



Faith Family Showdown

The Bible survey party game for family night, youth group & church

faithshowdown.com

From faithshowdown.com/bible-games-for-adults — where you can also play the free animated version on your TV.

BIBLE GAMES FOR ADULTS: THE 60-MINUTE GAME NIGHT THAT ACTUALLY WORKS

By Paul — dad of 8. Every question here has survived our own family game nights.

Search for Bible games for adults and you get lists — thirty thumbnails, two sentences each, and no idea how to turn any of it into an actual evening.

This page is the opposite: **one complete 60-minute game night, minute by minute**, built from games adults genuinely enjoy — plus a hard trivia round you can play right now, below. It works for a small group in a living room, an adult Sunday school class, or a churchwide fellowship night, and it survives the two things that sink most adult game nights: mixed ages and the phones question.

START HERE: 25 BIBLE TRIVIA QUESTIONS FOR ADULTS

Two rounds, playable right on this page: a genuinely hard multiple-choice round, and a true-or-false round on the sayings everybody quotes as Scripture — *“God helps those who help themselves”* and its cousins. Tap an answer and the correct one lights up with the verse behind it. Put it on the TV and let the room vote out loud; the full question bank with answers is further down the page.

THE 60-MINUTE RUN-OF-SHOW

This is the plan I actually run — refined on our own family of ten and on church groups where half the room arrived saying they'd "just watch." It needs one screen (a TV, or a laptop and projector), zero printouts unless you want a paper backup, and one host willing to keep things moving. Total prep: about five minutes.

0:00–0:10 · COFFEE, AND THE MYTH ROUND AS PEOPLE ARRIVE

Don't wait for stragglers with small talk — put the **Is That Actually in the Bible?** round (above) on the TV as doors open. No teams yet, no score: read a statement, let whoever's there vote by show of hands, tap to reveal. It's the perfect arrival game because latecomers can join mid-round without missing anything, and by the third "that's not in the Bible?!" the room is already loud.

0:10–0:15 · TEAMS — TWO OF THEM, DRAWN ACROSS GENERATIONS

Split the room into two teams, and split up the couples and the age clusters (more on why below). Name the teams something worth defending — losers of a coin flip pick second. Five minutes, no longer: naming teams is the part of the night with the steepest fun-per-minute drop-off.

0:15–0:40 · MAIN EVENT: THE SURVEY SHOWDOWN ON THE TV

Twenty-five minutes, three rounds of the **survey-style Bible trivia game** — the questions ask what *people* answered, not what Scripture says, so guessing well is about knowing your church, not winning a memory contest. One screen and zero phones: teams alternate shouting a consensus answer at the board. For a bigger room, host the **TV game-show mode** instead — the board stays on the big screen and each team plays through one captain's phone. Every round ends with a short reflection on the verse behind the question; read it aloud, don't skip it. That thirty seconds is what makes this a church game night and not just a game night at church.

0:40–0:50 · SIT-DOWN ROUND: THE HARD QUESTIONS

The energy has peaked — now reward the Bible buffs. Run the **Deep-Water round** from the quiz above with teams answering alternately, or put up the **Jeopardy-style board** and let teams pick categories for points. Either way the verse reference lands with every answer, and the person who knows who Eutychus was finally gets their moment.

0:50–1:00 · SETTLE THE SCORE, THEN LAND THE PLANE

Tally the night's points, crown the winners loudly, and close with the one verse the room argued about most — read the whole passage, not the fragment. Then announce the next game night *before* anyone leaves; a recurring adult game night lives or dies on whether the next date exists when the room is still warm. Total elapsed: one hour, on the dot, which is itself a promise adults remember.

SCALING IT: 6 ADULTS, 16, OR 60

- **4–10 adults — living room or small group.** Skip teams entirely. Run the whole hour off this page and the **trivia game** with everyone shouting at one board, bot as the opponent. The myth round works as a straight table conversation — expect it to blow past its ten minutes, and let it.
- **10–30 adults — the classic adult class or fellowship night.** The run-of-show above, exactly as written. Two teams stays right even at thirty — larger teams mean the quiet folks can participate at their own volume, which for many adults is the whole ask.
- **30+ adults — churchwide night.** Switch the main event to the **team game show** on the projector (captains' phones as buzzers, everyone else advising loudly), and stretch it to thirty-five minutes. Add table prizes. The free **church game night kit** has the setup checklist and bulletin promo copy for exactly this evening.

