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The

"I Love Lucy"

TRIVIA GAME

RULES

Equipment

- ♥ Game board
- ♥ Die
- ♥ 4 pawns
- ♥ 1 box of trivia cards (1,000 questions)

Two or more players/teams are needed to play the game.

Object of the Game

Be the first person/team to reach the final square by successfully guessing questions read to you by your opponent(s).





Getting Started

Set up the board with the game pieces at the "start" position and the cards in a convenient location. Each person/team receives a colored game piece. Roll the die to decide who goes first. The person/team with the highest roll goes first and play continues to the left.

Playing the Game

The trivia cards list questions in each of the following categories.

Categories

-  - True/False Questions
-  - Questions with Specific Answers
-  - Questions with Specific Answers
-  - Multiple Choice Questions

The first person/team rolls the die and moves forward the indicated number of spaces. An opposing person/team chooses a card from the front of the deck. The opposing person/team then reads the question matching the colored space on the board to the person/team whose turn it is. The first person/team (guessers) attempts to guess the question. If the guessers cannot think of the answer, they pass. (See below.)

Note: If playing with teams, you can alternate answering questions with your partner(s), or always answer as a team.

The guessers should try to correctly and accurately answer the questions. If they do answer correctly, they roll the die again and advance the appropriate number of spaces. The guessers continue until they cannot answer a question correctly or within a reasonable time limit. Play continues to the next person/team on the left.

Each person/team begins their *first turn only* by rolling the die and moving forward. Throughout the rest of the game, the person/team must stay on a space until they correctly answer the corresponding question or declare themselves *Stuck*. (See below.)

Getting Stuck

A person/team may get *Stuck* on a particular square because they cannot correctly answer a question(s) in the category corresponding to the square the person/team landed on. At the beginning of the *third* (or more) turn on the same square, the person/team may declare themselves *Stuck* in order to move to a different square. The person/team rolls the die and moves *backward* the indicated number of spaces. The person/team then continues by trying to guess the answer corresponding to the new square. Please note that a person/team *is not* required to declare themselves *Stuck*; they may stay on a square as long as they wish.

Take 2 Spaces

There are 4 spaces on the board designated as *Take 2 Spaces*. When a person/team lands on a *Take 2 Spaces* square, they skip ahead two spaces and then answer as usual.

Winning the Game

In order to win the game, the person/team must be the first to reach the last square on the game board, labeled *The End*.

Note: You do not need an exact roll to land on the final square.

A Note on Strategy and Fun

The more you play the "I Love Lucy"™ Trivia Game and watch the show, the better you'll get. You will burst into laughter as you challenge your memories of the ever popular and hilarious "I Love Lucy"™ TV Show.