



# Trivia Pursuit<sup>®</sup>



# Unhinged<sup>™</sup>





## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

**A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.**

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

**Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.**

## **USE OF UNAUTHORIZED PRODUCT:**

**The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.**

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- Do not bend it, crush it or submerge it in liquids.**
- Do not leave it in direct sunlight or near a radiator or other source of heat.**
- Be sure to take an occasional rest break during extended play.**
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

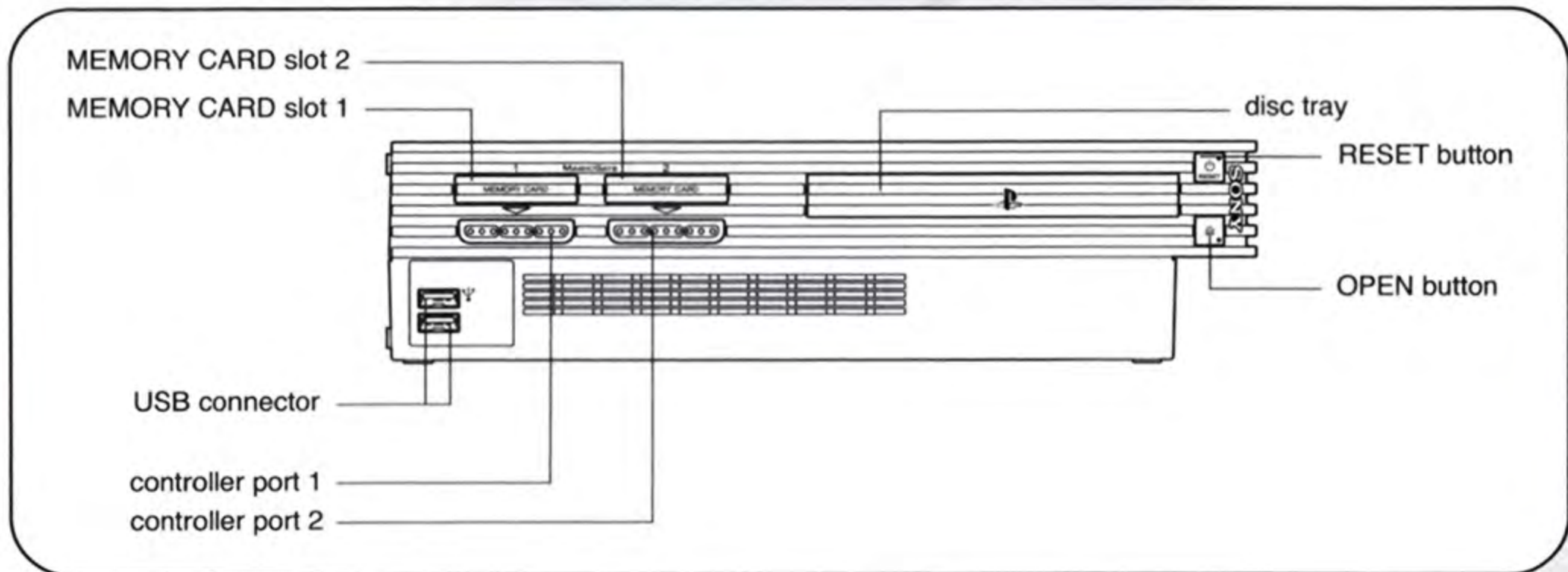


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# GETTING STARTED

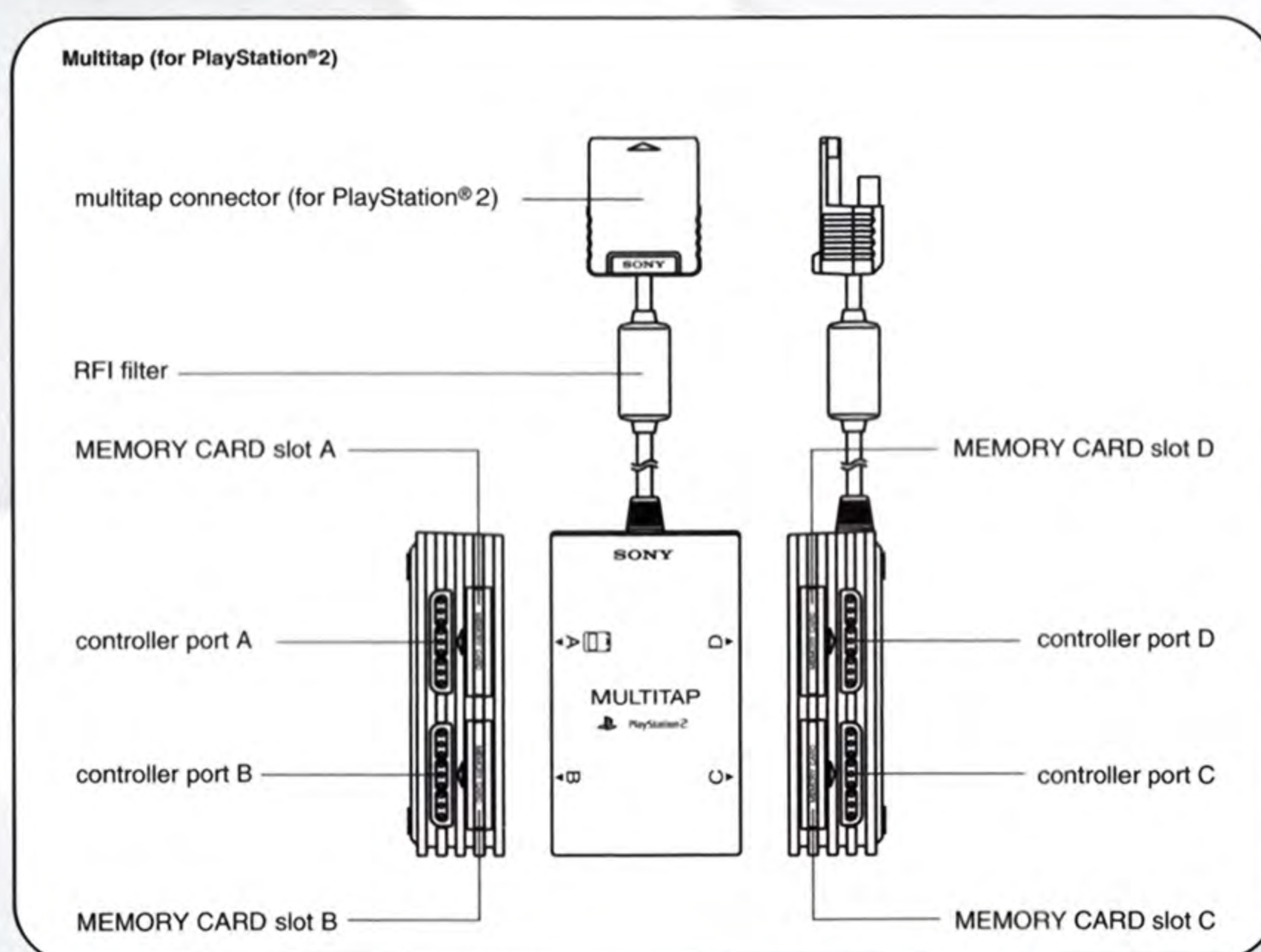


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Trivial Pursuit® Unhinged™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) with 133 KB of free space in MEMORY CARD slot 1 if you wish to load a saved game or save a game.