WHEN HALF THE ROOM IS 60 AND HALF IS 25

The mixed-age adult group is the hardest room in church life to program for — and the easiest to win with the right game. Three moves matter:

- **Draft teams across generations, never by them.** The moment the young adults form their own team, you've built a trivia contest between people who grew up on flannelgraph and people who grew up on YouTube. Mixed teams turn that gap into the strategy: the 70-year-old knows Naaman, the 25-year-old knows what most people *think* is in the Bible — and survey-style questions reward both.
- **Choose games where life experience scores.** Survey questions ("what did people answer?") and the myth round both favor decades of hearing these sayings over recency of Bible study — which quietly flips the usual hierarchy and delights everyone.
- **Let the board do the accessibility work.** Big screen, big type, one question at a time, read aloud by the host. Nobody squints at a handout, and nobody has to work a device to play.

“DO WE NEED PHONES?” — NO, AND HERE’S THE SETUP

Every group has someone (rightly) allergic to an evening of adults staring at their phones, and someone else whose phone is a flip phone. Good news on both fronts:

- **Zero phones needed:** the quiz on this page, the survey trivia game, the Jeopardy-style board, and the printable **question bank** all run from one screen or one printout. The host taps; the room shouts. That's the whole technology stack.
- **Exactly two phones, if you want buzzers:** the team game-show mode uses one captain's phone per team as the controller — a browser page joined by QR code, no app, no download, no account. The other fifty-eight people never touch a device; if anything, the two captains' phones give everyone else permission to put theirs away.
- **Fully screen-free:** print the question bank below (or **the Bible charades lists**) and host read-aloud style — same run-of-show, paper edition. The free PDF at the top of this page is formatted for exactly that.

THE QUESTION BANK: ALL 25 QUESTIONS & ANSWERS

Both rounds with answers and verse references — print this page (button at the top) or download the free PDF for the host's master copy. If you're playing the quiz above

first, no peeking past this point.

DEEP-WATER BIBLE TRIVIA · HARD · ADULTS

Fifteen questions from past the shallow end — judges, prophets, and the people who only get one scene. Nobody sweeps this round, which is exactly what makes it fun at a table of grown-ups.

1. ABRAM GAVE A TENTH OF EVERYTHING TO WHICH PRIEST-KING OF SALEM?

A. Aaron B. Melchizedek C. Jethro D. Eli

The answer is Melchizedek. The king of Salem and priest of God Most High brought out bread and wine and blessed Abram, who gave him a tenth of everything — centuries before the law required a tithe. (Genesis 14:18–20.)

2. WHICH BOOK OF THE BIBLE NEVER MENTIONS GOD BY NAME?

A. Ruth B. Ecclesiastes C. Esther D. Lamentations

The answer is Esther. God's name never appears in the book, yet His providence drives every scene — Mordecai's 'relief and deliverance will arise from another place' is as close as the text comes to naming Him. (Esther 4:14.)

3. WHAT TRADE DID THE APOSTLE PAUL WORK TO SUPPORT HIS MINISTRY?

A. Tentmaker B. Fisherman C. Stonemason D. Tax collector

The answer is tentmaker. In Corinth, Paul stayed and worked with Aquila and Priscilla because they were tentmakers as he was — preaching on the Sabbath and paying his own way the rest of the week. (Acts 18:3.)

4. WHO FELL ASLEEP DURING PAUL'S LATE-NIGHT SERMON AND DROPPED FROM A THIRD-STORY WINDOW?

A. Tychicus B. Demas C. Epaphras D. Eutychus

The answer is Eutychus — the patron of everyone who has ever nodded off in church. Paul talked until midnight, the young man sank into a deep sleep, fell from the third story, and was picked up dead; Paul embraced him and he lived. (Acts 20:9–12.)

5. WHICH LEFT-HANDED JUDGE DELIVERED ISRAEL FROM EGLON, KING OF MOAB?

A. Ehud B. Gideon C. Shamgar D. Othniel

The answer is Ehud. The Benjamite strapped a double-edged sword to his right thigh — where no guard checked — and delivered Israel from the very overweight king of Moab in one of the Bible's most cinematic scenes. (Judges 3:15–21.)

6. WHO IS THE OLDEST PERSON RECORDED IN THE BIBLE, AT 969 YEARS?

A. Adam B. Methuselah C. Noah D. Enoch

The answer is Methuselah, at 969 years. His father Enoch, by contrast, 'walked faithfully with God; then he was no more' — taken at a comparatively youthful 365. (Genesis 5:27.)

7. WHICH MARRIED COUPLE TOOK APOLLOS ASIDE AND EXPLAINED THE WAY OF GOD TO HIM MORE ADEQUATELY?

A. Ananias and Sapphira B. Zechariah and Elizabeth C. Aquila and Priscilla D. Philemon and Apphia

The answer is Aquila and Priscilla. When the eloquent Apollos preached knowing only the baptism of John, the tentmaking couple quietly invited him home and filled in the rest of the story. (Acts 18:24–26.)

8. WHICH PROPHET WAS SHOWN A VALLEY OF DRY BONES THAT CAME TO LIFE?

A. Isaiah B. Jeremiah C. Daniel D. Ezekiel

The answer is Ezekiel. God set him in a valley full of dry bones, told him to prophesy to them, and the bones came together, took on flesh, and stood — an army, and a promise to a nation that felt dead. (Ezekiel 37:1–10.)

9. WHAT IS THE SHORTEST VERSE IN THE ENGLISH BIBLE?

A. "Rejoice always." B. "Jesus wept." C. "Pray continually." D. "God is love."

The answer is 'Jesus wept.' Two words at the tomb of Lazarus — and one of the deepest verses in Scripture: knowing He was about to raise His friend, Jesus still cried with the grieving. (John 11:35.)

10. THE BELIEVERS IN WHICH CITY EXAMINED THE SCRIPTURES EVERY DAY TO TEST WHAT PAUL PREACHED?

A. Berea B. Thessalonica C. Corinth D. Athens

The answer is Berea. Luke calls the Bereans 'of more noble character' because they received the message eagerly and checked it against the Scriptures daily — the Bible's own gold standard for how to hear a sermon. (Acts 17:11.)

11. IN THE YEAR WHICH KING DIED DID ISAIAH SEE THE LORD, HIGH AND EXALTED, IN THE TEMPLE?

A. Hezekiah B. Ahaz C. Uzziah D. Jotham

The answer is Uzziah. 'In the year that King Uzziah died, I saw the Lord' — the throne in Jerusalem stood empty, and Isaiah was shown the throne that never does. (Isaiah 6:1.)

12. WHICH FOREIGN ARMY COMMANDER WAS HEALED OF LEPROSY AFTER DIPPING SEVEN TIMES IN THE JORDAN?

A. Sisera B. Naaman C. Ben-Hadad D. Nebuzaradan

The answer is Naaman, commander of the army of Aram. He nearly stormed off because the cure was too humble — but his servants talked him into the river, and his skin was restored like a young boy's. (2 Kings 5:14.)

13. JACOB WRESTLED WITH GOD ALL NIGHT — AND NAMED THE PLACE WHAT?

A. Bethel B. Mahanaim C. Shechem D. Peniel

The answer is Peniel — 'because I saw God face to face, and yet my life was spared.' Jacob limped away from that night with a new name, Israel, and a hip that never let him forget it. (Genesis 32:28–30.)

14. WHICH APOSTLE WAS CHOSEN BY LOT TO REPLACE JUDAS ISCARIOT AMONG THE TWELVE?

A. Matthias B. Barnabas C. Silas D. Justus

The answer is Matthias. Two men were put forward — Matthias and Joseph called Justus — the believers prayed, cast lots, and the lot fell to Matthias. It's the last time Scripture mentions him by name. (Acts 1:23–26.)

15. HOW MANY QUALITIES MAKE UP THE FRUIT OF THE SPIRIT IN GALATIANS?

A. Seven B. Twelve C. Nine D. Ten

The answer is nine: love, joy, peace, forbearance, kindness, goodness, faithfulness, gentleness, and self-control. One fruit, nine flavors — Paul's point is that they grow together. (Galatians 5:22–23.)

IS THAT ACTUALLY IN THE BIBLE? · TRUE OR FALSE · EVERYONE WHO'S QUOTED ONE

Ten sayings adults quote as Scripture — some are, some were written by Ben Franklin. True means the phrase or scene really is in the Bible; false means it isn't. This is the round that gets a room of grown-ups arguing happily.

16. TRUE OR FALSE: THE BIBLE SAYS, “GOD HELPS THOSE WHO HELP THEMSELVES.”

False. That line is from Benjamin Franklin's Poor Richard's Almanack, not the Bible — and Scripture's actual picture is nearly the opposite: 'When we were still powerless, Christ died for the ungodly.' (Romans 5:6.)

17. TRUE OR FALSE: THE BIBLE SAYS, “MONEY IS THE ROOT OF ALL EVIL.”

False — it's a misquote. Paul wrote that 'the love of money is a root of all kinds of evil.' The warning aims at the love, not the money, and it has caused people to wander from the faith, not merely misbehave. (1 Timothy 6:10.)

18. TRUE OR FALSE: “PRIDE GOES BEFORE DESTRUCTION” IS A REAL BIBLE VERSE.

True. Proverbs says it exactly: 'Pride goes before destruction, a haughty spirit before a fall' — the everyday version just shortens it to 'pride goes before a fall.' (Proverbs 16:18.)

19. TRUE OR FALSE: GENESIS CALLS THE FORBIDDEN FRUIT ADAM AND EVE ATE AN APPLE.

False. Genesis only ever says 'fruit' — the apple arrived centuries later through art and a Latin pun (*malum* means both 'evil' and 'apple'). The text never names the variety. (Genesis 3:6.)

