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## FIRST THINGS FIRST

### The ReadMe File

The *Trivial Pursuit® Unhinged™* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Trivial Pursuit Unhinged* directory found on your hard drive (usually C:\Program Files\Atari\Trivial Pursuit Unhinged). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Trivial Pursuit Unhinged, and then on the ReadMe file.

### System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 600 MHz or equivalent (800 MHz or higher recommended)
Memory:	64 MB RAM (128 MB RAM recommended), 128 MB RAM required for XP (256 MB RAM recommended for XP)
Hard Disk Space:	400 MB Free
CD-ROM Drive:	4X Speed or faster (also compatible with DVD-ROM drives)
Video:	16 MB Windows® 98/Me/2000/XP-compatible 3D hardware- accelerated video card (32 MB recommended)*
Sound:	Windows® 98/Me/2000/XP-compatible sound card or sound module*
DirectX®:	DirectX® version 9.0 (included) or higher
Internet Connection:	36 Kbps modem connection (broadband Internet connection recommended); a separate Internet account is required for Internet play. AOL users will need to configure their account to allow for Internet play.

\* Indicates device should be compatible with DirectX® version 9.0 or higher.



## SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Trivial Pursuit Unhinged* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a launcher screen should appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the **StartMe.exe** file in the top folder of the game disc and double-click on it.
4. On the launcher screen, click on the Install button and follow the remainder of the on-screen instructions to finish installing the CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Trivial Pursuit Unhinged to start the game. Or, from the launcher screen, click on Play.

### Installation of DirectX®

The *Trivial Pursuit Unhinged* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, you will be prompted to install DirectX® 9.0 (included on the CD-ROM) during the installation process. You may also install DirectX® 9.0 manually by clicking on the "Install DirectX" button on the launcher.

## WELCOME TO TRIVIAL PURSUIT® UNHINGED™

It's the trivia game that started it all! Listen to questions read by an all-star cast, put your random knowledge to good use and get ready for the all-new *Trivial Pursuit* game experience. Want the Classic experience? Sit down for a Classic mode game, featuring either Shout-Out or Multiple-Choice answer formats! Want a quick fix? Play Flash mode for fast action and fast rewards! Ready for some surprises, sneaky strategies and new ways to beat your friends? Unhinged mode has it all.

Hey! Do you recognize that voice? There's an all-star celebrity cast presenting you with multiple choice questions in all three modes of gameplay. Listen up while Whoopi Goldberg asks Arts & Entertainment questions. Go to the videotape with Terry Bradshaw presenting Sports & Leisure. Feeling a little random? John Ratzenberger's ready with those oddball questions from the Wild Card category. Got the travel bug? Brooke Burke's ready to challenge you with People & Places. Feeling loquacious? Bill Nye is! He's your guy for Science & Nature. And now for something completely different — John Cleese covers the History category. The *Trivial Pursuit Unhinged* game uses the following color scheme.

**Blue** – People & Places  
**Pink** – Arts & Entertainment  
**Yellow** – History

**Brown** – Science & Nature  
**Green** – Sports & Leisure  
**Orange** – Wild Card

### Rules of Play

*Trivial Pursuit Unhinged* Classic and Unhinged modes both play using the traditional *Trivial Pursuit* rules of play, as follows.

#### Object

Move along the circular playing path and spokes, answering questions. Collect colored scoring wedges for correctly answered questions in each of the six "category headquarters" spaces at the base of each spoke. To win the game, you must collect all wedges, land on the center hub on a subsequent roll, and answer the final hub question correctly (from a category chosen by the other players).

#### Gameplay

After you roll, category indicators appear on the board in all of the spaces that the roll allows you to move. The token is moved as many spaces as are indicated on the die. For example, if a four is rolled, the token must move to another space that is four spaces away from the token's current location.



**Note:** Any number of tokens may occupy the same space at the same time. However, in Unhinged mode, you could get stomped (see “Stomp” on page 19 for details).

