

Name _____.

Rupert and Bill in Game Land



1. When playing games, is Rupert a good loser or a bad loser?
 - a. Good
 - b. Bad
2. What kind of game board do Bill and Rupert fall down when they go through the little door?



- a. Snakes and ladders



- b. Pinball



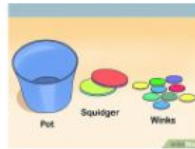
- c. Cluedo

3. What does the playing piece think Rupert's home *Nutwood* is?
 - a. A magical kingdom.
 - b. A different planet.
 - c. A game.

4. What kind of piece "volunteers" to help Rupert find Bill?



a. A marble



b. A tiddlywink



c. A domino

5. What kind of game has Bill joined



a. Chess



b. Backgammon



c. Go

6. Why does the king like Bill?

a. The king thinks badgers are cute.

b. Bill tells him jokes.

c. Bill always plays to win.

7. What kind of piece is the spy that Rupert and his friends chase?



a. A pawn



b. A knight



c. A rook

8. What machine does Rupert teach the playing pieces to make?

a. A wheel



b. A glider



c. A caterpillar track



9. What will happen to Rupert's side if they lose the game?

- a. They will have to give gold to the king.
- b. They will lose their homes.
- c. They will all die.

10. Why do Bill's side lose?

- a. Bill changes sides.
- b. Rupert uses magic.
- c. The queen changes sides.

11. What does Rupert say will happen if the king wins the final game?

- a. The king will get bored of winning.
- b. There will be no more games.
- c. People will say the king is a cheat.

12. What is the moral of the story?

- a. A winner never quits.
- b. The winner takes all.
- c. Fun is more important than winning.