

2025



NJC ADVENTURER BIBLE GAME MANUAL



ADVENTURER BIBLE GAME

New Jersey Conference 2025 Adventurer Bible Game

The Adventurer Bible Game is the Official North American Division Adventurer Bible learning program. The program is created to challenge older adventurers to use their reading skills and their amazing ability to memorize the Bible.

It is intended to be a family-based activity with parents and Adventurers studying together. Each year new passages of scripture are assigned (alternating Old Testament and New Testament) and excited Adventurers and their parents/caregivers commit themselves to study those passages of God's Word.

The Adventurers are tested over the assigned passages. Because this Bible activity has a different focus than Pathfinder Bible Experience, a 6-year rotation of Bible content has been created that will help introduce Adventurers to the major stories and themes of the Bible.

The Adventurer Bible Game Guide will assist you in organizing your local ABG program.



ABG GUIDELINES

Introduction

The Adventurer Bible Game is a group-based Bible challenge that tests the Adventurers' knowledge of sections of scripture. Each year a new block of scripture is assigned and excited Adventurers and their parents/caregivers commit themselves to study those passages of God's Word. After months of study, the Adventurers gather with other groups in their area to test their knowledge against a set of 50 questions divided in two sessions of 25 questions each. All questions will be drawn from the scriptures they studied.

Translation: Bible Versions

- English: New King James Version (NKJV)
- Spanish: Reina Valera 1995 (RVR1995)
- French: Version Louis Segond en Français

Note: These are the same versions used for the Pathfinder Bible Experience

Scripture Study: Selected passages from Exodus 2-5 & 7-20

Find the passages' details here:

<https://www.clubministries.org/wp-content/uploads/Exodus-1-57-20-NKJV.pdf>

<https://www.clubministries.org/wp-content/uploads/Exodo-1-57-20-VRV-1995.pdf>

<https://www.clubministries.org/wp-content/uploads/Exode-1-57-20-Louis-Segond.pdf>

Questions

The questions are written to stand alone, and they can be answered individually. All questions will have multiple choice or true/false answers on the Kahoot platform.

Questions will always include the scriptural reference. All questions will be developed from the New King James Version (NKJV), Reina Valera 1995 (RVR1995), and Version Louis Second en Français

The Adventurer Bible Game questions and answers will be translated into Spanish and French, if indicated at the time of the ABG registration.

All questions will be in harmony with the beliefs of the Seventh-day Adventist Church.

Team Requirements

The team players will be limited to Helping Hand and Builder Adventurers.

Parents are not allowed to participate in the game. Each team must bring one grader to supervise a team other than their own. Groups can be up to six Adventurers and a grader from a single club. Multiple teams from a club can participate, if each team has a balanced number of Adventurers along with a grader.

All Club Game Participants

Groups should be as complete as possible. For example, a club would not be allowed to field three teams of four participants, but they could field two teams of six participants.

Each Group is Composed of the Following:

- Six currently enrolled Adventurers in a single club. This activity is recommended for Adventurers in grades 3 and 4 (Builders and Helping Hands). * **Minimum three Adventurers per team.**
- One Adventurer will be selected by the team as the captain.
- Up to two alternate Adventurer team members participants
- A non-playing Coach
- One Grader (18+ years old) per team of participants (this may be the Coach if there is only one team)

*If the club does not have the minimum number of members in Builder/Helping Hand classes, you may join another Adventurer Club participating in the ABG in the similar situation and form a team.

Parent/Caregiver Participants

A parent or significant adult in the life of each Adventurer on the team will **NOT** participate in the game but she/he will be instrumental in the preparation and study of the Bible passages with the adventurer at home. Since there will be no adults playing the ABG, “Help Me” cards will not be used.

Team Captain

During play, it is the duty of the group captain to determine the appropriate answer after consultation with the team members, and then record the team’s response in Kahoot. The captains are seated closest to the Grader.

Coach/Grader

A club staff member, pastor, or committed nonparticipant parent acts as the group’s Coach. Their role is to assist, coordinate, and motivate the group. Additional adults are welcome to assist with training, but there should be one official Coach per club in charge of coordinating the Adventurer Bible Game efforts. Coaches may also serve as Graders during events.

