|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  | **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |
|  |  |  |  |  |  |  |  | **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |
|  |  | **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | | | | | | |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |
|  |  |  |  |  |  |  |  | **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |
|  |  |  |  |  |  |  |  |  | **^**   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |



**^**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

**^**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

# Quizzical Pursuit

### Setting Up the Game

Select Bible Fact Pak cards to use with game from the focus questions you are currently studying. Selecting cards by 10s (Yellow), 20s (Green), and 30s (Red). If you are not using all three point-values divide questions evenly by Easy, Medium, and Hard. Shuffle the three stacks of questions.

### Starting the Game

Players roll the die and the player with the highest number is Player 1. If more than one player gets the highest number, those players roll again. The player with the highest number is Player 1.

### Asking / Answering Questions

To ask questions, the person to the right of the player picks up the question card and asks the question, or the teacher asks all the questions.

Players have only 30 seconds to answer each question.

## Rules of Gameplay

* Player 1 rolls the die.
* Player 1 moves his/her counter the number of squares that are rolled on the die.
* When Player 1 lands on a square, he/she must answer a question – Easy, Medium, or Hard depending on the color.
* If Player 1 answers correctly, he/she rolls the die again and moves forward, going clockwise around the board.
* If Player 1 answers incorrectly, gameplay continues with the player to the left of Player 1.
* Player 1 keeps rolling the die, moving forward, and answering questions until he/she answers incorrectly or quizzes out after 6 questions. When Player 1 answers incorrectly, gameplay continues with Player 2, to the left of Player 1.
* Quizzing out does not end the game and a player can quiz-out several times during a game.

### Winning the Game

A player wins when he/she has moved all the way to HOME and answered one final Medium question correctly. Note: The player does not have to roll the exact number to land on HOME.

### Change the rules.

Feel free to modify the rules according to your needs. Please share any changes with me as I am anxious to learn how to use this as a tool to make JBQ fun and teach the kids more.

E-mail: [games@bibleq.org](mailto:games@bibleq.org)

Phone: 918-557-8327

<https://jbq.org/docs/quizzicalpursuit.docx>