**Note:** The game supports DUALSHOCK®2 analog controllers.

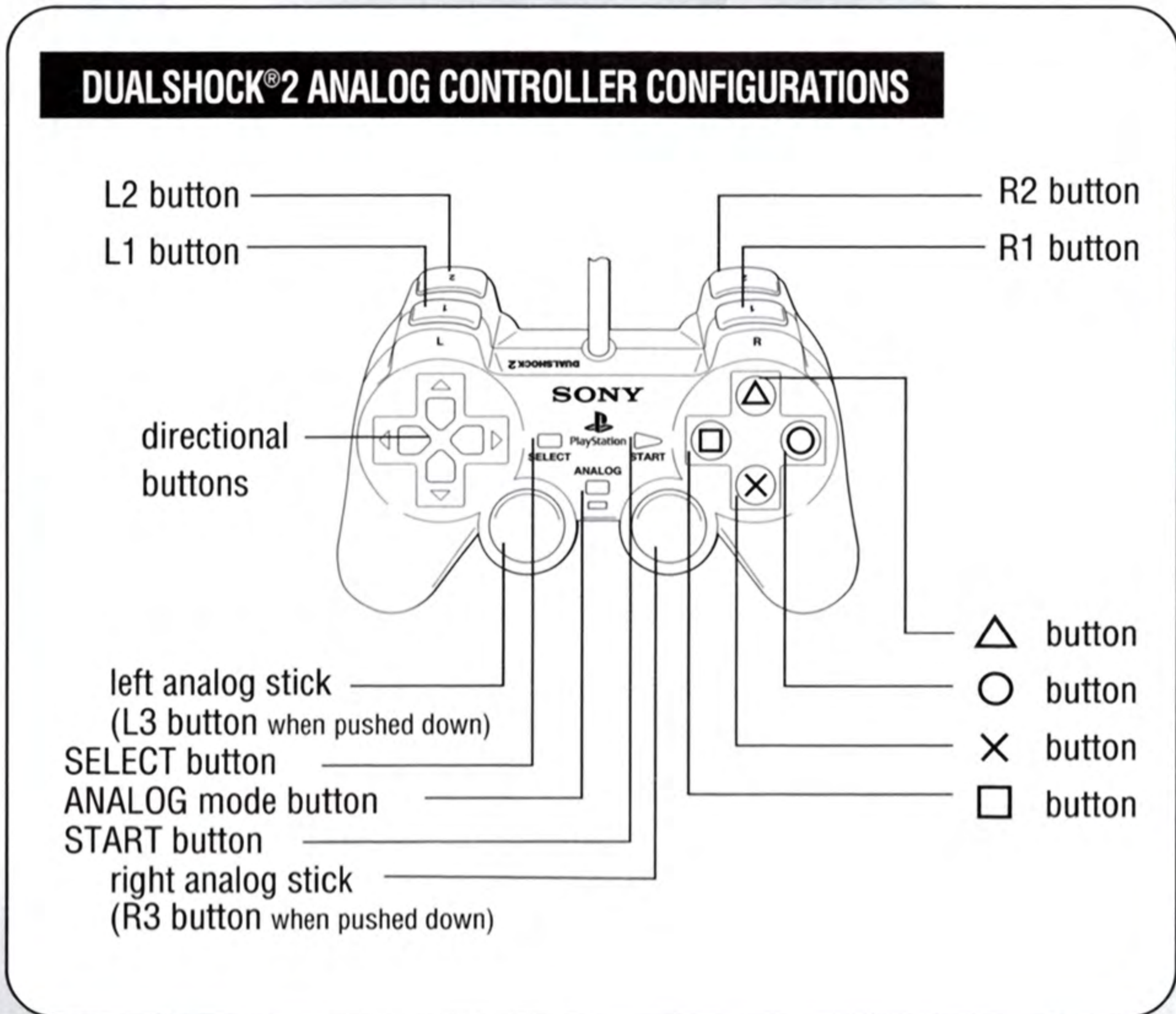
## MULTITAP



To connect more than two controllers to your PlayStation®2 computer entertainment system, you must have a multitap (for PlayStation®2) connected to controller port 1. For more than five controllers, a second multitap must be connected to controller port 2. Refer to the instructions that came with your multitap. A controller must be connected to port 1-A of the 1st multitap. Your memory card must be inserted in MEMORY CARD slot 1-A of the multitap when used. **Note:** *Trivial Pursuit Unhinged* does not support “daisy-chained” multitaps; if you connect a multitap to another multitap you may experience undesirable or unpredictable results, and possible loss of data.



# CONTROLS



## Menu Controls

CONTROL	ACTION
Directional buttons	Highlight menu item
× button	Select a menu option
▲ button	Return to previous menu

## In-Game Controls

### All modes of play

CONTROL	ACTION
Directional buttons	Movement
× button	Select
▲ button	Re-display or re-read question
L2 button	Help
■ button	Overview of board camera
R2 button	Status
START button	Pause/Quit menu



## Unhinged mode

CONTROL	ACTION
<b>R1 button</b>	Bet positive (other player knows the answer). Feeling lucky? Press the <b>R1 button</b> again to double your bet!
<b>L1 button</b>	Bet negative (other player does not know the answer). How sure are you? If you think they REALLY don't know the answer, press the <b>L1 button</b> again to double your bet.
<b>● button</b>	Spend Bonus Points on a special move
<b>● button</b>	Protect wedge
<b>✕ button</b>	Unprotect wedge

## Classic and Flash modes with Shout-Out

CONTROL	ACTION
<b>✕ button</b>	Vote for a correct answer
<b>● button</b>	Vote for an incorrect answer

## SAVING AND LOADING

You can save your progress at any time while playing the *Trivial Pursuit Unhinged* game by pressing the **START button** to bring up the Pause Menu and then selecting the Save option. When you save a game, you save the current board position and category, along with player identities and all of the current options settings (game mode, Shout-Out vs. Multiple Choice, player statistics, etc.) from the start of the current player's turn.

Player profiles are saved to your memory card when they are created or deleted, as well as when you complete a game or pause a game and select either SAVE or QUIT from the menu. Without a memory card, no data can be saved, and data will be lost when you power down the PlayStation®2 computer entertainment system. If you later insert a memory card into a MEMORY CARD slot, you may save your player profile. See pages 9 through 11 for more information about creating player profiles.

To load a game, select Load Saved Game from the Main Menu. **Note:** There will be only one saved game per game mode at a time (the latest one saved on the memory card).



# SETTING UP YOUR PLAYSTATION®2 CONSOLE FOR NETWORK/ONLINE PLAY

*Trivial Pursuit Unhinged* is compatible with network configuration files from other PlayStation®2 online games. To play online with *Trivial Pursuit Unhinged*, you'll need to have a network configuration file saved on your memory card. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To setup your Network/Internet connection, select Network Settings from the Options Menu (under the Main Menu). This will open the Network Settings Main Menu.

- Press the **up/down directional buttons** to highlight an option or change a setting.
- Press the **X button** to select an option or confirm an entry.
- Press the **left/right directional buttons** to advance to the next screen.
- When changing numbers, press the **directional buttons** to highlight the field where you want to change a number and press the **X button**. Then press the **up/down directional buttons** to change a number.

Select Add Setting to create a new network configuration.

Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the *Trivial Pursuit Unhinged* game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card.

For more information, see "Online Play" on pages 13 through 16.



