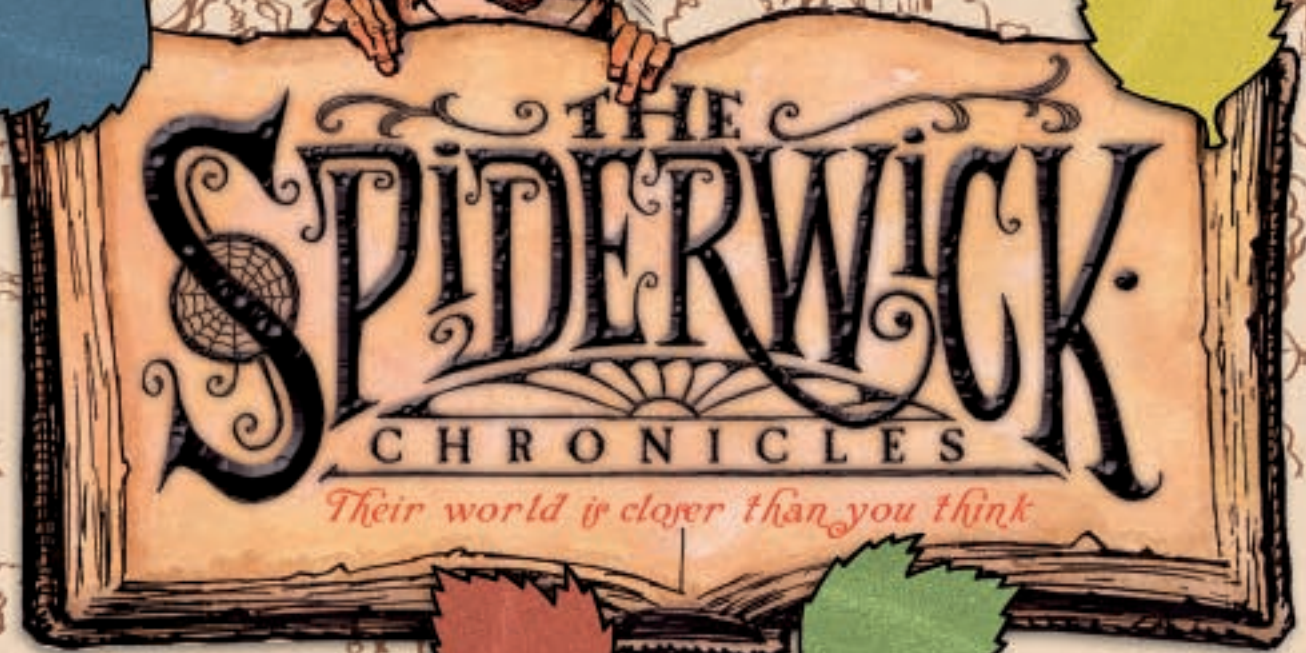


TO TOWN

THE JUNKYARD

THE CAMP

J. WATERHOUSE MIDDLE SCHOOL



Trivia Cards
Face down here

Discard Pile

IN PURSUIT OF SPIDERWICK

TRIVIA GAME INSTRUCTIONS

- Before playing the game, choose an object to use as a game-piece to represent each team. For example:
 1. *The Grace Kids*—a red object (red toy car, red crayon)
 2. *The Dwarves*—a metal object (a coin, etc.)
 3. *The Wood Elves*—an organic object (a small pinecone, an acorn, etc.)
 4. *The Goblins*—a rock.
 Place the object in the oval of the designated character.
- Cut out the Trivia Cards, shuffle them, and place them in a pile, face down in the spot marked "Trivia Cards," on the map.
- Divide all of the players into a minimum of two and a maximum of four teams.
- Each team should choose a name from the list above.
- Once all the groups have been formed, take a minute to talk about each teams' game-piece and how it represents each group.
- Decide which team will go first. Play should continue in a clockwise fashion.
- The team immediately counterclockwise to the first team draws the top card from the pile. Team 1, as a group, tries to come up with an answer. If Team 1 answers the trivia question correctly, they should move one space. If Team 1 answers incorrectly, the asking team should move one space. The used Trivia Card goes face up on the discard pile.
- Continue in the same way—each team taking a turn answering a question from the previously numbered team. (Team 1 answers the question to Team 4)
- The first team to reach the center wins!



Based on THE SPIDERWICK CHRONICLES books!
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