

TABLE OF CONTENTS

The ReadMe File	3
System Requirements	3
Setup and Installation	3
Main Menu	4
Getting Started	5
Network Setup Menu	6
Common Gameplay Elements	9
Options Menu	12
How to Play	15
<i>Classic Pursuit</i> ™	15
<i>Party Pursuit</i> ™	17
<i>Point Pursuit</i> ™	19
Statistics Screen	22
Restart Screen	22
Hasbro Interactive's Web Sites	22
Technical Support	23
License Agreement	24
Credits	28

2

FIRST THINGS FIRST

The ReadMe File

The *Trivial Pursuit*™ Millennium Edition CD-ROM has a ReadMe file with which you can view both the License Agreement and updated information about the game. To view this file, double-click on "ReadMe.txt" in the *Trivial Pursuit Millennium Edition* directory found on your hard drive. You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then clicking on Programs, then on Hasbro Interactive, then on *Trivial Pursuit Millennium Edition* and finally on the ReadMe file option.

System Requirements

Operating System:	Windows® 95/98
Processor:	Pentium® 166 MHz or higher
Memory:	16 MB RAM
Hard Disk Space:	50 MB Free
CD-ROM Drive:	4X Speed
Video:	2 MB DirectX 6.0-compatible video card
Sound:	DirectX 6.0-compatible sound card
DirectX:	DirectX 6.0 (included) or higher
Modem:	28.8 bps required for network play
Other:	Internet connection required for TCP/IP network play

SETUP AND INSTALLATION

1. Start Windows® 95/98.
2. Insert the *Trivial Pursuit Millennium Edition* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 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 "setup.exe" file on the *Trivial Pursuit Millennium Edition* CD-ROM game disc and double-click on it.

3

4. Follow the remainder of the on-screen instructions to finish installing the *Trivial Pursuit Millennium Edition* game.
5. Once installation is complete, double-click on the *Trivial Pursuit Millennium Edition* game icon to start the game.

Note: You must have the *Trivial Pursuit Millennium Edition* CD-ROM in the CD-ROM drive to play the game.

Installation of DirectX

The *Trivial Pursuit Millennium Edition* CD-ROM requires DirectX 6.0 or higher in order to run. If you do not have DirectX 6.0 (or higher) installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO TRIVIAL PURSUIT® MILLENNIUM EDITION!

Celebrate the new millennium by reviewing the people and events that got us to the year 2000! Warm up with a game of *Classic Pursuit*, go for points in a race against time in *Point Pursuit*, or be the first to "buzz in" for a chance to answer in *Party Pursuit*. From the well known to the truly obscure, great graphics, sound and video clips make *Trivial Pursuit Millennium Edition* a rich multi-media journey.

THE MAIN MENU

When you first start the program, a brief introduction will play. You will then see the Main Menu. From here, you have the following choices:

Classic Pursuit – Click here to start a new *non-network* game of *Classic Pursuit*. This will take you to the **Getting Started** sequence described on page 5.



Party Pursuit – Click here to start a new *non-network* game of *Party Pursuit*. This will take you to the **Getting Started** sequence described below.

Point Pursuit – Click here to start a new *non-network* game of *Point Pursuit*. This will take you to the **Getting Started** sequence described below.

"?" Icon – Click here to access the **Options Menu** described on page 12.

Network Tab – Click here if you would like to play a *network multiplayer* game. This will take you to the **Network Setup Menu** described on page 6. **Important!** You must complete the Network Setup Menu steps before you select the type of game you would like to play.

GETTING STARTED

After you have chosen the game variation you would like to play, you will be asked to answer a series of general questions:

1. Select Answer Type

You must first choose from three different answering options. The option you select will influence the level of difficulty for the game you are about to play.

Multiple Choice – This is the easiest answering option. Players must choose from four possible answers.

Type-in Loose – This option makes answering a bit more difficult. Players must type in their answers. The computer, however, will forgive misspellings.

Type-in Exact – This is the most difficult answering option. Players must type in their answers, and their answer must be spelled correctly in its entirety.

2. Select Number of Players

Once you've selected your answer type, click on the number of players who will be participating in the game. **Note:** In a *non-network* game, *Classic Pursuit* can have up to 6 players, while *Point Pursuit* and *Party Pursuit* can have up to 3 players. In a network game, all game types can have up to 6 players.

3. Enter Player Names/Select Token Colors

Next, you will be asked to enter each player's name (up to 8 characters) and to select a token color to represent each player. Type a player's name and then press "Enter" on your keyboard or click the OK tab at the bottom of your screen. Then click on a token color for that player. **Note:** A token color that has been selected by another player will not be available to the other players.