Graders will ensure the team participants are following the rules of the game such as not receiving external help or cheating and support the teams in case they have trouble connecting with the Internet or Kahoot or if any inconvenience arises during the game.

Uniform Requirements

Adventurers, Coaches, and other club members must be in full dress class A uniform to participate in the ABG event.

Board Approval

As with all Adventurer Club events, the church board, or a board appointed body, must vote participation approval as well as acknowledgement of the specific event date for inclusion on the local church calendar.

Preparation

Decide to Participate once the Adventurer Club year begins, start encouraging participation and promoting the event. This is a great opportunity to get children and their families excited about the Bible. Club staff are encouraged to use the selected scriptures as a thematic focus for meeting worships, outreach events, and other activities as this will help reinforce the content. Each group must register with the conference for the Adventurer Bible Game.

Practice Questions

During the year, involve families in sharing questions they practiced at home with each other. Questions must stand alone and be answered individually. The Adventurer Bible Game will only use multiple choice or true/ false answers. Questions should always include the scriptural reference.

Reading and Memorization

Each team member should read the full text multiple times with their families. Many find it helpful to break the text into several blocks and have participants focus on smaller sections, so that you have two specialists on each third of the material, but make sure that each one covers all of it as well. Enlist the help of the Sabbath School departments to play games and have activities that will cover the assigned scriptures.

Practice Events

Provide several opportunities for the Adventurers to practice with groups made up of church members before the ABG game.

Team Selection

At some point before the registration deadline, the Coach, in consultation with the club staff and interested Adventurers, will need to establish the specific team(s) that will participate.

Club Registration

In early January club directors should send/complete the online registration with the NJ Conference. The club and its members must be properly registered with the NJC to register and participate in the ABG. NO EXCEPTIONS. All Builders and Helping Hand participants, to participate in the ABG, must have sent electronically all the required forms properly filled and signed (by the director-Statement of Integrity, one per team/club-, and his/her parent/s-Video Release Form) to the NJC before [January 22, 2024](#).

****NO EXCEPTIONS. ****

No registrations or forms will be accepted after the due date.

Levels

The Adventurer Bible Game will consist of one level only which will take place at 4 different locations simultaneously [**\(Date/Location to Be Determined\)**](#). Further details will be provided closer to the event date by your local Adventurer Zone Coordinator.



THE EVENT

This section outlines the organizational needs and tasks of coordinators (Adventurer, Pathfinders, TLT, and Master Guide Coordinators if needed).

KAHOOT Session

The coordinators in the ABG will receive the information and PIN for logging into the Kahoot ABG sessions. The coordinators will share this information with the assigned team captains participating once the teams are seated and ready to start the game.

The following ABG rules will apply:

- Only one device with screen per team should be used for answering the ABG Questions on Kahoot.it. Preferably: a laptop computer or tablet.
- Each team's device must be kept connected to Kahoot all the time. Only log off from Kahoot once all session questions have been answered. Then the team is free to take a break quietly to prevent disturbing other teams that are still answering questions.
- Everybody must return to their seats before the second session starts.

Event Flow, Play & Details

Further details will be provided closer to the event date. Remember, the more teams participating, the more time will be required.

- **Event Preparation by the Event Staff**
ABG will take place **(To be Determined.)** Time to be determined.
 1. Arrive at the site far enough ahead of the starting time to have set up completed before the teams arrive.
 2. Confirm that the building is open, lights are on, temperature is set, and rest rooms are accessible.
 3. Set up the equipment.
 4. Set up the microphones, tables, and chairs for the Quiz Master, and Clerk.
 5. Set up seating for the participating teams. Six members plus a Grader.
- **Preparation by the Team - times vary according to distance**

1. Be dressed in full dress uniform.
2. Arrive at the site on time.

- **Staff Briefing**

- The ABG Coordinator meets with the event staff to review policies and answer questions and has prayer with them.

