER: If nothing appears to be happening just press the fire button to continue to the next stage.

QUESTIONS

Whether "TP" asks you a text, music or graphic question there is no need to type in the answer. Simply say your answer out loud and press the fire button to see if you were correct. Just as in the board game, it is up to all the players to decide whether the answer is near enough.

CONTROLS

Joystick in port 1 or 2.
Cursor keys to move
Space bar to fire
"Option" key to change Options, names etc.

SPECIAL FEATURE

One feature of the computer game that does not appear in the board game is the Score Chart. Before throwing a dart you can return to the option menu and by choosing "Score Chart" you can find out how you are doing. When it gets to the point that one of the players has arrived at the centre hub you can, by pressing the option key, see their analysis chart and pick their worst subject for them to answer!

ONE PLAYER MODE

If you enter only one name into the list at the beginning you are automatically in the one player mode. You must answer the questions as quickly as you can (no cheating now, TP will be watching you!) and try to complete the game. The computer will time you and keep a record of your answers. At the end you will be given a score based on your performance. We have left it up to you whether or not you are entirely truthful while playing the game but remember, cheats never prosper!!!

TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.

The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX