

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.