After you have entered all player names and selected their token colors, you will be taken to the Gameboard Screen of the game variation you selected to play.

NETWORK SETUP MENU

You can play *Trivial Pursuit Millennium Edition* with other players over a local area network (LAN) or via TCP/IP if you have a modem or network connection. You will need to plan this event ahead of time. To do so, contact the other players and choose a host and a name for your game. If you're using TCP/IP, you'll need to let all players know the host's IP address (which the game will show you), the name of the game, and the time the game will be played. Remember, the host's IP address could change if he/she doesn't stay logged on to the Net. To setup a network game, you must do the follow:

1. Choose to Host or Join

Choose whether to **host** a game, or **join** a hosted game.

2. Choose Protocol

Click on the type of method that will be used to connect other players: Modem, IPX, TCP/IP, or Null Modem. **Note:** Only connection types that are available on your machine will be shown.

Modem – Use this protocol if you are connecting directly to another player's computer via a phone line. Choose your modem type from the pop-up list and then click on the OK tab at the bottom of your screen. If you're joining a game, you will also have to enter the entire telephone number for the host's modem. Click on the OK tab when you're done. **Note:** Only two players can play a modem game.

6

IPX – Use this protocol if all players are playing over a local area network. Then continue with steps 3 – 6 described below.

TCP/IP – Use this protocol if you are connecting to other players via your Internet service provider, or over a TCP/IP network. **Important!** Connect to your Internet service provider before launching the *Trivial Pursuit Millennium Edition* CD-ROM game. If you're hosting the game, you'll see the IP address that you must give to the other players. If you're joining a game, you'll need to type in your host's IP address and then click the OK tab.

Null Modem – Use this protocol if you are using a serial connection. Change any settings that need to be changed (Port, Baud Rate, Stop Bits, Parity, or Flow) by clicking on the setting and then selecting from the pop-up window. Once you've selected your settings, click the OK tab. **Note:** Only two players can play at one time with this type of connection.

After you've selected your protocol, you will be asked to answer a series of general questions:

3. Select Game Type/Answer Type (Host only)*

Click on the type of game you want to play (*Classic Pursuit*, *Party Pursuit*, or *Point Pursuit*). Then click on the answering option you would like to use for the game. (See "Select Answer Type" on page 5.)

* **Note:** If you're **joining** the game, go directly to Step 4.

4. Enter Player Name

Enter your name (up to 8 characters) and then press the Enter key on your keyboard or click on the OK button.

5. Enter (or Select) the Name of the Game

If you're hosting the game, type in a name for the game (up to 12 characters). Joining players will use this name. After you've entered a game name, press the Enter key on your keyboard, or click on the OK button.

7

If you're joining the game, select the game name from the available list by clicking on the name and then clicking on the OK button. **Important!** If no games are listed, either wait for the host to set up the game, or check your setup information to make sure that you entered the information correctly.

6. Wait for the Game to Start

While waiting in the "Lobby" to start the game, you can choose your token color or chat with the other players. When everyone has joined the game, the host must click on the "Start" button to start the game. **Important!** Only the host can start the game.

Choosing a Token Color

To choose your token color, click on any available token from the column to the left of the screen.

Note: You cannot choose a color that has already been selected by another player.



Having a Chat

To chat with other players who have already logged on, just type your message in the chat area and press the Enter key to send it.

CHAT

Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

8

Chatting During the Game

If you're playing a network game, you can chat with other players during play. Just press the Enter key on your keyboard to enter chat mode. Then type in the message you would like to send to everyone. When done

typing, press the Enter key again to send your message. In-game chat messages appear in the box underneath your token. Your message will remain on screen until you clear it by sending another message.

Token Emotions

During a network game, instead of chatting, you can also quickly send people a message by having your token act happy or sad. Just press the F1 – F9, F11 and F12 keys anytime during the game to have your token instantly display one of its emotion animations.

Playing on the Zone

You can use the MSN Gaming Zone to find challengers for your next game of *Trivial Pursuit Millennium Edition*. Head to the MSN Gaming Zone by first clicking on the Start button on your Win95/98 taskbar, then on Programs/Hasbro Interactive/*Trivial Pursuit Millennium Edition*/ Play on the Zone.

