



Nothing Trivial

How I grew up, collected many random facts, and was one of the guys behind the most successful board game in recent history

A Memoir by John Haney

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In this delightful fact-filled memoir, John Haney writes about the people and relationships that led to the creation of one of the best-loved board games in history, Trivial Pursuit.

John's life began in London where his parents met during the Second World War – his father was a Canadian soldier and his mother a sergeant in England's land army. The family travelled across the Atlantic, settling in Welland, Ontario where Haney and his brother Chris were raised.

Educated at Colgate University on a hockey scholarship, John held a variety of disparate positions – ranging from a brief stint with the Los Angeles Kings and playing for teams in Austria and Denmark. He worked at a Danish slaughterhouse, as an actor at Stratford and as house manager at the Shaw Festival – readers get a glimpse at how Haney acquired a plethora of knowledge that he imparted as one of the four guys that made Trivial Pursuit. Published in twenty-six countries, in seventeen languages, and with over fifty spin-off editions, Trivial Pursuit remains a favourite of trivia buffs and game nights.

The Author

John Haney, one of the creators of the beloved board game Trivial Pursuit, walks us through his life – his hockey career, his time in Europe, his theatre career, and much more – and how it all led him to acquire the plethora of knowledge that later became the fodder for quality cutthroat game nights around the world.



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