20. TRUE OR FALSE: THE PHRASE “AN EYE FOR AN EYE” APPEARS IN THE BIBLE.

True. It's in the law of Moses — 'eye for eye, tooth for tooth' — as a limit on revenge, and Jesus quotes it directly in the Sermon on the Mount before calling His followers to go further and turn the other cheek. (Exodus 21:24.)

21. TRUE OR FALSE: THE BIBLE PROMISES GOD WILL NEVER GIVE YOU MORE THAN YOU CAN HANDLE.

False. The verse people mean is about temptation — God always provides a way out — not a cap on hardship. Paul himself wrote of being 'under great pressure, far beyond our ability to endure,' so that he would rely on God, not himself. (1 Corinthians 10:13.)

22. TRUE OR FALSE: THE BIBLE SAYS, “CLEANLINESS IS NEXT TO GODLINESS.”

False. The phrase was made famous by a John Wesley sermon, not by Scripture. The Bible's closest instruction runs deeper than hygiene: 'Wash your hands, you sinners, and purify your hearts.' (James 4:8.)

23. TRUE OR FALSE: THE BIBLE DESCRIBES THREE MEN WALKING OUT OF A BLAZING FURNACE UNHARMED.

True. Shadrach, Meshach, and Abednego walked out of Nebuchadnezzar's furnace without so much as the smell of fire on them — and the king saw a fourth figure walking in the flames beside them. (Daniel 3:26–27.)

24. TRUE OR FALSE: THE BIBLE SAYS, “THIS TOO SHALL PASS.”

False. The proverb comes from Persian and medieval folklore, not Scripture. The Bible's nearest promise is better anyway: 'our light and momentary troubles are achieving for us an eternal glory that far outweighs them all.' (2 Corinthians 4:17–18.)

25. TRUE OR FALSE: THE BOOK OF JONAH SAYS JONAH WAS SWALLOWED BY A WHALE.

False. Jonah says the Lord provided 'a huge fish' — the whale swam in from the King James rendering of Jesus' words in Matthew 12:40. The text's point stands either way: three days inside, then a second chance. (Jonah 1:17.)

BUILDING A MONTHLY ROTATION

The first game night is a hit; the fourth identical one isn't. Rotate the main event month to month: the **Jeopardy-style board** one month, the survey showdown the next, **Bible charades** when you want a night with nothing to read at all — its hard lists were written for adults — and in December, swap this page's quiz for the seasonal **Christmas Bible trivia**. The whole catalog lives on the **Bible games hub**, every bit of it free.

COMMON QUESTIONS

WHAT ARE GOOD BIBLE GAMES FOR ADULTS?

The ones that don't feel like a children's ministry hand-me-down: survey-style trivia on a TV (guess what people answered, not just what Scripture says), a Jeopardy-style quiz board for the Bible buffs, a true-or-false round on sayings people misquote as Scripture, and Bible charades once the room is warm. All four run free in a browser or on paper from this site — the 60-minute plan on this page strings them into an evening.

WHAT BIBLE GAMES WORK FOR A SMALL GROUP OR ADULT BIBLE STUDY?

For 4–10 adults around a living room, skip team logistics entirely: put the quiz on this page on the TV and answer out loud, majority rules — the verse-backed reveals start better discussions than most icebreaker questions. The survey-style trivia game also plays beautifully at that size as one household versus the bot. Twenty minutes of either is a warm-up that makes the study after it noticeably more talkative.

HOW DO YOU MAKE A CHURCH GAME NIGHT FUN FOR ADULTS WITHOUT IT FEELING CHEESY?

Three rules from a lot of family-of-ten game nights: give the evening a spine (a run-of-show with timings, so it moves), let the games carry real competition (adults disengage from games with no score faster than kids do), and end each round with the verse behind the answer — thirty seconds of substance is what separates a game night from a time-filler. The plan on this page is built around exactly that.

DO WE NEED PHONES OR AN APP TO PLAY?

No. The quiz on this page, the Jeopardy-style board, the printable question banks, and charades all need zero phones — one screen or one printout runs the whole room. The only mode that uses phones at all is the team game show, and even there it's two phones total (one captain per team); everyone else just shouts at the board. Nothing needs an app, a download, or an account.

WHAT BIBLE GAMES WORK WHEN THE GROUP IS MIXED AGES — 25-YEAR-OLDS AND 75-YEAR-OLDS?

Survey-style games are the great equalizer, because the question is what people answered — life experience helps as much as seminary. Build teams that cross generations rather than cluster them, keep print large by putting the board on the biggest screen in the room, and use the true-or-false myth round early: the older saints have heard every one of those sayings for decades, and it's usually a 70-something who catches the Ben Franklin quote first.