Note: Do not start *Trivial Pursuit Millennium Edition* before going to the Zone. Once you go to the *Trivial Pursuit Millennium Edition* Lobby on the Zone, and choose to join or host a game, the *Trivial Pursuit Millennium Edition* program will then automatically launch if it has been installed on your machine.

MSN GAMING ZONE

The MSN Gaming Zone is an independent gaming service run by Microsoft Corporation. Hasbro Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the MSN Gaming Zone and any content on or available through the MSN Gaming Zone, including, without limitation, links to other websites or comments or other contact between users of the MSN Gaming Zone.

COMMON GAMEPLAY ELEMENTS

All three game variations feature certain the common elements:

Player Tokens

Tokens along the bottom of the screen during play represent each player in the game. Each token features the player's name beneath it.

9

In *Point Pursuit*, the tokens also show the player's current point total. In a network game, the tokens also feature a chat box.

If you gain or lose wedges in any of the games, your token will reflect these changes. To see a player's gameplay stats at any time, right-click on their token. A table will appear listing the number of questions answered both correctly and incorrectly thus far in the game.

The Categories

All three game variations use the same color-coding and abbreviations for the six different subject categories:

Color	Abbreviation	Category
Blue	PP	People & Places
Pink	AE	Arts & Entertainment
Yellow	HIS	History
Brown	SN	Science & Nature
Green	SL	Sports & Leisure
Orange	WC	Wild Card

Answering Questions

In all 3 game variations, questions are answered the same way, depending on the Answer Type option that was chosen.

If you selected "Multiple Choice": Click on your choice for the correct answer, or press the matching number of the answer on your keyboard.

If you selected "Type-in Loose" or "Type-in Exact": A cursor will appear in a text box. Type in your answer and press the Enter key on your keyboard when done.

10

Buzzing In

In Multiplayer *Point Pursuit* and *Party Pursuit*, players must "buzz-in" before answering the question. Each player must use his/her assigned

"buzz-in" key. This key is always "Q," "B," or "P." You will know your assigned key by the letter that appears next to your token. **Note:** You do not need a buzz-in key in *Classic Pursuit* or single-player *Point Pursuit* and *Party Pursuit*.

Important! In Non-Network play, players can buzz in at any time while the question is being read. In Network play, all players must wait until the question has been read in its entirety before they can buzz-in. If you buzz-in first, your token will stand up. The buzz-in timer will also start ticking.



Question Timers

There are 2 types timers used during gameplay – the Master Timer, and the Buzz-In Timer.



The Master Timer is a 30-second timer (changeable in Advanced options) that tracks how long you have to answer a question in single-player games, or how long players have to buzz-in when answering a question in a multiplayer game of *Point Pursuit* or *Party Pursuit*.

When the Master Timer reaches "0," the answer to the question is revealed.

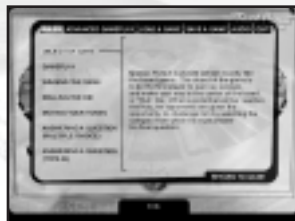
The Buzz-in Timer is only used in multiplayer games of *Point Pursuit* and *Party Pursuit*. This 30-second timer starts counting down AFTER a player has buzzed in, indicating how long that player has left to answer the question. **Note:** The Buzz-in Timer is color coded to match the color of the token that buzzed in.

If the Buzz-in Timer reaches "0," the player is considered to have answered the question incorrectly. If there is still time left on the Master Timer, then other players may try to buzz-in and answer the question.

11

OPTIONS MENU

To access the Options Menu, click on the “?” icon in the upper-right corner of the screen, or press the “Esc” key on your keyboard. To access all of the information and functions available from the Options Menu, click on the tabs at the top of the window. These tabs include High Scores, Rules, Advanced Gameplay, Load A Game, Save A Game, Audio, and Quit. **Note:** The tabs that are available depend on the game variation being played. “Save A Game” will only be an option if you are currently in a game. To exit the Options Menu, click on “Return to Game” or press the “Esc” key on your keyboard.



RULES

Click on this tab to see the rules for the game variation that you are playing. Click on the chapter headings on the left to read about that topic.

ADVANCED GAMEPLAY

Click on this tab to see the advanced gameplay options for the game variation being played. Click on the headings on the left to view that option.

Note: Advance Gameplay options are not available for networked games.

CLASSIC PURSUIT ADVANCED OPTIONS

Play to Completion

If this option is set to ON, the game will not end once the first player wins. The other players will continue playing for 2nd through 6th place.

Difficulty

This option allows you to choose how each player will answer their questions. For each colored token, select “Multiple Choice,” “Type-in Loose,” or “Type-in Exact.” **Note:** This can be done at any time during gameplay.