Select the indicator over the space where you want the token to move. If you roll a six on the first move, the token will land in a headquarters space. If you answer a question correctly in a headquarters space, a wedge is awarded. The wedge appears in your token in both Classic and Unhinged mode, and in the on-screen bonus indicator in Unhinged mode.

When you land in a category space or headquarters space, you are asked a question in that category. If you correctly answer the question, your turn continues with another roll. If you answer incorrectly, the turn passes to the next player.

**Note:** If you answer a headquarters question incorrectly, the token must leave the headquarters on the next turn and later re-enter it to attempt another question for credit.

If you land on one of the 12 “Roll Again” spaces, the die rolls again. New indicators appear, continuing your turn.

A combination move along the circular path and up a spoke is permitted.

If your token lands in the hub before you have collected all six wedges, the hub is treated as a wild-card space, where you will be asked a question from the category of your choice.

### Winning the Game

After you have correctly answered a question in all six category headquarters, your token must make its way to the hub for an attempt to win the game.

When your token (with all six wedges) makes its way to the hub, a selection window appears from which the other players will choose a category for the potential game-winning question.

If the question is answered correctly, the game is won. If the question is answered incorrectly, the player must leave the hub on the next turn and re-enter it for another question.

**Note:** Since a player continues his or her turn until a question is answered incorrectly, it is possible for one player to move around the board and collect all six scoring wedges, then move into the hub and win the game — all in 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.

## CONTROLS

### Menu Controls

KEY	ACTION
Up/Down Arrows	Highlight menu item
Enter	Select a menu option
Backspace or Esc	Return to previous menu

### In-Game Controls

#### All Modes of Play

KEY	ACTION
Arrow	Move the highlight
Enter	Roll die, Select a space, Choose answer
Mouse movement	Move the highlight
Left mouse button	Choose answer
Spacebar	Re-display or re-read question
F1	Help
C	Overview of board camera
F2	Status
Esc	Pause Menu

#### UNHINGED MODE – All Players

KEY	ACTION
B	Use available Bonus Points
Enter	Protect wedge
B	Allow wedge to be stolen



UNHINGED MODE BETTING

PLAYER 1 KEY	PLAYER 2 KEY	PLAYER 3 KEY	PLAYER 4 KEY	ACTION
A	D	G	K	Bet positive (other player knows the answer). Press again to double your bet!
S	F	H	L	Bet negative (other player does NOT know the answer). Press again to double your bet!

CLASSIC AND FLASH MODES WITH SHOUT-OUT

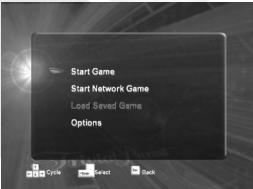
KEY	ACTION
Enter	Player guessed correctly
B	Player guessed incorrectly

SAVING AND LOADING

You can save your progress at any time while playing the *Trivial Pursuit Unhinged* game by pressing the **Esc** key to bring up the Pause Menu and then selecting the Save option. When you save a game, you save the current board position and category, along with player profiles and all of the current option settings (game mode, Shout-Out vs. Multiple Choice, player profiles, etc.) along with the current player’s turn. To load a game, select Saved Game from the Main Menu. **Note:** There will be only one saved game per game mode at a time.

MAIN MENU

To start a game, select Start Game, Start Network Game or Load Saved Game from the Main Menu. On the menu screens that follow, choose a game type, set the game options (see page 9), pick your token color and Choose or Create your Player Profile. After that’s done, you’re ready to start the game.



Classic Mode

There are no power-ups and no new rules in Classic mode — just the classic experience set in a stunning 3D environment. One to six players can compete, using either Multiple Choice or Shout-Out answers. (See “Classic Mode” on page 10.)

Flash Mode

Need a quick trivia fix? Flash mode is the game for you. Climb a ladder-style game board and be the first one to the top. (See “Flash Mode” on page 12.)