# WELCOME TO THE *TRIVIAL PURSUIT*<sup>®</sup> *UNHINGED*<sup>™</sup> GAME!

It's the trivia game that started it all! Listen to questions read by an all-star cast, put your random knowledge to good use and get ready for an all-new *Trivial Pursuit* game experience.

Want the Classic game? Sit down for Classic mode, featuring either Shout-Out or Multiple-Choice question formats!

Want a quick fix? Play Flash mode!

Ready for multimedia clips, new board features and a chance to beat your friends? Unhinged mode has it all.

Hey! Do you recognize that voice? There's an all-star celebrity cast presenting you with multiple choice questions in all three modes of gameplay. Listen up while Whoopi Goldberg asks Arts & Entertainment questions. Go to the videotape with Terry Bradshaw presenting Sports & Leisure. Feeling a little random? John Ratzenberger's ready with those oddball questions from the Wild Card category. Got the travel bug? Brooke Burke's ready to challenge you with People & Places. Feeling loquacious? Bill Nye is! He's your guy for Science & Nature. And now for something completely different — John Cleese covers the History category.

The *Trivial Pursuit Unhinged* game uses the following color scheme:

**Blue** – People & Places

**Pink** – Arts & Entertainment

**Yellow** – History

**Brown** – Science & Nature

**Green** – Sports & Leisure

**Orange** – Wild Card

*Trivial Pursuit Unhinged* Classic and Unhinged modes both play using the traditional *Trivial Pursuit* rules of play, as follows.

## **Object**

Move along the circular playing path and spokes, answering questions. Collect colored scoring wedges for correctly answered questions in each of the six “category headquarters” spaces at the base of each spoke. To win the game, you must collect all wedges, land on the center hub on a subsequent roll, and answer the final hub question correctly (from a category chosen by the other players).

## **Gameplay**

After you roll, category indicators appear on the board in all of the spaces that the roll allows you to move. The token is moved as many spaces as are indicated on the die. For example, if a four is rolled, the token must move to another space that is four spaces away from the token's current location.

**Note:** Any number of tokens may occupy the same space at the same time. However, in Unhinged mode, you could get stomped (see “Stomp” on page 13 for details).



Select the indicator over the space where you want the token to move. If you roll a six on the first move, the token will land in a headquarters space. If you answer a question correctly in a headquarters space, a wedge is awarded. The wedge appears in your token in both Classic and Unhinged mode, and in the on-screen bonus indicator in Unhinged mode.

When you land in a category space or headquarters space, you are asked a question in that category. If you correctly answer the question, your turn continues with another roll. If you answer incorrectly, the turn passes to the next player.

**Note:** If you answer a headquarters question incorrectly, the token must leave the headquarters on the next turn and later re-enter it to attempt another question for credit.

If you land on one of the 12 “Roll Again” spaces, the die rolls again. New indicators appear, continuing your turn.

A combination move along the circular path and up a spoke is permitted.

If your token lands in the hub before you have collected all six wedges, the hub is treated as a wild-card space, where you will be asked a question from the category of your choice.

## Winning the Game

After you have correctly answered a question in all six category headquarters, your token must make its way to the hub for an attempt to win the game.

When your token (with all six wedges) makes its way to the hub, a selection window appears from which the other players will choose a category for the potential game-winning question.

If the question is answered correctly, the game is won. If the question is answered incorrectly, the player must leave the hub on the next turn and re-enter it for another question.

**Note:** Since a player continues his or her turn until a question is answered incorrectly, it is possible for one player to move around the board and collect all six scoring wedges, then move into the hub and win the game — all in one turn. If this happens, any player who has not yet had a turn is permitted a chance to duplicate the feat and create a tie.

## MAIN MENU

To begin a game, select Start Game, Start Network Game or Start Saved Game from the Main Menu. Next, choose a game type and set the game options (see page 8). Pick your token color and Choose or Create your Player Profile, and you're ready to start the game.



## Classic Mode

There are no power-ups and no new rules in Classic mode — just the classic experience set in a high-end 3D environment. One to six players can compete, passing a single controller or using individual controllers in either Multiple Choice or Shout-Out question formats. (See “Classic Mode” on page 9.)

## Flash Mode

Need a quick fix? Want to see who buys the first round of drinks? Just want to play solitaire? Flash mode is the game for you. Climb a new ladder-style game board and be the first one to the top. (See “Flash Mode” on page 9.)



## Unhinged Mode

Unhinged mode is a whole new way to play the *Trivial Pursuit* game while still getting the questions and the board you know and love. Unhinged mode keeps every player involved with multimedia clips, Bonus Points, betting, special moves and new board spaces. (See “Unhinged Mode” on page 10.)

## OPTIONS MENU

**In-Game Host Volume** – Adjust the audio level for the in-game host.

**Question Host Volume** – Adjust the audio volume for the celebrity hosts reading the questions and factoids.

**Music Volume** – Adjust the background music volume.

**Sound Effects Volume** – Adjust the game sound effects volume.

**Network Settings** – Configure your Network Adaptor (Ethernet/modem) (for PlayStation®2) to play the game online.

**Voice Chat Settings** – Adjust the playback and recording volume for network game voice chat. You can also set the silence threshold (the higher the number, the more loudly you will need to speak).

