

GAMING RIDDLES

Write your guesses. Answers are on page 5.

- 1.** I have buttons but no shirt, and I help you control the game. What am I?

- 2.** I am a world you enter through a screen, filled with quests and challenges. What am I?

- 3.** I can give your character extra power, health, or speed. What am I?

- 4.** I am the place where your game progress is kept safe. What am I?

- 5.** I am a player-controlled character who helps the hero on an adventure. What am I?

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6.

I appear when a player loses and offer a chance to try again. What am I?

7.

I am a challenge at the end of a level, usually stronger than every enemy before me. What am I?

8.

I show how many points, coins, or lives you have left. What am I?

9.

I am a hidden item or area that players discover by exploring. What am I?

10.

I am the person who designs the rules, levels, and characters of a game. Who am I?

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11. I am a group of players working together to complete a mission. What am I?

12. I can make a character invisible, stronger, or faster for a short time. What am I?

13. I am the map that shows where a player can travel in a game. What am I?

14. I am a message sent between players while they are playing online. What am I?

15. I am earned when a player completes a task or reaches a goal. What am I?

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16. I am the starting area where a player learns how to play. What am I?

17. I am an item used to restore a character's health. What am I?

18. I am a match played against another real player online. What am I?

19. I am the sound or music that helps bring a game world to life. What am I?

20. I am the final goal that lets a player complete the game. What am I?

GAMING RIDDLES – ANSWERS

- 1. Game controller**
- 2. Video game**
- 3. Power-up**
- 4. Save file**
- 5. Sidekick**
- 6. Game over screen**
- 7. Boss**
- 8. Status bar**
- 9. Secret**
- 10. Game designer**
- 11. Team**
- 12. Temporary power-up**
- 13. Game map**
- 14. Chat message**
- 15. Achievement**
- 16. Tutorial**
- 17. Heofial potion**
- 18. Online match**
- 19. Soundtrack**
- 20. Game objective**