

F·R·I·E·N·D·S TRIVIA

OBJECT:

To win, be the first player or team to cross off 6 items on their score sheet, return to Central Perk with the **FRIENDS** Umbrella Card and answer one last trivia question!

PLAYING PIECES:

1 Game board

Trivia cards: Questions numbered 1-5. A charade activity is located on the bottom of the answer side of each Trivia Card.

1 FRIENDS Umbrella Card

1 Die: 6 sided. 1-5 and a *

6 Pawns: 1 each of six different colors.

20 photo cards

1 Score pad: The **FRIENDS** characters are listed across the top of the pad. Under each character are five images representing that character, one image per game for a total of five games per score sheet.

HOW TO SET UP:

1. Place the **FRIENDS** Umbrella Card on the board to the right of Central Perk.
2. Place the 20 Friends Photos Cards in a pile next to the **FRIENDS** Umbrella Card.
3. Each player/team chooses a colored pawn and places it on the Central Perk space.
4. Each player takes a score sheet from the pad.
5. Get a pen(s) and/or pencil(s).
6. Get a timer or watch.

HOW TO PLAY:

Every player rolls the die; highest roller goes first, the * is the highest roll. Play continues clockwise. Players roll the die and move their pawn the number of spaces indicated.

When rolling a *, the player may move to any space on the board and play the space according to the instructions below. A player may not move to CENTRAL PERK when rolling a * if s/he has not crossed off 6 **FRIENDS** items and has possession of the **FRIENDS** Umbrella Card.

BOARD SPACES:

A FRIENDS' APARTMENT SPACE

Players do not need an exact roll of the die to land on an Apartment space. When landing on an Apartment, the player is asked a trivia question. If answered correctly, s/he crosses off one item on his/her pad related to one of the names located at the right lower corner of the Apartment space. It's the next player's turn. The player's turn ends whether s/he answered the trivia question correctly or incorrectly, it's the next player's turn.

Once a player is on an Apartment space they can choose not to move on their next turn. They may stay on the Apartment space and try to answer another trivia question correctly until they have all items needed from that Apartment. Player simply rolls the die, to see what number trivia question will be read without moving his/her pawn. If player rolls a * then s/he may choose any number 1 to 5 and reader will ask the corresponding trivia question.

EXAMPLE: Ed is in Phoebe's Apartment. Ed does not have any items crossed off. Ed is asked a question and guesses it correctly. Ed crosses off the item under Phoebe's name. Ed does not have to move on his next turn, he can stay in the Apartment until his next turn and roll to see what number trivia question he is to answer so he can try cross off the item under Rachel's name.

COFFEE CUP SPACE

The player to the right of the player who just landed on the Coffee Cup space reads the numbered question that corresponds to the roll of the die. When a player answers the trivia question correctly, they roll again, and moves that number of spaces and follows the instructions according to the space/Apartment they land on. If the question is answered incorrectly, it is the next player's turn. Trivia cards are returned to the back of the deck.

FRIENDS GROUP PHOTO SPACE

A) PLAYER DOES NOT HAVE POSSESSION OF THE FRIENDS UMBRELLA CARD:

Player takes possession of the Friends Umbrella Card from the game board or from the player that has the card. It's the next player's turn.

B) PLAYER ALREADY POSSESS THE FRIENDS UMBRELLA CARD:

If player HAS possession of the Friends Umbrella Card when landing on this space, s/he performs a charade. Charade time limit is two minutes.

CHARADES

The player performing charades picks up a trivia card, and reads the charade listed at the bottom of the answer side of the card to themselves. The player who answers the charade correctly goes immediately to any **FRIENDS** Apartment or pathway space except CENTRAL PERK. If the player chooses to visit an Apartment, s/he immediately crosses off any item for that Apartment. If the player chooses to visit either a **FRIENDS** photo space or a Coffee Cup space s/he plays that space accordingly on his/her next turn without rolling the die to move.

The player performing the charades also goes directly to any board space or Apartment except CENTRAL PERK. It's the next player's turn. If an Apartment is chosen, they cross off an appropriate item and s/he keeps the **FRIENDS** Umbrella Card.

If the charade cannot be guessed, it is the next player's turn. Player performing charades keeps the **FRIENDS** Umbrella Card.


A CORRECT CHARADES GUESS: A correct guess for charades is the exact sentence OR calling the scene and its concept.

EXAMPLE: Joey accepting the soap opera award for best co-star.

Correct guesses: a) Joey accepting the soap opera award for best co-star
b) Joey accepting an award
c) Joey at his award ceremony

FRIENDS' TIP: If the charades are too difficult for the group, it is acceptable to state out loud which characters are involved before starting a charade or have a specific gesture to represent certain characters or locations.

CENTRAL PERK SPACE

Players may only land on this space once they have all 6 items crossed off their score sheet AND possess the **FRIENDS** Umbrella Card. Once there, the player rolls the die and is asked the Trivia question corresponding to the number rolled, if they roll a  they choose any number 1 to 5 and is asked the corresponding numbered question, if answered correctly they win the game! If answered incorrectly, it's the next player's turn.

FRIENDS' TIP: If the player at Central Perk loses the **FRIENDS** Picture Frame Card while waiting for their next turn, they must roll the die, leave Central Perk and try to land on a nearby **FRIENDS** LOGO space to recapture the **FRIENDS** Umbrella Card before reentering Central Perk.

FRIENDS PHOTO CHALLENGE CARDS:

The player reading the Trivia question should NOT look at the answer; instead, when a player answers or forfeits a question on his or her turn, the reader of the question needs to ask all the players, "Does anyone want to challenge that answer?" All players including the reader of the question can challenge the answer before the correct answer is viewed and read from the card.

If more than one player wants to challenge an answer, each of the challengers has to write down his or her answer to the question before the correct answer is read from the card.

Those challengers who answer correctly: Collect 1 Friends Photo Card each.

Those challengers who answer incorrectly: The player who was asked the trivia question move's the challenger(s) pawn to any location of his/her choice.

Once a player collects 2 Friends Photo Cards, s/he may cross off any item on the score sheet and return the Friends Photo Cards back to the pile.

WINNING:

The first player or team to cross off 6 items on their score sheet, return to Central Perk with the **FRIENDS** Umbrella Card and answer one last trivia question wins!

Good luck!