## 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



- 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?









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.