



...is a trivia game which asks you to recall facts and events that until this point in your life were safely filed away in your brain's "meaningless to everyone except me" folder.

You know what we're talking about: mounds of obscure knowledge you can only compile by watching 40-60 hours of boob tube a week. A treasure trove of useless information you only come to possess by renting every title in your local video store. The kind of random stuff that gives you and only you the amazing ability to name the other guy from Wham!

But Triviots aren't born over night. It takes time, patience, plus an inherent laziness that only a proud few ever come to understand and embrace. Up to this point it's probably been a lonely existence, walking around with this cornucopia of pop knowledge that would rival anything we know for truth.

Well now it has a purpose: you can use it to crush your friends in our game, a game where everyone is treated fairly and equally. (regardless of what college you went to)

So if you're the kind of person who knows less about Three Mile Island than about a certain famous island home of seven stranded castaways, you've come to the right place. And if your idea of organic chemistry includes the plastic and silicon inside a certain starlet's body, just sit back and relax. Advantage you. This is one game where your freakish ways and jaded upbringing will serve you well.

Most of all, Enjoy!

Ari, Matt & Terence
The Triviots

Contents:

- 1 Randomizer (It's like a spinner, only more fun)
- 30 Plastic pegs for eliminating categories on the Randomizer
- 200 5-category Pop Smarts cards
- 1 Wipe-Off Scorecard
- 1 Crayon for keeping score (Feel free to use your own dry-erase marker here)
- Instruction booklet

Randomizer Assembly:

Assembling your randomizer should take all of 30 seconds. Here's how: Place Randomizer category "donut" onto the black base so that the notches line-up, and the piece is held securely in place. Then, take the clear plastic spinner and place on top of the base. Now... the fun part! Place the red "Pop Smarts" sticker on the center of the spinner. Then place the red "pointer" decal on the clear plastic spinner so that the fat end is toward the knob, and the point faces the edge (as shown on the back of the box). Now you're ready to "Randomize"... Let 'er rip!

"WARNING: ALL OF THE 'TURBO' QUESTIONS ARE AT THE FRONT OF THE CARD DECK. PLEASE SHUFFLE THE CARDS BEFORE PLAYING."

RULES:

The best way to learn our game is to play our game, but here's how it works:

I. THE LONG VERSION...

Rule #1: There are no friends in Pop Smarts

First of all, this isn't one of those civilized games where you take turns, answer politely, and pat each other on the back after every question. This is a war. Every player or team is alive on every question. Speed means everything, so scream out an answer whenever you have it, and if you're right, go ahead and dance like you just scored a touchdown at the Super Bowl.

Rule #2: Know the rules

Each question has four clues which somehow relate to a common thread. The clues are revealed in a certain order to the entire group. The object is to figure out that common thread before the other players. It's that simple.

There are five categories which we carefully chose for their strong connection to popdom: TV, Movies, Music, Books, and Pop-pourri.

We'll let you figure out what they mean. (Hint: See Rule 7)

Rule #3: Think fast

The name of this game is speed. You score more points for answering quickly.

A correct guess on Clue 1 scores 4 points

A correct guess on Clue 2 scores 3 points

A correct guess on Clue 3 scores 2 points

A correct guess on Clue 4 scores 1 points

Rule #4: Think fast, but not too fast

True, the name of our game is speed, but you only get one shot at each question. If you guess incorrectly, you have to sit out for the rest of the question, biting your lip and kicking yourself while your opponents feast on the remaining clues like hungry jackals on a dead carcass.

Rule #5: Embrace the Freebie

The Freebie is your friend. It's a one-point bonus follow-up question, and if you get the main question right, you get the first crack at it. That's why we call it the Freebie.

If you nail the Freebie, you score one bonus point (sometimes more) plus the cheap thrill of working our Pop Smarts Randomizer for the next question.

If you miss the Freebie, the other players can jump in and steal the bonus as well as the right to spin the Randomizer.

Also, if no one gets the main question right, the Freebie becomes a toss-up, and all the players or teams are eligible.

Rule #6: The Maestro is Solomon

Since Pop Smarts is all about speed and quickness, the game gets a little raucous at times. You will often struggle to give exact, complete answers. At other times, two or more players or teams will call out an answer at almost the exact same moment. We thought about using a complicated tie-breaker system to address these issues. But that's not really the point of our game, so here's the deal:

We've created a Maestro. The Maestro is the M.C. of our game. The Grand Poobah. The Master of the House. Solomon...

The Maestro does not actually participate as a player. Instead, you get to read the clues, settle all disputes, break all ties, and laugh hysterically while the players drive themselves half-crazy. This kind of power carries a certain amount of responsibility, but being the Maestro is every bit as fun as actually playing the game. Sometimes it's even more fun. Trust us.

However, if all the players insist on playing, you can rotate and take turns being the Maestro.

Rule #7: Beware of the Turbo Question

Most Pop Smarts questions are straightforward. Here's what we're looking for:

- Movies:** The clues are actors from the same movie.
- TV:** The clues are characters (not actors) from the same TV show.
- Music:** The clues are songs by the same band or artist.
- Books:** The clues are characters from the same book.
- Pop-Pourri:** The clues are random pop culture items. Anything goes.

However, 25% of the questions are TURBO QUESTIONS. For these ones, you still have to find the common thread, but the answer is NOT a specific movie, TV show, band, etc. It could be anything within the world of the category, so you have to expand your mind and really work to find the common thread.

Don't worry though. TURBO QUESTIONS are clearly marked, so the Maestro will tell you when they're coming. And you score double points for getting them right.

Rule #8: There's only one winner in Pop Smarts

The Pop Smarts Randomizer has 30 spaces, divided into 10 sections. Each section has a different combination of three icons to mark the categories. Spin the dial and watch it land on a section. You can choose from any of the three question categories.

When you get a question right, place your peg into the hole on the Randomizer, and close out that category on your space on the score card. The category is now closed in that space on the Randomizer. The next time someone lands on that section, only two categories will be available. If you land on a section with all categories closed, spin again.

To win the game, you must correctly answer at least one main question in each of the five categories. Freebies score points, but they do not give you the right to fill in a slot on the Randomizer. So if everyone misses a particular main question, the slot remains open.

If all of the pegs on the Randomizer are filled, but no one has correctly answered main questions in all five categories, then the player or team with the most points wins.

Rule #9: Don't break bad

Finally, a word about etiquette. Let's be honest here; we're in favor of fierce competition and making your opponents weep from insults, catcalls, and trash talking. But there's gotta be a line here, and "Take My Wife, Please" is not that line. So if you guess incorrectly on a question, don't ruin the game for the others by randomly calling out more answers. Take your medicine and take comfort in the fact that because of risk-takers like you, we actually put a man on the moon. You'll get the chance to redeem yourself on the next question.

And be warned: the Maestro has full authority to deduct a point or even a category from repeat offenders.

To put it another way: this isn't Lord Of The Flies. It's a trivia game.

So think quick, think pop, and good luck!

II. THE SHORT VERSION...

Here's the quick n' easy for those of you who just want to jump right in and get started. Spin the Randomizer. Choose a category from the section you land on (There are three categories per section). Listen to the clues. Identify the common thread that ties the clues together (See Rule 7). Score points based on how quickly you answer (Rule 3). Close out category on randomizer, and on score sheet. Answer Freebie. Close out all 5 categories and score a minimum of 25 points first to win the game.

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