

Name _____

Diwali Quest: A Magical Board Game Adventure

Multiple Choice Questions

1. What was the name of the board game the friends discovered?
 - a) Diwali Lights
 - b) Diwali Quest
 - c) Indian Myths and Legends
 - d) Magic Diwali

2. What happened when the friends started playing the board game?
 - a) The room became darker.
 - b) They found hidden treasures.
 - c) The room filled with a mystical glow, and they were transported into the world of Indian mythology.
 - d) They fell asleep.

3. What was the friends' quest in the game?
 - a) To find hidden treasure
 - b) To rescue a stolen diya
 - c) To solve riddles
 - d) To defeat the demon king Ravana

4. Who did each friend become in the game?
 - a) Raj became Lord Ganesha, Nisha became Sita, Aryan became Hanuman, and Dia became Goddess Saraswati.
 - b) Raj became Lord Rama, Nisha became Sita, Aryan became Hanuman, and Dia became the wise owl.
 - c) Raj became Lord Krishna, Nisha became Radha, Aryan became Arjuna, and Dia became Durga.
 - d) Raj became a demon, Nisha became a ghost, Aryan became a wizard, and Dia became a fairy.

5. What values did the friends learn during their adventure in the game?
 - a) The importance of darkness over light
 - b) The value of material possessions
 - c) The importance of unity, bravery, teamwork, and wisdom
 - d) The significance of staying alone