12

Time Lengths

This option allows you to set how quickly the Master Timer will count down. Choose from 20, 30, 40, 50, or 60 seconds, or no timer (the infinity symbol). The default for *Classic Pursuit* is no timer.

Quickplay

This option gives you two choices for speeding up *Classic Pursuit* gameplay:

Quickplay Mode YES or NO – If you choose YES, then every square on the gameboard, not just the wedge squares, will give you a wedge in that category if you answer the question correctly. You must still, however, go to the center hub for the game-winning question.

Number of Wedges Needed to Win – This allows you to set the number of wedges players need before they can go to the center hub for the game-winning question. This can be set from 1 to 6.

PARTY PURSUIT ADVANCED OPTIONS

Time Lengths

This option allows you to set how quickly the Master Timer will count down. Choose from 20, 30, 40, 50, or 60 seconds, or no timer (the infinity symbol). The default for *Party Pursuit* is 30 seconds. **Note:** This setting does not alter the Buzz-in Timer featured in a multiplayer game.

Quickplay

This option allows you to select how many questions will be played in the normal round before Quickplay mode starts. You may choose from 1, 10, or 20 questions. The default for *Party Pursuit* is 10.

POINT PURSUIT ADVANCED OPTIONS

Time Lengths

This option allows you to set how quickly the Master Timer will count down. Choose from 20, 30, 40, 50, or 60 seconds, or no

13

timer (the infinity symbol). The default for *Point Pursuit* is 30 seconds. **Note:** This setting does not alter the Buzz-in Timer featured in a multiplayer game.

HIGH SCORES

This tab is only available in *Point Pursuit*. Click on it to see the top 10 scores in *Point Pursuit*.

LOAD A GAME

Click on this tab to load a previously saved game. Highlight a game name from the list and then click on the OK button.

SAVE A GAME

Click on this tab to save a game currently in progress. To save a game, click on an empty slot (or choose a slot with an existing saved game to save over it). Type the name of the saved game in the "Name Your Game" field and then click on the OK button. Once your game has been saved, click on the "Return to Game" button, or press the "Esc" key on your keyboard to return to the current game.

AUDIO

Click on this tab to adjust the game's music volume, sfx volume, or dialog volume. Simply click on a slider and move it.

QUIT

This option gives you three choices:

Quit – Click here and choose YES to quit *Trivial Pursuit Millennium Edition* and return to the Windows® desktop.

Restart Game – Click here to restart the game you are currently playing with the exact same players and options.

Start New Game – Click here to quit the current game and return to the Main Menu to start a new game variation with new people.

14

HOW TO PLAY

CLASSIC PURSUIT

Object

To be the first player to earn a colored wedge in each of the six different subject categories. Once you have earned all six different color wedges, you must then move to the hub area at the center of the gameboard and answer the game-winning question in a category chosen by your opponents (or the computer if playing alone)!

Setup

All players start in the hub area at the center of the gameboard and move down one of the spokes and out onto the circular track. Play moves in *either* direction around the track.



On Your Turn:

1. Click on the die to roll the die.
2. The gameboard will highlight all of the spaces to which you can move, and floating billboards will indicate each space's corresponding category.
3. To move to your desired space, click on the actual gameboard space or on the space's billboard.

It's Question Time!

After your token moves to your selected space, a question from that space's category will appear onscreen.

Enter Your Answer

Enter your answer using the Answer Type method you selected during setup (*Multiple Choice*, *Type-in Loose*, or *Type-in Exact*.)

If You Answer Correctly...

Congratulations! You get to take another turn.

15

If You Answer Incorrectly...

Bummer! Your turn ends and play passes to the next player.

Rules for Moving Your Token:

- You can move in any direction you want along the track.
- You may NOT move both forward and backward on the track (or on a spoke) on the same turn.
- You must move the number of spaces shown on the die.
- You may move *through* the center hub to go directly across the gameboard, or down another spoke.
- Any number of tokens may occupy the same space at the same time.

Moving into the Center Hub

If you move by exact count into the hub – but can't try to win the game because you have not yet earned six different color wedges – select the category you want for your question by clicking on the category name.

How to Win a Wedge

If you correctly answer a "Category Headquarters" question, you win that category's matching-color wedge for your token.



Category Headquarter Spaces

Important! If you *incorrectly* answer a "Category Headquarters" question, you must move out of that category headquarters space on your next turn. You may re-enter that space and try again on a later turn.

