Video Game Trivia

Choose one answer per question. Circle A, B, C, or D.

1. Which puzzle game did computer programmer Alexey Pajitnov create in 1984?
   A. Tetris
   B. Columns
   C. Puyo Puyo
   D. Puzzle Bobble

2. Bandai Namco's official history credits Toru Iwatani with planning which arcade game first released in 1980?
   A. Dig Dug
   B. Galaga
   C. Pac-Man
   D. Pole Position

3. Which handheld game system did Nintendo introduce in 2004 with two separate screens built into the device?
   A. PlayStation Portable
   B. Nintendo DS
   C. Sega Game Gear
   D. Game Boy Advance

4. Which Sega home console debuted in Japan in November 1998?
   A. Master System
   B. Saturn
   C. Mega Drive
   D. Dreamcast

5. Which Sony home console launched in 2000 and could play DVD movies as well as games?
   A. Original PlayStation
   B. PlayStation 2
   C. PlayStation 3
   D. PlayStation 4

6. In which year did the original Xbox first go on sale in North America?
   A. 2001
   B. 1999
   C. 2000
   D. 2005

7. Which inventor developed the Brown Box television game prototype that became the basis for the Magnavox Odyssey?
   A. Steve Wozniak
   B. Jerry Lawson
   C. Nolan Bushnell
   D. Ralph Baer

8. Which 1976 console used removable cartridges and was developed by the Fairchild team led by Jerry Lawson?
   A. Intellivision
   B. Atari 2600
   C. Channel F
   D. ColecoVision

9. The original video game The Oregon Trail was created in 1971 to teach schoolchildren in which U.S. state?
   A. Minnesota
   B. Oregon
   C. Missouri
   D. Wyoming

10. Which brothers developed the original Myst at Cyan?
   A. John and Ste Pickford
   B. Chris and Tim Stamper
   C. Dan and Sam Houser
   D. Robyn and Rand Miller

11. Which home console reached stores in 1982 with a built-in monitor for vector graphics?
   A. ColecoVision
   B. Atari 5200
   C. Vectrex
   D. Intellivision

12. Which field of design is named in the title of the Museum of Modern Art's 2022 Never Alone exhibition about video games and other digital objects?

A. Textile design
B. Interactive design
C. Furniture design
D. Architectural design

13. The Smithsonian American Art Museum announced two works to begin its video game collection in 2013. Which work was named alongside Flower?

A. Space Invaders
B. Pac-Man
C. Pong
D. Halo 2600

14. According to The Strong, what kind of venue in Sunnyvale, California, hosted the first Pong prototype for players to try?

A. A tavern
B. A bowling alley
C. A university computer lab
D. An electronics trade show

15. The Strong describes Will Wright's design notebooks as recording work on SimCity 2000 and The Sims. Which game from 2008 also appears in that account?

A. Braid
B. World of Goo
C. Spore
D. LittleBigPlanet