

OTHER WAYS TO PLAY:

SWAP IT!

Each team has 1 designated SWAP action. If a player seems stuck and a teammate feels they know the answer, they may decide to play their "SWAP" and that player may answer instead. Only 1 SWAP per game.

TIC-TAC-TOE!

Draw a Tic-Tac-Toe board and when a team gets a correct answer they are able to place their symbol on the board. The first to get 3 of their symbols in a row wins.

If there is a tie, draw a new board and keep playing until someone gets 3 in a row!

KNOCKOUT!

Teams get a strike for each incorrect answer. The first team to get 3 strikes is out, and the other team wins!

ROYAL RUMBLE! (for 4 or more players)

Teams battle and play against each other on every card. Each team only gets 1 guess per question.

The first team to correctly answer wins the point.

On a double or nothing card - only the winning team may choose to answer.

BATTLE OF THE DECADES!



Grab a copy of LIKE TOTALLY 80s POP CULTURE TRIVIA GAME and watch the decades collide! One team represents the 80s and the other represents the 90s. In order to win, teams must answer questions from the other decade.

The first team to score 7 points is the winner!

Buffalo
GAMES & PUZZLES

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questions or comments?
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LISTEN TO THE SOUNDTRACK ON SPOTIFY!

Click the camera icon next to the search bar to scan code below or search: "Hella 90s Trivia Soundtrack" by Buffalo Games.



Open | Search | Scan

PLAYERS 3+ AGES/AGES 14+



GAME CONTENTS:
200 CARDS
OVER 400 QUESTIONS
30 SECOND TIMER
INSTRUCTIONS

LET'S GET STARTED

- Grab some pencils or pens & paper – some questions may need these items to play.
- Open the box and set the 30 second timer aside.
- Keep the cards in the box.
- If there are 4 or more players, split all players into two teams as they see fit.
- If there are 3 players, then each player will play individually as their own team.
- The game is a series of turns between the teams.
- The first team to recite the opening lyrics to "I Want It That Way" by the Backstreet Boys goes first.

ON YOUR TURN

- Choose one player from the team that will answer the question for the turn.
- A player from the other team is the Reader and draws the card from the box to read to that player. The Reader is not eligible to play if a card requires additional players (see TYPES OF CARDS).
- The Reader reads the question on the card to the Answering player and flips the timer.
- Only the Answering player may answer the question. If another player on their team answers then the turn is over and no points are scored, even if they were correct.
- If the player answers correctly they score 1 point. If the player answers incorrectly they do not score any points.
- The card is returned to the back of the deck in the box, and the other team begins their turn.
- If teams play through one side of the deck, simply flip the deck and play the other side to continue the game.

WINNING

The first team to score 7 points is the winner and will bask in 90s glory.
(Cue the music)

TYPES OF CARDS

Some cards ask players to team up, battle against an opponent or go double or nothing on the current question:



CARDS

A player must correctly answer the first question on the card in order to qualify for a double or nothing question.

If they choose to go for it, they must answer the double or nothing question correctly in order to win 2 points. If incorrect, they receive 0 points.

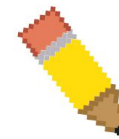


These cards ask the answering player to choose another player to play against. Follow the directions on the card. The winner scores 1 point.



These cards ask the player to choose another player to team up with. If both players are on the same team then the team only receives 1 point if they are successful.

In a 3 player game, players will be working individually, so both players will each get 1 point if successful.



DRAWING CARDS

The player draws something and gets their teammate to guess the object on the card in the allotted time. No sounds or gestures while drawing.



CLUE GIVING CARDS

The player gives clues to their teammate to guess the object on the card in the allotted time. No gestures. The Reader watches to ensure none of the words in the object or listed below are used in any way when giving clues.