Unhinged Mode

Unhinged mode is a whole new way to play the *Trivial Pursuit* game, while still getting the questions and the board you know and love. Unhinged mode keeps every player involved with Bonus Points, betting, special moves and new board spaces. (See “Unhinged Mode” on page 13.)

OPTIONS MENU

**In-Game Host Volume** – Adjust the audio level for the in-game host.

**Question Host Volume** – Adjust the audio volume for the celebrity hosts reading the in-game questions and factoids.

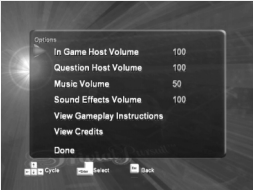
**Music Volume** – Adjust the background music volume.

**Sound Effects Volume** – Adjust the game sound effects volume.

**View Gameplay Instructions** – Watch helpful videos.

**View Credits** – See the names of the people who brought you the *Trivial Pursuit Unhinged* game and hear some great outtakes from the celebrity recording sessions.

**Done** – Accept changes and return to the Main Menu.





## PAUSE MENU

To pause the game while playing, press the **Esc key**. The Pause Menu contains the following options:

**Continue** – Return to the game.

**Add Player** – Add a player to your *Trivial Pursuit Unhinged* game.

**Drop Player** – Remove a player from your *Trivial Pursuit Unhinged* game.

**Save & Quit** – Save your current game and player profile and quit the game.

**End Game** – Exit the current game, just saving your player profile statistics.

**Options** – Adjust game options (see “Options Menu” on page 9).

## SHOUT-OUT

Want a truly classic *Trivial Pursuit* board game experience? Try playing a Classic mode game using Shout-Out answer format. Shout-Out satisfies not only the *Trivial Pursuit* game purist but also those players looking for a greater challenge. Because Shout-Out does not offer multiple choices, answering questions becomes much more demanding. Shout-Out is available for both Classic and Flash mode games.

In Shout-Out answer format, up to six players can play. The player answering the question must verbally state the answer and then press the **Enter key** to reveal the correct answer. When the correct answer is revealed, the other players determine if the shouted answer was correct. If the player answered correctly, press the **Enter key**; if incorrect, press the **B key**. (Press the **F1 key** to view controls and rules in the Help Menu.)

## CLASSIC MODE

Classic mode is the *Trivial Pursuit* game experience that everyone knows. Move around the board, answer questions, collect wedges and race to the center with a wedge-filled token to win. Game options in Classic mode include Multiple Choice or Shout-Out question format.

When you choose this mode of gameplay, you will be presented with the option of setting the answer type to either Multiple Choice or Shout-Out. (See “Shout-Out” on page 10 for more details.) The default answer type is Multiple Choice. Press the **left** and **right arrow keys** to change the answer type.

Highlight the answer type, then highlight “Ready” and press the **Enter key** to go to the Token Selection screen.

Highlight your token color and press the **Enter key**.

## Game Setup

Now you must create or load a player profile. Player profiles are used to track your statistics, as well as to keep track of which questions you’ve already seen in each category and game mode of the *Trivial Pursuit Unhinged* game. If this is your first time playing the *Trivial Pursuit Unhinged* game, or if you just want to create a new player profile, highlight CREATE PLAYER PROFILE and press the **Enter key** to proceed to the Player Profile setup screen. Enter your profile name, highlight DONE and press the **Enter key** to complete setting up your player profile. Otherwise, highlight CHOOSE EXISTING PROFILE and press the **Enter key** to choose an existing profile.

After all of the players are set up, highlight START GAME and press the **Enter key** to start *Trivial Pursuit Unhinged* Classic mode.

## Rules and Controls

Classic mode uses the traditional rules of play, described on pages 5 and 6.

To roll the die, press the **Enter key**. To move your token, use the arrow keys to move the highlight between all the board spaces where your token may land and press the **Enter key**. If you set up the game to use Multiple Choice answers, the celebrity for your category will read the question, after which you may use the arrow keys to highlight an answer and press the **Enter key**. If you set up the game to use Shout-Out answers, you must state your answer for all of the other players to hear, then press the **Enter key** to reveal the answer; if your answer was correct, press the **Enter key** again and your turn will resume — if wrong, press the **B key** and play will continue to the next player. (Press the **F1 key** to view controls and rules in the Help Menu.)