Roll Again Spaces

There are 12 "Roll Again" spaces on the gameboard. If you land on one, continue your turn by rolling the die and moving again.

16

How to Win the Game

Once you've collected one scoring wedge in each color, make your way to the hub and try to answer the game-winning question. **Important!** You

must land in the hub by exact count. If you overshoot the hub, pick the spoke you want to move along and answer the question in the category on which you land. On your *next* turn, try again to hit the hub by exact count.

Game-Winning Question

When you do reach the hub by exact count, the other players (or the computer in a one-player game) select the category of the game-winning question.

If You Select the Right Answer – You Win!

If You Select the Wrong Answer – Too Bad! Your turn ends. On your *next* turn, you must leave the hub and answer another question. Then, on your following turn, you may re-enter the hub – by exact count – and try to correctly answer another Game-Winning Question.

Anything's Possible! – Since a player continues his/her turn until he/she incorrectly answers a question, 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 on one turn. If this happens, any player who has not yet had a turn can take a chance to duplicate the feat and create a tie.

Quickplay

If you would like to play a quicker game of *Classic Pursuit*, turn ON the "Quickplay" Advanced Option from the Options Menu. With Quickplay ON, every square you land on will make you eligible for a wedge in that category. You must still, however, go to the center hub for the game-winning question.

Note: Under the Quickplay option, you can also select how many wedges each player must earn before getting a potential game-winning question.

PARTY PURSUIT

Party Pursuit plays much faster than *Classic Pursuit*. While players must still try to collect six different-colored wedges, every correctly answered question now earns the player a wedge. Rather than using a gameboard and a die, the controlling player selects the question

17

category from a Category Selection screen. All players are then presented with a question and the player to buzz in first is given the opportunity to answer.

Object

To be the first player to earn a color wedge in each of the six different subject categories.

Pick a Category

From the Category Selection screen, click on one of the three categories or press the category's matching number on your keyboard. If you choose "Roll Again," a new Category Selection screen will appear. Choose a category from that screen. After selecting a category, a question from that category will appear. Before you can attempt to answer the question, you must first buzz in. **Note:** If you correctly answer a question, you will also get to choose the category for the next question.

Buzzing In

All players have 30 seconds to buzz in. If you think you know the answer to the question, press the buzz-in key (either "Q," "P" or "B") that was assigned to you at the beginning of the game. If you have forgotten your buzz-in key, don't panic. The key's letter appears next to your token as a reminder. **Note:** If you are playing a single-player game, you do not have to buzz in.

Enter Your Answer

If you buzz in first, you have 30 seconds to enter your answer using the Answer Type method you selected during setup (*Multiple Choice*, *Type-in Loose*, or *Type-in Exact*.)

If You Answer Correctly...

Congratulations! You earn that category's color wedge (if you don't already have one) and gain control of the question category choice.

18

If You Answer Incorrectly...

That could be a real bummer. If you've already earned a wedge for that category, you lose it! If there is still time left on the Master Timer, other players may now buzz in and try to answer the question.



Quickplay Mode

If no one has won after 10 questions have been asked (the game's default), gameplay will automatically switch over to Quickplay mode. During Quickplay, the Category Selection screen no longer appears. Instead, the computer automatically selects a question, thus speeding up the game.

Note: You can change the number of questions that must be asked before Quickplay mode kicks in. See "Party Pursuit Advanced Options" on page 13.

How to Win the Game

The first player to collect each of the six color wedges wins the game.

POINT PURSUIT

Point Pursuit is similar to *Party Pursuit*. Players still get three categories to choose from, except now the questions are rated in difficulty and have a point value attached to them. The game features a round of 20 questions, with players earning points for each correct answer. ("Easy" questions are worth 250 points, "Tough" questions are worth 500 points, and "Major Brain Buster" questions are worth 1000 points.)

Players then bet as many of their points as they want on a final Wager Round question. In *Point Pursuit*, you can play solo, go head-to-head with up to three players in a *non-network* game, or compete with up to six players in a *network* game.



Object

Try to get the highest score by answering questions correctly. If you answer a question correctly, you get points based on the question value, how quickly you answered, and the number of wedges you have already won.

Setup

At the start of the game, you will be given three highlighted subject categories, each with an assigned point value for its corresponding question.

19

On Your Turn:

1. Click on one of the categories to select it, or press the matching category number on your keyboard.
2. A question from the selected category will appear, and a 30-second time will begin to count down. If you do not answer the question within 30 seconds, the question will disappear from the screen and a new set of categories will be displayed. **Note:** There will be no penalty to your score, but the Question Number will advance by one.
3. If you think you know the answer, buzz in.

