

cept the player asking the question. THE QUESTIONER MAY NOT ATTEMPT TO ANSWER THE QUESTION.

After a question is complete, the card is discarded into the center of the tray. Play then passes to the left. The player who asked the last question now selects a new card, rolls the die, and is asked a question by the player to his left.

As play progresses the top cards in the piles will change, offering players new category combinations to choose from. Play continues until one player reaches the predetermined number of points, or the time limit expires.

END OF PLAY

The first player to reach the predetermined number of points, or the player in the lead when time expires, wins the game.

FOR USE WITH GOLDEN™ TRIVIA CARD SETS

If you enjoy trivia, accessory card sets may be purchased to use with the card tray, die, and instructions found in this game. Two accessory card sets are now available with more exciting trivia titles to follow. Use the accessory cards alone or combine them with the M*A*S*H™ questions for a multi-themed game.

GOLDEN™ TRIVIA CARD SETS

4157 Major League Baseball Edition

4159 Disney Edition

FOR USE WITH OTHER LEADING TRIVIA GAMES

GOLDEN Trivia Cards may be played with other leading trivia games. Simply use a card from your favorite six-category trivia game as a master and adapt the **GOLDEN** cards accordingly. The M*A*S*H™ cards may be played alone or used with other trivia cards for a multi-themed game.



GOLDEN™ TRIVIA GAME

M*A*S*H™ EDITION

M*A*S*H™

CONTENTS

Plastic Game Tray, 4 Point Value Cards, 216 Cards (each card is categorized with six questions and answers per card), 1 Die.

OBJECT

To be the first player to reach a predetermined number of points by answering *M*A*S*H* trivia questions. The questions are divided into six categories: Early Episodes, *M*A*S*H* Quotes, Personnel Files, Love and War, *MishM*A*S*H*, and Closing Seasons.

BEFORE PLAY

1. Shuffle all 216 cards together and divide them into four random piles, placing one pile in each tray compartment. Cards should be positioned so that the category is facing away from the tray center. Each pile should be composed of a variety of categories. Piles should *not* be made up of only one category of cards.
2. Press out the four point value cards and fold along the scored line. To cover the questions, place one point value card on top of each pile (5 - 10 - 15 - 20). Only the category will now be visible on each of the four top cards. The designated point values will be awarded to players who correctly answer questions in that pile.
3. Determine a point total which players must reach to win the game. If players prefer, a time limit may be set rather than a point total.
4. Select one player to serve as official scorer. This player will keep a running tally of players' scores on a separate piece of paper. Scores should occasionally be read aloud to keep players aware of their positions.
5. Shake the die to determine who will begin play. The player with the highest roll begins play. Play will then pass to the left.

PLAY

At his turn a player studies and selects one of the categories revealed on the top four cards. A player will base his selec-

tion either on the category of the card, or on the point value associated with that pile. For example, of the four top cards, two might belong to the *MishM*A*S*H* category, one to the Early Episodes, and the other to Closing Seasons. A player might know more about the earlier episodes than the later ones and want to choose the Early Episodes category. However, this particular category might have a low point value associated with it. The player must then decide if he should select a category he is knowledgeable in for a low point value, or gamble on a less familiar category for a higher point value.

After selecting his category, the player points to it and the player to his left removes the card from the tray. The player then rolls the die to determine which question on the card he will be asked. The questioner then asks the question corresponding to the number rolled, taking care to cover the answer which is given on the back of the card.

- If a player answers the question correctly the official scorer writes down the number of points he has won. If a starred question is answered correctly the player is awarded double the point value. The player may now choose a new category and take another turn. This continues until the player misses a question.
- If a player fails to answer a question correctly he loses the number of points corresponding to the pile point value. A score may never drop below zero. If a player misses a starred question he subtracts only the regular number of points.

When a question is answered incorrectly the player to the left of the questioner may attempt to answer that same question. If he answers it correctly he is awarded 5 points. If he answers it incorrectly he is penalized 5 points. If he passes the question he does not win or lose any points. If the question is answered incorrectly or passed it is then offered to the *next* player to the left and so on. Play continues in this manner until the question is either answered correctly or has been offered to all players ex-