## FLASH MODE

Flash mode provides a quick trivia fix in a fast-paced new format. Race to the top of the ladder by being the first to correctly answer a variety of trivia questions.

### Game Setup

The default answer type is Multiple Choice. Highlight the answer type, then highlight “Ready” and press the **Enter key** to go to the Token Selection screen.

Highlight your token color and press the **Enter key**.

Now you must create or load a player profile. Player profiles are used to track your statistics, as well as to keep track of which questions you’ve already seen in each category and game mode of the *Trivial Pursuit Unhinged* game. If this is your first time playing the *Trivial Pursuit Unhinged* game, or if you just want to create a new player profile, highlight CREATE PLAYER PROFILE and press the **Enter key** to proceed to the Player Profile setup screen. Enter your profile name, highlight DONE and press the **Enter key** to complete setting up your player profile. Otherwise, highlight CHOOSE EXISTING PROFILE and press the **Enter key** to choose an existing profile.

After all of the players are set up, highlight START GAME and press the **Enter key** to start *Trivial Pursuit Unhinged* Flash mode.

### Rules and Controls

During each turn, you must choose one of the two categories displayed on the screen, and answer a question; if correct, your token moves up a rung. Each player answers only one question during his or her turn. The winner is the first player to reach the top of the ladder! To choose a category, use the **arrow keys** to move the highlight and press the **Enter key**. The celebrity for your category will read the question, after which you may use the **arrow keys** to highlight an answer and press the **Enter key**. (Press the **F1 key** to view controls and rules in the Help Menu.)

At the end of each round you will be presented with the current statistics. You can choose to replay Flash mode up to six consecutive times to determine who is really the winner.

## UNHINGED MODE

With game features like Bonus Points, betting, special moves and new board spaces, this mode rewards the clever, the speedy and the sneaky — while still highlighting everybody’s trivia talents.

**Note:** This mode requires a minimum of two players.

### Game Setup

In an Unhinged mode game, you may adjust the frequency of Special Board Spaces (see “The Unhinged Game Board” starting on page 15 for descriptions). Frequency options are High, Medium, Low or Never. The default frequency is Medium. Use the **arrow keys** to highlight an option and select a frequency. Highlight “Ready” and then press the **Enter key** to go to the Token Selection screen.

Highlight your token color and press the **Enter key**.

Now you must create or load a player profile. Player profiles are used to track your statistics, as well as to keep track of which questions you’ve already seen in each category and game mode of the *Trivial Pursuit Unhinged* game. If this is your first time playing the *Trivial Pursuit Unhinged* game, or if you just want to create a new player profile, highlight CREATE PLAYER PROFILE and press the **Enter key** to proceed to the Player Profile setup screen. Enter your profile name, highlight DONE and press the **Enter key** to complete setting up your player profile. Otherwise, highlight CHOOSE EXISTING PROFILE and press the **Enter key** to choose an existing profile.

After all of the players are set up, highlight START GAME and press the **Enter key** to start a *Trivial Pursuit Unhinged* game.



## Rules and Controls

Unhinged mode is based on the traditional rules of play described on pages 5 and 6. The following rules are specific to Unhinged mode.

Each turn in Unhinged mode has four phases:

1. **SPEND** – If you have enough points, you have the option to steal another player's wedge (see "Spending Bonus Points" on page 18).
2. **ROLL** – Roll the die. If you don't like the number on the die and you have enough points, roll the die again (see "Spending Bonus Points" on page 18).
3. **MOVE** – Move your token.
4. **ACTION** – Depending on what kind of space your token lands on, the possible actions are: (a) answer the question (if you landed on a Category icon), (b) discard the current the question for a new one and then answer it (if you landed on the Recycle icon or if you have enough points to buy a new question) or (c) cause the board to rotate (if you landed on the Board Rotate icon) and perform the action indicated on the new space, (d) move to any other space on the board and perform the action indicated on that space (if you landed on a Teleport icon). If you land on a space occupied by another player, that player loses his or her turn (see "Stomp" on page 19). When play passes to a player who lost his or her turn, that player is skipped and may not SPEND, ROLL, MOVE or perform any ACTION until his or her next turn.

