

PRESENTED BY
Trivial Pursuit

DROP TRIVIA

13+

2+

15'

CONTENTS

Tower, 6 pucks, and
60 double-sided cards

OBJECT: Try to drop the answers in the correct order to score the most points!

FIRST TIME YOU PLAY

- Insert batteries (see "Battery Information" on the back page).
- Read GET READY and PLAYING A ROUND to understand what you'll be doing in this game.

Press the START button only when you're ready to begin playing.

GET READY

1. Split into two teams. Teams sit on opposite sides of the table.
2. Flip the switch on the back of the tower to the **ON** position.
3. Flip out the kickstand and stand up the tower where everyone can see it. Make sure at least one player from each team can reach it.
4. Shuffle the cards. Place them and the six pucks near the tower.



PLAYING A ROUND

Press the START button to begin a game. A game consists of four rounds, and each round has up to three turns. You'll use one card per round and take turns trying to drop its answers in the correct order.

- **TURN 1 (60 seconds):** The tower announces which team goes first.
- **TURN 2 (45 seconds):** The other team goes.
- **TURN 3 (30 seconds):** The first team gets one more shot!

ENTER THE CARD CODE

1. **Draw a card** and place it in the top slot. Read the topic, top and bottom labels (ex: "Most"/"Fewest"), and six scrambled answers aloud. The correct answer order is listed upside down on the back of the card. Don't peek!
2. **When the tower tells you to, enter the card code** by dropping the four pucks shown at the top of that card into the tower (starting from the left).

Entered the wrong code? Press and hold the START button for 3 seconds.

3. **Release the pucks** by pressing and holding the triangular button. Then press the START button.



ON YOUR TEAM'S TURN

1. Press the START button. The tower counts down: "3, 2, 1, GO!" **Do not touch the pucks until you hear "GO!"**
2. Drop the pucks into the tower based on what you think is the correct order of answers.
3. Once you've dropped in all six pucks (or time's up), the tower scores your answers. Starting from the top spot (even if it's empty), if you hear...
 - **DING!** That answer is in the right spot! **You score 1 point as long as neither team has scored for that answer yet.**
 - **BZZZ!** That answer is in the wrong spot (or the spot is empty). Don't worry, you can't lose points.
4. Release the pucks and press the START button. Quickly pass the pucks to the other team (and give them a good scramble). If you got everything right or if that was Turn 3, see THE END OF A ROUND on the back page.



TOP TIPS

- Try arranging the pucks on the table before you drop them in.
- The bottom label (ex: "Fewest") is what you'll want to drop first. The top label (ex: "Most") is what you'll want to drop last.
- Discuss as much as you want—just remember you're racing against the clock.
- Once you drop a puck, that answer is locked. **Do not remove pucks!**
- **Other team, pay attention!** If any answers are wrong, you could get them right on your turn.

QUICK REFERENCE

These are the key things to remember as the tower guides you through play.

- Enter a card code by dropping the four pucks shown, starting with the left one.
- Which team goes first alternates every round—listen to the tower!
- Don't drop any pucks until you hear "Go!" Otherwise, you automatically forfeit your turn.
- Don't remove any pucks or else you forfeit!
- **DING!** means correct spot. You score 1 point if neither team has gotten that answer correct yet.
- **BZZZ!** means wrong spot. You don't score (or lose) a point.
- Scoring is cumulative. It's the team with the most points after four rounds that wins, not the team that won the most rounds.
- Any time you release the pucks, remember to press the START button.

THE END OF A ROUND

The tower announces which team wins the round. Have you played four rounds?

- **No:** Release the pucks, press the START button, and get ready for the next round.
- **Yes:** That's the end of the game! The tower announces which team wins.

WIN

At the end of four rounds, the tower adds up the scores from each round. The team with the most points wins! If it's a tied game, share the victory or play another game! Switch the tower OFF and release all the pucks when you're done playing.

SOLO MODE

Want to play alone or cooperatively as one team? Flip the switch ON and then press and hold the START button for 3 seconds. Guided by the tower, you'll follow the same steps of core play, except a game consists of three rounds instead of four. Challenge yourself to figure out the correct order in all three rounds for a perfect score of 18 points!

FAQ

What if I enter the card code wrong?

Before you press to start Turn 1, you can press and hold the START button for 3 seconds to cancel that card code. Then release the pucks and drop in the correct code. If you've already started Turn 1, you'll have to restart the game.

What if I drop a puck before the countdown ends?

You forfeit your turn and don't score any points. Release the pucks—it's the next team's turn (unless it's the end of the round).

What if I release the pucks during my team's turn?

Whether you release all the pucks or pull one out of the top, you must forfeit your turn! Press and hold the START button for 3 seconds. You don't score any points. Release the pucks—it's the next team's turn (unless it's the end of the round).

What if the tower detects a puck that I haven't actually dropped?

If you hover a puck at the top of the drop track, it's possible the tower may detect it before you even drop it, if you hear that puck detected sound, you must drop that puck. Sorry, you can't undo.

What if my team doesn't drop all the pucks before time's up?

That's okay! You can still score for any pucks you have dropped. Empty spaces are announced as wrong answers.

What if my team missed the scoring sounds on our turn?

Before you release the pucks, press and hold the START button for 3 seconds to repeat what's right and wrong. You can only do this once on a turn—and only if it was your turn—so pay attention!

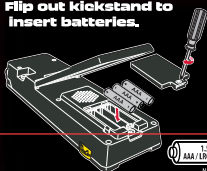
What happens if the tower goes to sleep?

Remember, the tower will go to sleep after 5 minutes of inactivity. Press the START button to wake it back up. It'll bring you back to where you left off in the round.

How do I restart a game?

Whether you selected the wrong mode or just want to scrap your current game, you can restart by turning the ON/OFF switch to OFF and then back to ON. **There is no way to restart a round or a turn, only an entire game.**

Flip out Kickstart and insert batteries.



ES:50M1e-c410-010-010-010

FCI STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used according to the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment to a grounded metal shield/enclosure for help.
- Consult the dealer or a competent radio/TV technician for help.

CANADA: Changes or modifications to this unit and especially, especially the party responsible for compliance shall not be made without the authority to operate the equipment.

CAN:1005-1 (3/00/01/01)

IMPORTANT BATTERY INFORMATION

Read this information for future reference. Batteries should be replaced by an adult.

CAUTION:

As with all small batteries, the batteries used with this product should be kept away from small children who will put things in their mouths. If they are swallowed, promptly seek medical attention or contact your local emergency services.

TO AVOID BATTERY DAMAGE:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not insert old batteries and new batteries in standard (sub-size) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not being played with for a long time.
5. Do not short-circuit the supply terminals.
6. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. READ THE CARE INSTRUCTIONS OF BATTERIES.

Should the product cause or be affected by harmful interference, disconnect it from your electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

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PAW:1005-1 (3/00/01/01)

Size: 4.5 x 2.2 in

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1. This device may not cause interference.
2. This device must accept any interference, including interference that may cause undesired operation of the device.

Retain this information for future reference.

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1. L'appareil ne doit pas produire de brouillage.
2. L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Conservez cette information pour référence ultérieure.

CAN ICES-3 (B)/NMB-3(B)