For 2 to 4 adult players



Object:

Be the first player to collect the 6 different collection pieces and have the one soup piece.

Contents:

Game board, 300 game cards with 600 questions, soup piece, 4 movers, 4 mover stands, 24 collection pieces (4 each of 6 different objects), game die, label sheet.

Set Up:

Each player chooses one of the movers and places it in a mover stand.

Put the number/color labels, in any order, on the game die.

Carefully separate the collection pieces and place them in the following locations:

Microphones: Jerry Big salads: Elaine

Sacks of mail: Newman/Everybody Else

Pipes: Kramer Éclairs: George

Coffee cups: Monk's diner

Players start by rolling the die and placing their mover in the matching color location. (If you roll blue, put your mover into the Jerry space, etc.) It's okay if more than one mover is in the same location.

The player who owns the game gets first ownership of the soup piece.

Divide the cards into 6 different decks by color and place them, face down outside the game board near their matching locations. Each card has two questions on it. During the game, players who know the show well should ask for the harder question on the card. That's the one with the diamond shape next to it.

The player who was born closest to the upper west side of NYC goes first, then play moves clockwise.

Playing:

On your first turn the player to your left takes the top card from the deck that matches the color of your location. Say whether you want the easier or harder question on the card. The player reads the question out loud then you answer it.

If you get the answer correct, take the collection piece that corresponds to your character (example: the big salad at Elaine's) and, on your next turn, you'll roll the game die and move that many spaces towards any other character.

If you get the answer wrong, on your next turn you'll get another question from that location. Players can't leave a location until they get a question correct and get that character's collection piece.

Always enter and exit a location on the same space, marked by an arrow.

You do not have to land on the arrow by exact count in order to enter the character space.

Special Spaces:

When you land on a space that has written directions, follow them immediately.

Soup Spaces:

Any time you land on a soup space by exact count, you get a chance to get the soup piece from the player who has it.

Both of you put your movers on the start of the soup line. The player who landed on the soup space starts by rolling the die and moving that many spaces towards the Soup nazi. The next player rolls and moves and so on until somebody reaches the end (exact count not needed) and takes (or keeps) the soup. Players return their movers to the game board space they were on before the race.

Subway Space:

Every player can use the subway one time during the game. When you land on or pass the subway arrow, get into the subway. Immediately move to a location that has a collection piece you need and, on your next turn, answer a question. Or you can take the train to a soup space and immediately have a race for the soup.

During the game you can only have one of each kind of collection piece.



Ending and Winning the Game:

The first player to have one each of the 6 collection pieces and the soup piece wins.

We appreciate your comments on the Seinfeld Trivia Game. Please send your correspondence to:

Pressman Toy Corporation Dept: Seinfeld 121 New England Ave. Piscataway, NJ 08854-4126

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