**View Credits** – See the names of the people who brought you *Trivial Pursuit: Unhinged*.

**Done** – Accept changes and return to the Main Menu.



## PAUSE MENU

To pause the game while playing, press the **START button**. The Pause Menu contains the following options:

**Resume** – Return to the game.

**Options** – Adjust game options (see “Options Menu” above).

**Remove Player** – Remove a player from your game.

**Save** – Save your current game and player profile.

**Quit** – Exit the current game, just saving your player profile for question statistics.

## SHOUT-OUT

Want a truly classic *Trivial Pursuit* board game experience? Try playing a Classic mode game using Shout-Out answer format. Shout-Out satisfies not only the *Trivial Pursuit* game purist but also those players looking for a greater challenge. Because Shout-Out does not offer multiple choices, answering questions becomes much more demanding. Shout-Out is available for both Classic and Flash mode games.

In Shout-Out answer format, up to six players can play either by using separate controllers or by passing a single controller. The player answering the question must verbally state the answer and then press the **X button** to reveal the correct answer. When the game reveals the correct answer, the other players determine if the shouted answer was correct. If the answer was correct, the player presses the **X button**; if it was incorrect, the player presses the **● button**. (All buttons and functionality are indicated in the Help Menu, which you can access at any time by pressing the **L2 button**.)



Whether the game is being played with or without controller-passing, the discussion and voting on an answer is handled through Player One's controller.

## CLASSIC MODE

*Maximum number of players (online, local or combined) = 6. Each player MAY have his or her own controller OR a single controller may be passed from player to player.*

Classic mode is the *Trivial Pursuit* game experience that everyone knows. Move around the board, answer questions, collect wedges and race to the center with a wedge-filled token to win. Game options in Classic mode include Multiple Choice or Shout-Out answer format.

When you choose this mode of gameplay, you will be presented with the option of setting the answer type to either Multiple Choice or Shout-Out (see "Shout-Out" on page 8 for more details). The default answer type is Multiple Choice. Press the **left** and **right directional buttons** to change the answer type. When you're ready to start the game, use the **down directional button** to highlight "Ready," and then press the **X button** to go to the Token Selection screen.

Use the **up** and **down directional buttons** to choose your token color. Press the **X button** when the desired color is selected.

Once you have selected a token color, you will be prompted to create or load a player profile. Player profiles track your statistics and keep track of which questions you've already seen in each category and game mode of *Trivial Pursuit Unhinged*. If this is your first time playing *Trivial Pursuit Unhinged*, or if you just want to create a new player profile, use the **up** and **down directional buttons** to select Create New Player Profile. Press the **X button** to enter the Player Profile setup screen. Use the **directional buttons** to enter your profile name, and then highlight and select Done when you've completed your player profile.

Otherwise, use the **up** and **down directional buttons** to highlight Pick Existing Player Profile and press the **X button** to choose an existing profile.

Once you've entered all the players for the game, use the **up** and **down directional buttons** to navigate to Start Game, and then press the **X button** to load up Classic mode.

While playing, use the **X button** to roll the die and use the **directional buttons** to toggle between the spaces where you can move. To move your token to a space, highlight that space and then press the **X button**.

Your turn continues until you get a question wrong, and then the turn passes to the next player. Once you've collected all six category wedges, move to the middle of the board and answer a question correctly to win the game!

## FLASH MODE

*Maximum number of players (online, local or combined) = 6. Each player MAY have his or her own controller OR a single controller may be passed from player to player.*

Flash mode provides a quick trivia fix in a fast-paced new format. Race to the top of the ladder by being the first to correctly answer a variety of trivia questions.

When you choose this mode of gameplay, you will be presented with the option of setting the answer type to either Multiple Choice or Shout-Out (see "Shout-Out" on page 8 for more details). The default answer type is Multiple Choice. Press the **left** and **right directional**



**buttons** to change the answer type. When you're ready to start the game, use the **down directional button** to highlight "Ready," and then press the **X button** to go to the Token Selection screen.

Use the **up** and **down directional buttons** to choose your token color. Press the **X button** when the desired color is selected.

Once you have selected a token color, you will be prompted to create or load a player profile. Player profiles track your statistics and keep track of which questions you've already seen in each category and game mode of *Trivial Pursuit Unhinged*. If this is your first time playing *Trivial Pursuit Unhinged*, or if you just want to create a new player profile, use the **up** and **down directional buttons** to select Create New Player Profile. Press the **X button** to enter the Player Profile setup screen. Use the **directional buttons** to enter your profile name, and then highlight and select Done when you've completed your player profile.

Otherwise, use the **up** and **down directional buttons** to highlight Pick Existing Player Profile and press the **X button** to choose an existing profile.