During the ACTION phase, all of the other players may bet on whether or not your answer is correct. If you answered correctly, your turn repeats — and if you answered correctly while your token is on a headquarters space, a wedge of that color is added to your token. If you answer incorrectly, play passes to the next player. To win, you must collect all six colored wedges, land on the center hub and successfully answer a question in a category selected by the other players. You may only collect one wedge of any color. At any time during the game, if another player spends his or her points to steal a wedge from you, you may defend against this by spending your points, provided you have enough.

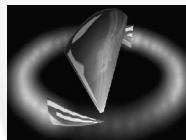
Details on the Unhinged point system, special moves, new play features and special spaces are described in the "Unhinged Game Board" section, starting on page 15.

To spend points at the beginning of your turn to steal another player's wedge, press the **B key**. To roll the die, press the **Enter key**. To spend points for another roll of the die, press the **B key**. To move your token, use the arrow keys to move the highlight between all the board spaces where your token may land and press the **Enter key**. After a question has been revealed, but before you have answered it, you may discard the question and draw another by pressing the **B key** (but only if your token is either on a Recycle space or you have enough points to buy a new question). To answer a question, use the arrow keys to highlight an answer and press the **Enter key**. During the answer phase, the other players may bet by pressing the wager key, or even to press the wager key a second time to double the bet. See the Controls chart for Unhinged Mode Betting (page 8) to see which keys to use. (Press the **F1 key** to view controls and rules in the Help Menu.)

## The Unhinged Game Board

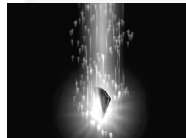
There are special board spaces in an Unhinged mode game. Sometimes the board is your friend, sometimes it's your enemy, but it always keeps things interesting.

### Board Rotate



When you land on a Board Rotate space, the board will rotate two spokes clockwise, causing all player tokens on the board to rest on a different space (with the exception of tokens on the center hub). The current player's turn then continues as if he or she just landed on the new space.

### Teleport



When you land on this space, a pillar of light shoots up, and sucks your token to another space of your choice. Choose wisely! You can use this special board space to take the best advantage of your turn, or even to stomp another player and cause them to LOSE a turn! (See "Stomp" on page 19 for details.)



### Random Category



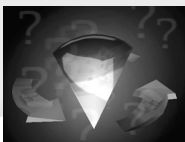
When you land on a Random Category space, the game will randomly select a question from all possible categories.

### 50/50



The 50/50 space reduces the number of multiple-choice answers to two.

### Recycling



The Recycling space lets you request new questions (up to two) in the same category, until you find one that you like. Press the B key to get a new question in the category.

### Sticky

If a hidden Sticky space is revealed when you land on it, you cannot move until you either answer a question correctly, or answer three questions incorrectly.

### Bounce

If a hidden Bounce space is revealed when you land on it, the question is passed to the next player and you forfeit the remainder of your turn.

### Double/Triple Bonus Points



If you answer correctly when your token is on a space with a 2x or 3x icon, the points you earn will be doubled or tripled.

### All-Wedge



Occasionally, all spaces of a certain color will display hovering, translucent wedge icons. This means if you land on any of those spaces and answer the question correctly, you win a wedge in that category. The wedges are only offered in this manner temporarily, so move fast!

## Bonus Point System and Betting

The heart of Unhinged mode is the Bonus Point System. Players earn Bonus Points and then "spend" them in both defensive and offensive ways. Each player's earned Bonus Points are displayed in one of the four corners of the screen, along with that player's current number of wedges, any earned special moves and current bets.