To select your answer, click on the corresponding oval of your desired answer, or tap directly on the answer's text.

Buzzing In

Hit the key (either "Q," "P" or "B") that was assigned to you as your buzz-in key at the beginning of the game. Your buzz-in key is shown next to your token to remind you of which key to hit. **Note:** You do not have to buzz in if you are playing a single-player game.

Enter Your Answer

Enter your answer using the Answer Type method you selected during setup (*Multiple Choice, Type-in Loose, or Type-in Exact.*)

If You Answer Correctly...

Congratulations! You receive a wedge for that category (if you don't already have one) and earn points. See "Scoring" below. You now get to choose the category for the next question.

If You Answer Incorrectly...

Bummer! The correct answer is displayed briefly and you may lose points. See "Scoring" below.

20**SCORING**

The following formula calculates the score for a correct answer:

$$[(\text{Timer Bonus}) + (\text{Question Value})] \times (\text{Wedge Number})$$

The following formula calculates the score for an incorrect answer:

$$(\text{Question Value}) \times (\text{Wedge Number})$$

Note: Wedges are added to or removed from your token BEFORE either of these equations is calculated.

Timer Bonus

The speed of your answer determines the Timer Bonus. The faster you answer, the higher the bonus!

Question Value

The difficulty of the question determines the Question Value.

Wedge Number

The Wedge Number is equal to the number of wedges you have already earned.

Important! If you don't have any wedges when your score is being calculated, your Wedge Number is zero. You therefore neither gain nor lose points since anything multiplied by zero is just that, zero.

WAGER ROUND

After you complete a round of 20 questions, you will automatically enter the Wager Round (unless you have negative points). The category of the final question will be highlighted, and you will be asked to enter the amount you would like to risk on this last question. Enter the amount using your device's keyboard, and then press the Enter key. **Important!** You cannot bid more points than you currently have in your total score.

If You Answer Correctly...

Congratulations! Your wager points are added to your total score.

If You Answer Incorrectly...

Bummer! Your wager points are subtracted from your total score.

21

Winning the Game

In a multiplayer game, the person with highest score at the end of the game wins.

STATISTICS SCREEN

At the end of each game, all of the tokens will be shown on a statistics screen that will list the number of questions they got right or wrong in each category during the game. Click anywhere on this screen to move on to the Restart screen.

RESTART SCREEN

After the Statistics screen, you will be taken to the Restart screen. From here you can choose to Quit, Restart, or Start A New Game. Clicking on one of these options is identical to clicking on Quit from the Options Menu.

Note: If you were playing *Point Pursuit*, the High Score list will appear on this screen as well.

HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Hints and Tips
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Chat and Community
- Downloadable Themes
- And much more

22

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

PLAY ONLINE!

For more information on playing *Trivial Pursuit Millennium Edition* online, please visit Hasbro Interactive's Online Games area at:

<http://www.games.com>

Kids, check with your parent or guardian before visiting the site.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Trivial Pursuit Millennium Edition* CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions

23

concerning the *Trivial Pursuit Millennium Edition* CD-ROM game to: **HI@hasbro.com**

To find out more about the *Trivial Pursuit Millennium Edition* CD-ROM game or any other Hasbro Interactive CD-ROM product, please visit:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting the site.

LICENSE AGREEMENT

*** IMPORTANT ***

This is a legal agreement between the end user ("You") and Hasbro Interactive, Inc., its affiliates and subsidiaries (collectively "Hasbro Interactive"). This Agreement is part of a package (the "Package") that also includes a CD-ROM disc (collectively, the "CD-ROM") and certain written materials (the "Documentation").

BY INSTALLING THE CD-ROM, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF HASBRO INTERACTIVE, THAT RESELLER IS NOT HASBRO INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON HASBRO INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, promptly return the entire Package to the place You obtained it for a full refund.

LIMITED LICENSE: You are entitled to use this CD-ROM for your own use, but may not sell or transfer reproductions of the CD-ROM or Documentation to other parties in any way. You may use one copy of the CD-ROM on a single terminal connected to a single computer. You may not network the CD-ROM or otherwise use it on more than one computer or computer terminal at the same time.

24

You acknowledge that Hasbro Interactive is not responsible for the Internet or whether it should continue to exist in its present form or whether or not a government or governmental agency, either foreign or domestic, will control, regulate or disband the Internet.