Once you've entered all the players for the game, use the **up** and **down directional buttons** to navigate to Start Game and press the **X button** to load up Flash mode.

Use the **directional buttons** to toggle between the two spaces on the current rung. Highlight a category and then press the **X button** to select it. Answer the question in your chosen category. If you get the question right, your token will advance up a rung, and play will pass to the next player. If you get it wrong, you'll have to stay put until your next turn. The first player to the top wins the round... and the bragging rights.

At the end of each round, you will be presented with the current statistics. You can choose to replay Flash mode up to six consecutive times to determine who is really the winner.

## UNHINGED MODE

*Maximum number of players (online, local or combined) = 4. Each player MUST have his or her own controller.*

With game features like Bonus Points, betting, special moves and new board spaces, this mode rewards the clever, the speedy and the sneaky — while still highlighting everybody's trivia talents.

**Note:** This mode requires a minimum of two players, each with his or her own controller.

When you play an Unhinged mode game, you are presented with the option of setting the frequency of special board spaces (see "The Unhinged Game Board" on page 11 for descriptions of special board spaces). Frequency options are High, Medium, Low or Never. The default frequency is Medium. Press the **left** and **right directional buttons** to change the answer type. When you're ready to start the game, use the **down directional button** to highlight "Ready," and then press the **X button** to go to the Token Selection screen.

Use the **up** and **down directional buttons** to choose your token color. Press the **X button** when the desired color is selected.

Once you have selected a token color, you will be prompted to create or load a player profile. Player profiles are used to track your statistics, as well as to keep track of which questions you've already seen in each category and game mode of *Trivial Pursuit Unhinged*. If this is your first time playing *Trivial Pursuit Unhinged*, or if you just want to create a new player profile, use the



**up** and **down directional buttons** to select Create New Player Profile. Press the **X button** to enter the Player Profile setup screen. Use the **directional buttons** to enter your profile name and then highlight and select Done when you've completed your player profile.

Otherwise, use the **up** and **down directional buttons** to highlight Pick Existing Player Profile and press the **X button** to choose an existing profile.

Once you've entered all the players for the game, use the **up** and **down directional buttons** to navigate to Start Game and press the **X button** to load up Unhinged mode.

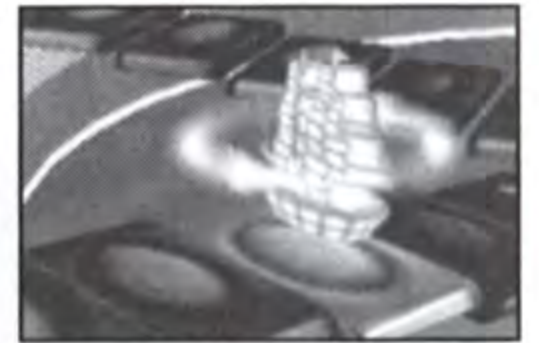
Press the **X button** to roll the die and take your chances. The spaces where you can move will be highlighted with an icon that shows the category content. Use the **directional buttons** to select your space, and then press the **X button** to move your token to that space. Keep your eyes peeled — special board spaces will also be highlighted.

## The Unhinged Game Board

There are new special board spaces in an Unhinged mode game. Sometimes the board is your friend, sometimes it's your enemy, but it always keeps things interesting.

### Board Rotate

When you land on a Board Rotate space, the board will rotate two spokes clockwise, causing all player tokens on the board to rest on a different space (with the exception of tokens on the center hub). The current player's turn then continues as if he or she just landed on the new space.



### Teleport

Need a wedge? Wanna get revenge? The Teleport space may be what you're looking for! When you land on this space, a pillar of light shoots up and sucks your token to another space of your choice. Choose wisely! You can use this special board space to take the best advantage of your turn, or even to stomp another player and cause them to LOSE a turn!



### Random Category

When you land on a Random Category space, the game will randomly select a question from all possible categories.



### 50/50

The 50/50 space reduces the number of possible multiple-choice answers for the question from four to two.



### Recycling

The Recycling space lets you request new questions (up to two) in the same category, until you find one that you like. Press the **● button** to get a new question in the category.





## Sticky

You're going to stick like glue! The hidden Sticky space will not let you move until you correctly answer a question in that category, or until you've incorrectly answered three questions in that category.

## Bounce

The hidden Bounce space automatically passes your question to the next player. The good news? It may be a tough question! The bad news? You lose your turn.

## Double/Triple Bonus Points

Need some points? Keep an eye out for 2x and 3x bonus points spaces. Get the answer right and double or triple your pleasure by doubling or tripling your Bonus Points for the turn.



## All-Wedge

Occasionally, all spaces of a certain color will display hovering, translucent wedge icons. This means that all spaces within that category are offering a wedge for a temporary period. Move fast!



## Bonus Point System and Betting

The Bonus Point System is the core element of Unhinged mode. Players earn Bonus Points throughout the game and then "spend" them in both defensive and offensive ways via the special moves system.



Each player's Bonus Points are displayed in one of the four corners of the screen, along with that player's current number of wedges, any earned special moves and current bets.

