

OBJECTIVE

HISTORY Trivia Game is a tournament of knowledge — the first player to win a card in all 5 categories is the WINNER! Simple, right? Well, maybe... but your opponents can attempt to block you from the categories you need to win.

CONTENTS

1 Game Board

335 Question Cards

SPORTS & RECREATION

SCIENCE & TECHNOLOGY

GEOGRAPHY & LANDMARKS

ARTS & CULTURE

PEOPLE & EVENTS

6 Selection Cards (each with a unique letter from 'A' to 'F')

1 Gameplay Guide

GETTING STARTED

1. Shuffle the Selection Cards, draw the top card from the deck and place it on the assigned space on the game board. This letter represents which lettered question you will read from the Question Cards for the duration of this game.

For example: If you draw the 'B' card, you will only read question 'B' from the Question Cards for this game.

2. Shuffle each category deck and deal the top card from each deck facedown onto the board so that there is one card of each category available at the start of the game.

Now you're ready to prove who will be crowned The Master of History and who needs to brush up on their knowledge.

GAMEPLAY

Play begins with the youngest player — after all, they haven't experienced as much history firsthand as the rest of the players, so they'll need all the help they can get!

On a player's turn, they select a Question Card from any one of the 5 cards available on the board.

The player to their left will read the appropriate question out loud — *remember, if you have drawn 'B' as the Selection Card for this game, you will read the question marked 'B.'*

If the player answers correctly, they collect the card and place it in front of them. If their answer incorrectly, the Question Card that was just answered is

placed in the discard pile. Right or wrong, their turn is now over. The current player then replaces the Question Card they answered with a NEW Question Card.

For example: If they just answered a SPORTS & RECREATION question, they could replace it with a card from the ARTS & CULTURE category; the category they replace the card with is up to the player.

NOTE: As play proceeds, it is possible that a player will not have all categories to choose from on their turn, but there will ALWAYS be 5 Question Cards to choose from.

Play then continues clockwise around the table.

If you run out of cards from any of the categories during a game, shuffle all of the cards in the discard pile, place them back in their respective category decks and draw a new Selection Card. This new Selection Card will replace the previous Selection Card for ALL categories for the rest of the game.

WINNING THE GAME

The first player to score 1 card in each of the 5 categories WINS!

Players can use 3 cards from the same category as a WILD that counts as 1 card from any other category.

For example: You can use three PEOPLE & EVENTS cards to count as one SCIENCE & TECHNOLOGY card.

NOTE: You can use this 3-for-1 WILD rule as many times as you want, so it is theoretically possible to win the game by correctly answering 13 questions from the same category!

ALTERNATE RULES

The HISTORY Trivia Game is just as fun to play as single players or in teams. Simply divide up into equal teams and enjoy!

Don't like a particular category? Don't use it! During set up, simply leave out the category your group doesn't like and randomly deal a second Question Card from any of the remaining categories. Games with fewer categories will also end quicker since you only need 4 categories to win!

©2023 DYCE LLC

©2023 A&E Television Networks, LLC. HISTORY, The HISTORY Channel and the "H" design mark, and their associated logos, are trademarks of A&E Television Networks, LLC. All rights reserved.



Keep
the party
going!

Check out all our games at
dycegames.com

