Trivia Game:

Theme:

Board Game Trivia

* 10 questions, each about a different popular/famous board game.
* Each question will have a “trophy” item related to that game.
* If you get the question right, the trophy item will go into a container…a trophy case or showcase of sorts.
* If you get the question wrong, the place where the trophy would have went will remain vacant – or it can just have the vacant spots at the end by having the next right one go directly adjacent to the prior right one. Either works for me.

1. Monopoly
2. The Game of Life
3. Risk
4. Clue
5. Sorry
6. Cranium or Apples to Apples
7. Scrabble
8. Settlers of Catan
9. Pictionary
10. Trivial Pursuit

* Set up buttons
* Have each set of buttons changed by an array of questions from each themed question set
* Set up timer for each
* Win/Lose effect based on response
* Tally up win/lose on a count