### Earning Bonus Points

- **Think Fast! Answer Fast!** – When the answers are revealed, a timer begins to tick down from 3 to 1. If you answer before the timer hits 1, you can earn up to three Bonus Points, depending on where the timer stops when you answer. No points are awarded for incorrect answers.
- **How sharp are your friends?** Does your opponent have a trivial or terrific grasp on trivia? If you think you know, use the betting interface to predict the outcome of an opponent's question. From the time that the player chooses a category until the time he or she selects an answer, all other players can wager on whether that player will choose the correct answer. See the Controls chart for Unhinged Mode Betting (page 8) to see which keys to use. You can wager 1 or 2 points per bet.
- **Special Board Spaces** — Landing on a 2x or 3x space AND answering correctly earns you additional Bonus Points.



### Losing Bonus Points

Players lose Bonus Points by betting incorrectly on another player's answer. If you bet that a player will answer correctly but he or she does not, you lose the number of points that you bet. The same is true if you bet that a player will get the wrong answer but he or she gets it right. **Note:** You can never have fewer than 0 points.

### Spending Bonus Points

When you have enough Bonus Points, you can spend them on special moves. Your Bonus Point total is displayed in one of the four corners of the screen. As special moves become available, you are given visual indication of the available moves. Remember, help is always available by pressing the **F1 key**. Below are the special moves that become available after you have generated enough Bonus Points:

- 15 Bonus Points – The Re-roll Die icon will appear only when it is your turn AND you have rolled your die AND have been shown the possible spaces to which you can move BUT you have not yet chosen a space. Press the **B key** to activate Re-roll Die.
- 30 Bonus Points – The Get New Question icon appears only when it is your turn AND you have seen the question BUT before you have answered. Press the **B key** to spend those points and receive a new question in the same category!
- 50 Bonus Points – When you have this many Bonus Points, you're allowed to steal an opponent's wedge, or protect one of your own wedges from being stolen. If it is your turn, you can choose to steal a wedge from the player of your choice. If you are the player from whom the wedge is being stolen and you have enough points, you can protect your wedge from being stolen. The Steal Opponent's Wedge icon will appear only when your turn has started but you have not yet rolled the die. Press the **B key** to activate the wedge steal/block special move.

### Stomp

Looking for a new way to slow your opponents down? Stomp them! If you land on a game space that is already occupied by another player, that player loses his or her next turn.

## Trivial Pursuit Unhinged On GameSpy Arcade

You can play the *Trivial Pursuit Unhinged* game online through GameSpy Arcade. If you haven't done so already, insert your *Trivial Pursuit Unhinged* CD and install Arcade now. Then, to play the *Trivial Pursuit Unhinged* game online, just follow these simple instructions:

**Launch GameSpy Arcade and Go to the *Trivial Pursuit Unhinged* room:** Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the *Trivial Pursuit Unhinged* button on the left to enter the *Trivial Pursuit Unhinged* room.

**Find or Start a Server:** Once you're in the *Trivial Pursuit Unhinged* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed. Click on the "Create Room" button to start your own server and wait for people to sign up. Or, double-click on a server of your choice to join in.

**Joining and Starting a game:** Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up the *Trivial Pursuit Unhinged* game, and the battle begins!

### Problems?

If you have problems using Arcade, whether installing, registering, or using it in conjunction with the *Trivial Pursuit Unhinged* game, consult the GameSpy help pages, located at <http://www.gamespyarcade.com/help/> or e-mail GameSpy by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

**Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.**



NOTES



NOTES





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### Special Thanks

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Andy Mazurek  
Gina Pupkis  
Dan Schoenblum – GameSpy  
David Vonderhaar – GameSpy  
Jason Woolf  
Jennifer Zimmer

### Celebrity Hosts and their Agents

#### People & Places

Brooke Burke  
Tim Kessler – Brady, Brannon and Rich

#### Arts & Entertainment

Whoopi Goldberg  
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#### History

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