## Earning Bonus Points

- **Think Fast! Answer Fast!** – When the answers are revealed, a timer begins to tick down from 3 to 1. If you answer before the timer hits 1, you can earn up to three Bonus Points, depending on where the timer stops when you answer. No points are awarded for incorrect answers.
- **How sharp are your friends?** – Does your opponent have a trivial or a terrific grasp on trivia? If you think you know, use the betting interface to predict the outcome of an opponent's question. From the time that answers are displayed until the time he or she selects an answer, all other players can wager on whether that player will choose the correct answer. To bet that the player will answer *correctly*, press the **R1 button**. To bet that the player will answer *incorrectly*, press the **L1 button**. You can wager 1 or 2 points per bet.
- **Special board spaces** – Landing on a 2x or 3x space AND answering correctly earns you additional Bonus Points.

## Losing Bonus Points

Players lose Bonus Points by betting incorrectly on another player's answer. If you bet that a player will answer correctly but he or she does not, you lose the number of points that you bet. The same is true if you bet that a player will get the wrong answer but he or she gets it right.

**Note:** You can never have fewer than 0 points.

## Spending Bonus Points

When you have enough Bonus Points, you can use them to purchase special moves. Your Bonus Point total is displayed in one of the four corners of the screen. As special moves become available, you are given visual indication of the available moves. Remember, help is



always available by pressing the **L2 button**. Below are the special moves that become available after you have generated enough Bonus Points:

- **15 Bonus Points** – The Re-roll Die icon will appear only when it is your turn AND you have rolled your die AND have been shown the possible spaces to which you can move BUT you have not yet chosen a space. Press the ● **button** to activate Re-roll Die.
- **30 Bonus Points** – The Get New Question icon appears only when it is your turn AND you have seen the question BUT before you have answered. Press the ● **button** to spend those points and receive a new question in the same category!
- **50 Bonus Points** – With 50 or more Bonus Points, you're allowed to steal an opponent's wedge, or protect one of your own wedges from being stolen. If it is your turn, you can choose to steal a wedge from the player of your choice. If you are the player from whom the wedge is being stolen, you can protect your wedge if you have enough points. The Steal Opponent's Wedge icon will appear only when your turn has started but you have not yet rolled the die. Press the ● **button** to activate the wedge steal/block special move.

### **Stomp**

Looking for a new way to slow your opponent down? STOMP them! If you land on a game space that is already occupied by another player, that player loses his or her next turn.

## **ONLINE PLAY**

### **Online Requirements**

To play the *Trivial Pursuit Unhinged* game online, you must have the following:

- *Trivial Pursuit Unhinged* game disc for the PlayStation®2 computer entertainment system
- Broadband (DSL or Cable Modem) Internet connection
- Network Adaptor (Ethernet/modem) (for PlayStation®2)
- Memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1

*Trivial Pursuit Unhinged* also supports a VoIP headset. See page 15 under "Using VoIP" for more information.

### **Network Adaptor (for PlayStation®2) Setup**

A Network Adaptor (for PlayStation®2) is required to play the *Trivial Pursuit Unhinged* game online. Be sure to follow the Network Adaptor (for PlayStation®2) instruction manual during installation.

### **Network Configuration**

A network configuration must be saved to your memory card before you can play online. To create, edit and save a network configuration, use the Network Adaptor Start-Up Disc provided with your Network Adaptor (for PlayStation®2) or use the Network Setup option from the Options Menu of *Trivial Pursuit Unhinged*.

### **Online Game Setup**

To play the game online, choose the Network Game option from the Main Menu and complete the following steps (on page 14).



1. Select and confirm the network configuration you wish to use. **Note:** You do not need a login or password to play the game online.
2. Once you have chosen a network configuration, the Network Adaptor (for PlayStation®2) initializes automatically. This may take 10 seconds or more.
3. When the Network Adaptor (for PlayStation®2) is initialized and your PlayStation®2 computer entertainment system is online, a message will appear on the screen prompting you to Host a New Game or Join an Existing Game (see below).
4. Once you have either hosted or joined a game, the Title Room screen appears. At the Title Room, you can see the number of online players and choose your token color. This is also where you will load an existing player profile from your memory card or create a new one.
  - **Load Player:** If you select the Load Player option, you can select a player profile from a list of any players that are on your memory card.
  - **Create Player:** If you select the Create Player option, use the on-screen keyboard to enter a player name. Select the Done button and press the **X button** to confirm.**Note:** Player profiles created during the setup of an online game are not saved to the memory card (8MB)(for PlayStation®2).
5. During gameplay, you may chat with other players by using VoIP (see “Using VoIP” below).
6. When an online game ends, you will be returned to the Host Game/Join Game screen (see step 3).

**Note:** If a host drops play intentionally or unexpectedly, the online game will end.

You may experience a noticeable delay in attempting to host or connect to an online game from behind a firewall. You may receive a “timed out” message after some time where a successful connection could not be established. See the “Firewalls and Port Range List” section starting on page 15 for a list of ports used by *Trivial Pursuit Unhinged* and GameSpy.

