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Instructions

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Contents

- Game Board
- 2 Boxes of Question/Answer Cards
- Numbered Die (white)
- Category Die (black)
- 6 Game Pieces

Object

To advance through the Year Rings (1990-1999) by answering trivia questions, and to become the first player/team to reach the center of the game board.

Pre-Game

Each player/team shall select a game piece and place it on the Start Space. Establish the order of play by rolling the Numbered Die. The player/team that rolls the highest number will go first and then order of play will proceed clockwise.

Your First Turn

Roll the Numbered Die and move your game piece clockwise or counter-clockwise within the 1990 Year Ring. You will land on either: (1.) a Roll Again Space, (2.) a Category Space, or (3.) a Jump Space.

(1.) Roll Again Space - Land on the 1990 Roll Again Space and you must roll the Numbered Die again and proceed with play.

(2.) Category Space - Land on one of the five Category Spaces in the 1990 Year Ring and any opposing player will draw a card from either card deck and read a question corresponding to the icon on the Category Space (the answer appears on the reverse of the card).

- If you answer the question correctly, you maintain control of play and roll the Numbered Die again. (Note: You will notice that each answer has a corresponding year. The years printed on the cards are relevant only when you land on a Jump Space. More on that later!)
- If you answer the question incorrectly, your turn is over and play proceeds to the next player/team. On your next turn, roll the Numbered Die and move to a new space.

(3.) Jump Space - Land on the 1990 Jump Space and you have the opportunity to advance into the 1991 Year Ring. Start by rolling the Category Die.

- Roll a "Free Jump" on the Category Die and you automatically

advance to the 1991 Year Ring ("Free Jump" means you do not need to answer a question. You advance for "free"!). Move your game piece to the 1991 Roll Again Space and proceed with play by rolling the Numbered Die.

- Roll one of the five categories on the Category Die and any opposing player will draw a card from either card deck and read a question from the category indicated on the Category Die.
 - o To advance to the 1991 Year Ring, you must answer the question correctly AND you must correctly determine if the answer occurred in 1990 with a "Yes" or "No" answer. If doubly correct, you advance to the 1991 Year Ring. Move your game piece to the 1991 Roll Again Space and proceed with play by rolling the Numbered Die. (Note: You do not need to identify the exact year of the answer on the reverse of the card. Either the answer occurred in 1990 ["Yes"] or the answer did not occur in 1990 ["No"]. If you choose correctly, you advance!)
 - o If you answer the question correctly, but do not correctly determine if the answer occurred in 1990, your turn is over and play proceeds to the next player/team. (Note: Remain on the 1990 Jump Space. On your next turn roll the Category Die again and attempt again to advance to the 1991 Year Ring.)
 - o If you answer the question incorrectly, your turn is over and play proceeds to the next player/team. (Note: Remain on the 1990 Jump Space. On your next turn roll the Category Die again and attempt again to advance to the 1991 Year Ring.)

Game Play

Players/teams continue play by advancing through the remaining Year Rings (1991-1999). The only way to advance to subsequent Year Rings (e.g. 1991 to 1992) is by landing on Jump Spaces. Once on a Jump Space, players/teams attempt to advance to the next Year Ring by following the "Jump Space" instructions above and substituting the year of the Year Ring their game piece is in.

To Win

The first player/team to reach the center of the game board via the 1999 Jump Space is the winner! (Note: "Jump Space" instructions apply on the 1999 Jump Space. However, players cannot win by rolling a "Free Jump.")