OWNERSHIP; COPYRIGHT: Title to the CD-ROM and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Hasbro Interactive and its licensors, and You shall not take any action inconsistent with such title. The CD-ROM and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Hasbro Interactive and its licensors.

OTHER RESTRICTIONS: You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, disseminating or otherwise distributing of the CD-ROM or the Documentation by any means or in any form, without the prior written consent of Hasbro Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the CD-ROM to human readable form.

LIMITED WARRANTY:

Hasbro Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the game that the CD-ROM is free from substantial errors or defects that will materially interfere with the operation of the CD-ROM as described in the Documentation. This limited warranty applies to the initial purchaser only. EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE MAKES NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS CD-ROM. THE IMPLIED WARRANTY THAT THE CD-ROM IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

25

If you believe you have found any such error or defect in the CD-ROM during the warranty period, (i) if you are in the United States, call Hasbro Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 12:00 midnight Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original CD-ROM disc to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which it is to be returned. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the CD-ROM, within a reasonable period of time and without charge, with a corrected version of the CD-ROM. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

HASBRO INTERACTIVE SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF HASBRO INTERACTIVE IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL HASBRO INTERACTIVE'S LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

GENERAL: This Agreement constitutes the entire understanding between Hasbro Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Hasbro Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Hasbro Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Hasbro

Interactive on request if Hasbro Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Hasbro Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

26

EXPORT AND IMPORT COMPLIANCE: In the event You export the CD-ROM or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the Commonwealth of Massachusetts, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.

27

CREDITS

Hasbro Interactive

Tom Dusenberry
President

Erik Stein
Producer

David Walls
Jennifer McWilliams
Senior Designers

Sharon Rosenstein
Senior Product Manager

Leah Riseman
Associate Product Manager

Diane Shohet
Executive Producer

David Walls
Creative Director

John Sutyak
Director of Business Development

Tony Parks
V.P. Research and Development

Rich Reily
V.P. of Technology

Michael Craighead
Director of Quality Assurance

Kurt Boutin
Q.A. Manager

Andy Mazurek
Q.A. Supervisor

Randy Lee
Q.A. Lead

Dan McJilton
Jen Kaczor
Jake Hopkins
Mark Huggins
Jason King
Jonathan Silvius
Testers

John Hurlbut
General Manager, Marketing

Gale Steiner
Director of Marketing

George Burtch
Director of Marketing Services

Tim Evans
Channel Marketing Director

Sarah McIlroy
Channel Marketing Manager

Laura Tomasetti
Director of Public Relations

Steve Webster
Creative Services Director

Kathryn Lynch
Creative Services Manager

Steve Martin
Art Director

Elizabeth Mackney
Editorial Specialist

Tony Moreira
Manager of Technical Services

Bob Sadacca
Director of Operations

Tracy Kureta
Operations and Special Projects Manager

Laurel Marchessault
Donna Mahan
Linda Ferros
Legal and Finance

Question Development

Richard Blewett
Allison Dufty
Head Writers/Editors

James Christie
Chip Dornell
Charles Hargrove
Christine Murray
John Sylvain
Susan Sachs
Paul Sagan
David Walbert
Main Writers

Molly French
Steve Jenkins
Christopher Liebel
Melinda Whitehouse
Contributing Writers

Teresa Chubet
Elizabeth Mackney
Jennifer Brackett
John Puffer
Dan McJilton
Question Reviewers

Hasbro Interactive Worldwide

Tim Christian
Managing Director

Sam Baker
Head of Localization

Phil Gilbert
Lead Tester (Europe)

Sara Armstrong
Brand Manager (Europe)

Scott Dodkins
Commercial Director, European Division

Dominic Myers
Strategic Marketing Director, International

Kate Webster
Brands Director International

Janet Oakes
Finance Manager

Jon Darlison
Operations Manager

Steve Cross
Creative Director

Andrew Lockett
Q.A. Manager International

Justin Gaffney
Business Development Manager

Human Code, Inc.