## To Join a Game

Navigate to an available game that is looking for players and press the **X button** to join.

**Note:** The host player can launch the game at any time and can also “kick” players from the game.

## To Host a Game

If your PlayStation®2 computer entertainment system is connected to a firewall or to a broadband router whose firewall is enabled, you will NOT be able to host a game without first opening or forwarding some ports. Refer to the manual for your firewall or broadband router for instructions on how to open or forward ports. See the “Firewalls and Port Range List” section starting on page 15 for a list of ports used by *Trivial Pursuit Unhinged* and GameSpy.

When you choose to host a game, you can configure the following game options:

- The type of *Trivial Pursuit* game being played
- The number of players
- The game options
- A unique name for your *Trivial Pursuit* game, which you create (e.g. “Boston TP”)



An online player who does not respond in a timely fashion during his or her turn may be ejected from the game by the host. **Note:** Your ISP (Internet Service Provider) may have additional time-out features. Contact your ISP for details.

## Using VoIP (Voice Over IP)

The *Trivial Pursuit Unhinged* game supports VoIP (Voice Over IP) for online play in Classic and Flash game modes. This optional feature allows you to speak with other players during an online game. To use VoIP, each player needs a USB headphone/speaker combination headset that is 100% compatible with the VoIP protocol. If you are unsure that your headset will work, please contact the headset manufacturer. You must have a headset to play Classic or Flash mode using the Shout-Out option. This optional feature allows you to communicate with other players via a headset.

- Plug headset into any USB port. **Note:** The VoIP headset must be connected to a USB port on the front of the PlayStation®2 computer entertainment system prior to connecting to the Internet.
- Voice chat is universal – everyone playing can hear.

To allow players to hear multimedia clips without interruption, voice chat is muted as clips are played.

**Note:** IF YOU HAVE A NETWORK FIREWALL INSTALLED, YOU MIGHT NOT RECEIVE INCOMING VoIP COMMUNICATIONS. YOU MAY ALSO EXPERIENCE PERFORMANCE DEGRADATION — WE STRONGLY RECOMMEND YOU REMOVE OR DISABLE ALL FIREWALLS BETWEEN YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM AND YOUR BROADBAND MODEM. See “Firewalls and Port Range List” below for a list of ports you may have to open for VoIP to function properly.

**Atari does not monitor, control, endorse, or accept responsibility for the content of voice communication. You are strongly encouraged not to give out identity or other personal information through voice chat message transmissions. Kids, check with your parent or guardian if you are concerned about any voice messages you receive.**

## Firewalls and Port Range List

**Note:** Neither Atari, GameSpy nor SCEA endorse or recommend specific routers or other broadband devices for online gaming. In addition, Atari Technical Support as well SCEA Consumer Services do not troubleshoot issues related to router configuration. Nonetheless, because routers are in common use in North America and worldwide, and some games may perform properly with some properly configured broadband routers, the following information is provided for those who may wish to adjust the settings for their broadband router. ATARI IS NOT RESPONSIBLE FOR ANY DAMAGE OR LOSS OF DATA RESULTING FROM THE USE OF ANY DEVICE CONNECTED TO A PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM OR RESULTING FROM THE ADJUSTING OF ANY SETTINGS THEREOF. USE THE FOLLOWING INFORMATION AT YOUR OWN RISK!



In order to join or host a *Trivial Pursuit Unhinged* game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on the following ports to the IP address assigned to your PlayStation®2 computer entertainment system:

- Game Server Port (TCP): 22042
- Voice Chat Port (TCP/UDP): 33000
- Peer Query Port (UDP): 6500

To ensure the greatest chance of success of playing *Trivial Pursuit Unhinged* over the Internet satisfactorily, we recommend you open (or forward) all of the following ports: 33000, 22042, 27900, 27901, 6500, 28910 and 6667.

Users using DHCP must ensure that their PlayStation®2 computer entertainment system is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from “Auto Detect (DHCP)” to a “Static IP” address under the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 computer entertainment system.

For details on firewall port configuration, please refer to the instruction manual provided with your firewall software or firewall device. You may experience problems playing or hosting multiple games from behind a firewall and/or NAT.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 computer entertainment system directly to your DSL modem, cable modem, or other broadband device. When connecting your PlayStation®2 computer entertainment system directly to a broadband modem, you may need to adjust your network configuration to include your account name and login password. See the “Network Configuration” section on page 13 for more information. Refer to your ISP for your account name and login password.

**AOL USERS — IMPORTANT:** If you are accessing the Internet through an AOL broadband account and you experience problems joining or hosting a *Trivial Pursuit Unhinged* online game, you may need to change your security settings or parental permission settings. Consult AOL for instructions on how to modify these settings.

**Atari reserves the right to terminate the online feature(s) for this product after 90-days notice.**



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The Cottage and a Kitchen



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### Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at (425) 951-7108. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).



Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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