- **Team Check-in**

- As the team checks in they are assigned a circle of chairs.
- They are introduced to the Grader
- Team members turn over all electronic devices, Bibles, and notes in their possession to club staff or attending parents.

- **Welcome**

- The Quiz Master welcomes the group and introduces the staff and the participating teams.

- **Opening Exercises**

- Pledge of Allegiance
- Adventurer Pledge
- Adventurer Law
- Adventurer Song
- Initial Prayer

- **Instructions-ABG Rules**

- No Bibles or study notes allowed while participating in the Adventurer Bible Game.
- Integrity-no cheating or receiving external help to answer the questions.
- Do not share or copy the ABG questions.
- There is no challenge for questions. All the answers are multiple choice or true/false and are written for you. Just select the correct answer.
- Team members are allowed to translate the ABG questions and answers to their own team.
- Time: The multiple choice questions will have 3 answers (A,B or C) with a maximum allotted time of 75 seconds for answering each

question. The allotted time for answering each True and False question will have 45 seconds.

- Only one device with screen per team should be used for answering on Kahoot the ABG questions.
- Keep your device connected to Kahoot. Only log off once you have completed your session questions. Then your team is free to take a break.
- Return before the second session starts.
- The alternate member can switch only during the intermission. No other changes are allowed during the competition.
- No bathroom breaks or eating during the ABG. These breaks are only allowed during the 15-minute intermission between the first and second sessions of the event.

- **ABG Session I Starts (Questions 1 to 25)**

- Coordinator provides the Kahoot PIN/Link for Session I to team captains.
- Captains log in Kahoot.it with the Kahoot PIN and enter the team name provided for them.
- After answering question 25: captains log out from Kahoot.

- **Break 15 minutes**

- Alternates can switch with team members at this time

- **Quiz Session II (Questions 26-50)**

- Coordinator provides the Kahoot PIN/Link for Session II to team captains.
- Captains log in Kahoot.it with the Kahoot PIN and enter the team name provided for them.
- After answering question 50: captains log out from Kahoot.

- **Song Service**

- **Announcements**

- **Offerings (optional)**

- **Award Ceremony** (Details will be provided during the event) **Closing Prayer**



DISQUALIFICATIONS

Individual Disqualification

- Not wearing the class A Adventurer uniform
- Not meeting the qualification to be a team member (e.g.: not registered, age, etc.)

Team Disqualification

- cheating
- communication with other teams any official ABG questions

Point Disqualification and Team Expulsion

- Points earned while receiving help in any form (prompt, comment, etc.) from the audience, coach, grader, etc. through any channel or method will be revoked.
- A second instance during the same day or play will result in the team being expelled from play for the rest of the year.



STAFF AND MATERIALS NEEDED FOR ABG EVENT

Welcoming Team

- to welcome the teams and lead them to their sitting location

Master of Ceremony

- to lead the ABG program and give the commands
- make the announcements
- announce the team's placements

Clerk

- to make sure that all teams registered are present
- to prepare and distribute ABG certificates
- to help with grouping the teams in first, second and third place/placement

Grader/Team Supervisor

- will ensure that the team complies with all the ABG rules and will watch for inappropriate communications between the team members and the audience.
- will report to the coordinator in charge if the supervised team has any issues answering its questions.)

The grader will be a selected adult from a different club wearing a class A uniform. Also, another team's coach can be a grader.

Song Leader

- to lead and organize the worship

Materials Needed

Each team captain will:

- need a **laptop or tablet** (battery fully charged) to connect to **Kahoot.it**
- enter the **code** given at the time of the ABG
- **type** the church and team name (example: Guttenberg Team 1) as it was entered in the ABG registration.
- **Select** the correct answer on the laptop or tablet.

Note: Make sure the device is fully charged and bring its charger and an extension.

Seating Arrangement

Nonparticipants of the ABG should be seated in the designated areas (away from the participating teams).

Make it Fun

As you lead your Adventurers into the Adventurer Bible Game, be sure to keep it fun and enjoyable. The study of scripture is serious business, but if you become overbearing and ill-tempered in the process, you will negate much of the blessing of the event.