Team Leads

Marshall Kunze
Lead Programmer

Scott White
Art Director

Winnie Chang
Lead Designer

Noel Gabriel
Audio Lead

Programming Team

Marshall Kunze
Lead Programmer

Kathy Kennedy
Sam Christiansen
Ryan Wolfe
Programmers

Brian Sharon
Jeff Gilbert
Engine Programmers

Chris Jensen
Prototype Programmer

Producer Team

Seonaidh Davenport
Finishing Producer

Ellen Hobbs
Tammy Bright
Rob Shepherd
Associate Producers

Anji Mayfield
Production Manager/Traffic

Graphics Team

Scott White
Art Director

Winnie Chang
Lead Designer

Eva Garcia
Jessica Nelson
Graphic Designers

Nathan Hanners
Darrin LeBlanc
Jeff Perryman
Brady Townsend
3D Artists

Rebecca Baldwin
Nathan Hanners
Tom Legros
Kenneth Lee
Mayfield
Jeff Shoemaker
Paul Waggoner
Doug Woods
Content Designers

Team Smarty Pants

Thought Interactive
Scott Whitney
Video

Michelle Vitale
Asset Manager

Media Acquisition Team

Rebecca Baldwin
Tammy Bright
Ellen Hobbs
Tatjana Shepperd
Mark Smith
Matt Tucker
Mike Wabschall
Heather Wagner
Lauren Wolpert
Debra Sanderson
Keith Schreier
Andrea Scharf
Total Research

Evan Greenspan
Writing Team

Ellen Hobbs
Susan O'Connor
Writers

Beth Macom
Copy Editing

Audio Team

Noel Gabriel
Audio Lead

Joel Stearns
Sound Effects

Shelley Kelso
Audio Processing

Doug Koeppe, Bass
Chris Deaner, Drums
Joel Stearns,
Guitar/Keyboards
Pat Murray, Trumpet
Richard Gamble Jr.,
Trombone
Greg Wilson, Sax
The Band

John Malcolm Smith
Live Band Engineer

Joel Stearns
Noel Gabriel
Andrea Perry
Doug Koeppe
Pat Murray
Stinger Composers

Kevin Welsh
Additional Guitar

QA Team

Scott Hazle
Kelly Kerr
Nathan Reneger
Directors

Seonaidh Davenport
Executive Producer

Brian Sharon
*Director of Tools
and Technology*

Rodney White
Director of Software

Mike DeLeon
Audio Director

Blake Bush
*Director of Visual
Media*

Darin Henley
*Director of Quality
Assurance*

Executive Management

Ed Perry
CEO

Jim O'Neill

COO

Lloyd Walker
President

Lindsay Gupton
*Vice President,
Director of
Development,
Consumer Division*

Stuart Lodge
Financial Director

Kerry Brix
*Business
Development*

Special Thanks

Brit Jackson, Asha
John, Mike Trimble,
Jenni Ibanez, Matt
Stanfield, Robert
Tijerina, Matt
Wedgewood,
Santee Valle,
Yehudi Mercado,
and the rest of the
Human Code Gang!



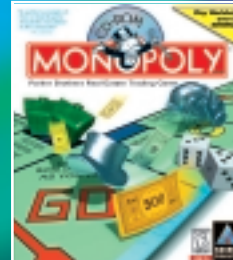
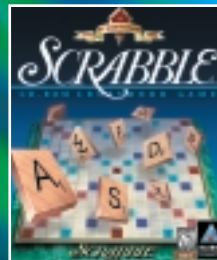
© 1999 Hasbro Interactive, Inc. © 1999 Hasbro, Inc. All Rights Reserved.
The registered trademark TRIVIAL PURSUIT and related proprietary rights are owned
by Horn Abbot Ltd. and licensed by Hasbro. © 1999 Horn Abbot Ltd. Developed by Human Code, Inc.
Uses Bink Video Technology. Copyright © 1997-1999 by RAD Game Tools, Inc.
Uses Smacker Video Technology. Copyright © 1994-1999 by RAD Game Tools, Inc.
Uses Miles Sound System. Copyright © 1991-1999 by RAD Game Tools, Inc.
MPEG Layer-3 playback supplied with Miles Sound System from RAD Game Tools, Inc.
MPEG Layer-3 audio compression technology licensed by Fraunhofer IIS and THOMSON multimedia.
WINDOWS® is a registered trademark of Microsoft Corporation. PENTIUM® is a registered trademark of Intel Corporation.

09079



PRODUCT# 99057

Try these other great titles from Hasbro Interactive!



The Trademark TRIVIAL PURSUIT and the distinctive design of the game board are registered trademarks of Horn Abbot Ltd. for the games distributed and sold in the U.S. under exclusive license to Hasbro Interactive. © 1999 Horn Abbot Ltd. © 1999 Hasbro Interactive, Inc. All rights reserved. Windows® is a registered trademark of Microsoft Corporation. Pentium® is a registered trademark of Intel Corporation. Uses Bink Video technology. Copyright © 1997-1999 by RAD Game Tools, Inc.