

Hardcore Tabletop Trivia

Board Games & Puzzles · Answer Key · 12 Questions

1. Which board game, originally titled 'The Landlord's Game', was designed by Elizabeth Magie in 1903 to demonstrate the negative aspects of land monopolies?

A) Monopoly

B) The Game of Life

C) Acquire

D) Fortune

2. In the game of Go, what is the Japanese term for a 'ko' situation, which prevents players from repeating the same board state immediately?

A) Atari

B) Sente

C) Ko-arashi

D) Tengen

3. What is the minimum number of moves required to solve a standard 64-disk Tower of Hanoi puzzle?

A) 64

B) 127

C) 18,446,744,073,709,551,615

D) 255

4. Which game designer is credited with creating the 'Eurogame' genre through the release of 'Die Siedler von Catan' in 1995?

A) Reiner Knizia

B) Klaus Teuber

C) Wolfgang Kramer

D) Alan R. Moon

5. What is the maximum number of tiles a player can hold in their rack at one time in a standard English-language Scrabble game?

A) 5

B) 6

C) 7

D) 8

6. The 'Sudoku' puzzle format was popularized in the 1980s by the Japanese puzzle company Nikoli, but who originally invented the 'Number Place' concept in the 1970s?

A) Howard Garns

B) Leonhard Euler

C) Wayne Gould

D) Maki Kaji

7. Which classic abstract strategy game is played on a hexagonal board with 121 holes and involves jumping pegs over others to remove them?

A) Pente

B) Chinese Checkers

C) Halma

D) Convex

8. In chess notation, what does the symbol '0-0-0' represent?

A) En passant

B) Queenside castling

C) Kingside castling

D) Checkmate

9. Which company produced the world's first mass-produced jigsaw puzzle in the 18th century, originally intended for educational geography?

A) John Spilsbury

B) Milton Bradley

C) Parker Brothers

D) Ravensburger

10. What is the name of the ancient Mesopotamian board game, rediscovered in the 1920s by Sir Leonard Woolley in the Royal Tombs of Ur?

A) Senet

B) The Royal Game of Ur

C) Backgammon

D) Pachisi

11. In the game 'Diplomacy', how many players does the standard base game require?

A) 4

B) 5

C) 6

D) 7

12. Which 1970s board game by designer Sid Sackson is known for its complex stock market mechanics and corporation-merging system?

A) Acquire

B) 1830

C) Container

D) Stock Ticker