

VIA THE TRIVIA THE FUN FAMILY GAME FOR AGES 7 AND UP BIBLE



All Bible Trivia editorial was developed by Diane Leggewie. A graduate of Master's College in Newhall, California, Diane obtained a degree in Theology and has been involved in children's ministry for over 12 years. She has also been a missionary in Asia, Africa, Europe and the U.S. with Youth With A Mission and the First Presbyterian Church of Hollywood.

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Contents

Game Board	750 Adult Questions
4 Playing Pieces	100 Children's Questions
Die	20 Judgment Cards

Before Play

- 1) Each player is randomly given one question card. The remaining cards are placed in the game box.
- 2) Throughout the game, players will answer a question from the card held by the player to his left. If children are playing the game, make sure the player to the child's left is holding a Children's Card.
- 3) The Judgment Cards are shuffled and placed facedown in the designated spot on the game board.
- 4) Each player selects a game piece and places it on START.
- 5) Each player rolls the die. The player who rolls the highest number will take the first turn. Play will then pass to the left.

Object of the Game

Players move along the game path by answering questions correctly. The first player to reach FINISH wins the game.

Play

At the start of a turn, a player is asked a question from the card being held by the player to his left (the READER). Questions must be asked in order #1, #2, #3, #4, #5, BONUS QUESTION. (If requested, the reader should read the chapter and verse of the answer before reading the question.)

-If the player answers the question correctly, he rolls the die and moves forward the number of spaces indicated. If the player lands on a JUDGMENT space, he draws a JUDGMENT card and follows the instructions on the card. Landing on any other space signals the end of the player's turn. Play then passes to the player to the left.

-If the player fails to answer the question correctly, his turn ends and he does not move. Play then passes to the left.

(After an answer is given, the additional information provided following each question may be read, however the commentary may give away answers to future questions.)

Bonus Questions

Question #5 on each card is a two-part question. It includes a standard question and a BONUS question. The Bonus questions provide an opportunity to move extra spaces, but they also carry a risk.

Prior to being asked question #5, players must decide whether or not to play for the bonus.

If the player decides not to play for the Bonus, he treats this as a regular turn attempting to answer only part 1 of question (#5), rolling and moving forward if correct and not moving if incorrect.

If the player chooses to play for the Bonus, he is committed to answering both questions. He is asked the first part of question #5, rolling and moving forward if correct. (NOTE: If the player rolls and lands on a JUDGMENT space, he does not draw a

card.) Regardless of whether the player answered the first part of the question correctly, he is then asked the Bonus question.

-If his Bonus answer is correct, he moves 6 spaces forward.

-If his Bonus answer is wrong, he moves 6 spaces back.

JUDGMENT SPACES

When landing on a Judgment Space, the player picks the top card from the pile and reads it aloud. These cards feature opportunities to move both forward or backward.

Roll Again

Player may roll again and move the number of spaces indicated.

Exchange Places with Player in Last Place

Players immediately switch game path positions. (If the player is already in last place, he remains where he is.)

Player Challenge

A Player Challenge Card provides an opportunity for players to switch game board positions with any other player. (This card is optional. A player may choose not to use it.)

A player may challenge any other player. He then reads that player any question on his card, a Bonus question may not be used. (NOTE: If the player who draws the Challenge card is holding a Children's Card, he may draw a random adult card from the box, unless of course, the player he is challenging is a child.)

-If the challenged player answers the question correctly, he stays where he is.

-If the challenged player fails to answer the question correctly, he must switch places with the Challenger.

-After a question is read, the Challenging player discards his card and selects a new one.

Redemption Cards

A player may keep this card to use at any time to avoid a penalty, OR to pass on a question. (For example, if a player is challenged and loses he may use the card to avoid changing places with another player. OR, if he is asked a difficult question during the game, he may redeem this card and be asked a new question.)

Move Ahead Cards

Players move ahead the number of spaces indicated.

Move back Cards

Players move backward the number of spaces indicated.

Lose Next Turn

Player will not be asked a question in the next round of play.

After a JUDGMENT Card is read, it is returned to the bottom of the draw pile. Redemption Cards are returned to the bottom of the draw pile at the time they are redeemed.

End Of Play

Play continues until a player wins the game by reaching FINISH first. A player does not need to reach FINISH by exact count. (For a more challenging game, the rules may be changed to require that a player reach FINISH by exact count.)