



BIBLE TRIVIA

GENESIS TO REVELATION

Thirteen questions, Genesis to Revelation —
and every answer shown in the verse itself.

HOW IT WORKS

USER MANUAL · OCTOBER 2026

777 SOFTWARE

FREE — AND IT STAYS FREE

1 — WHAT BIBLE TRIVIA IS

Bible Trivia is a game show about the whole Bible — all of it, from the first page of Genesis to the last page of Revelation. Two hosts run the show: VOID and DIVINE, our house duo, on screen in text — asking the questions, calling the answers, and keeping the score.

Here is the one rule the whole game is built on: you never have to take the game's word for anything. The moment you answer — right or wrong — the game shows you the verse the question came from: the book, the chapter, the verse number, and the full text of the verse, word for word from the King James Bible. A wrong answer stings for a second. Then you read why it was wrong, in the Word itself, and it sticks. That is the game teaching you while you play it.

Every answer is proven in the verse. Not “trust us” — read it. Each question's verse is printed on the reveal screen, in full, every single time.

What it is not: it is not a test of your faith, and it is not a study Bible. It is a game — a good one, we hope — that keeps sending you back to the Book. The Book does the real teaching. The game just deals the questions.

2 — HOW A GAME RUNS

One game is thirteen questions. The first ten climb the Bible in order — the questions are dealt in the order the books themselves come, so a game walks you from Genesis toward Revelation as it goes. The last three are the finale — the Burning Bush (§5).

Playing, step by step

1. Pick your name. The game keeps a profile per player on this machine — your games, your streaks, your best score (§6). Pick yours, or start a new one.
2. Read the question. Each one has four answers; exactly one is right. Questions come from five wells (§3) — People, Places, Parables, Prophecies, and Who Said It.
3. Answer. Click the answer you believe. Stuck? You hold two lifelines, once each per game (§4).
4. See the reveal. The right answer lights up, and the verse appears with it — book, chapter, verse, and the full text. Read it. That's the point of the whole game.
5. Climb. Ten questions carry you across the whole arc of the Bible. Then the ground gets hotter: the Burning Bush finale.
6. Finish, and it's kept. Your score, your streak, and how you did in each of the five categories are written to your profile on your own machine — ready for the next game, and for beating your own best.

The controls

You do this	The game does this
Click an answer	Locks it in and shows the reveal — the right answer plus the full verse.
Press F (or click the lifeline)	50/50 — two wrong answers are taken away, leaving the right one and one other. Once per game.
Press V	Ask the Verse — the question's own verse appears with the answer words blanked out, so the Word itself helps you without giving it away. Once per game.

That's every control there is. No menus to get lost in, no settings maze — the Carrol test is house law here: few choices, big words, one clear thing to do next.

3 — THE FIVE WELLS: WHERE QUESTIONS COME FROM

Every question is drawn from one of five categories — the five wells of the game. Between them they hold 171 questions, drawn from 34 books of the Bible, Old Testament and New:

Category	Questions	What it's about
PEOPLE	41	The men and women of the Book — who did what, who went where, who stood where nobody else would.
PLACES	33	The map of the story — cities, rivers, mountains, and the roads between them.
PARABLES	31	The stories Jesus told — the seeds, the coins, the sons — and what He said they meant.
PROPHECIES	34	What was spoken ahead of time — the promises, the warnings, and the words that came due.
WHO SAID IT	32	A line from the text, word for word — and you name the voice that said it.

The game keeps score per category on your profile, so you can see your own map of the Book: strong in the Parables, shaky in Prophecies — and a reason to run the climb again.

4 — THE REVEAL: WHERE THE LEARNING LIVES

Ask anybody who plays: the reveal is the game. The question is the hook; the verse is the meal. After every answer — right or wrong — the screen shows:

- The reference — book, chapter, and verse, in plain figures: John 3:16.
- The full verse — the complete text of that verse from the King James Bible, exactly as it stands written. Not a summary. Not a paraphrase. The verse.

- The right answer, lit up — so a miss becomes a lesson instead of just a lost point.

A verse you will meet in the game:

"For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life."

— John 3:16 (KJV)

One honest detail, because this house puts it in writing: a handful of Who Said It questions turn on a speaker the verse itself doesn't name in its own line — a voice from heaven, say. For those, the question was read and checked against the whole passage around it, not just the single line, before it was allowed into the bank. If the passage didn't settle it, the question didn't ship.

5 — THE LIFELINES

Every player gets two lifelines per game — each one fires once, so spend them like they matter. They reset fresh with every new game.

50/50 — press F

Two of the three wrong answers are struck from the board. What remains is the right answer and one other — a coin you now have a fair chance of calling. Best saved for the question where you're torn between two.

Ask the Verse — press V

The game's own favorite, and the one that could only exist in this game: the verse behind the question appears on screen — with the answer's words blanked out. You read the verse, in its own words, and the verse walks you to the answer — it just won't say the name out loud. Help, straight from the text, with the giveaway politely covered.

Once means once. A lifeline used is gone for the rest of that game — the buttons say so, and they do not come back mid-game. New game, fresh pair.

6 — THE BURNING BUSH: THE FINALE

Survive the ten-question climb and the game changes weather. The last three questions are the Burning Bush — named for the fire Moses met in the wilderness that burned and was not consumed. These three burn the same way: hotter than everything before them, and sudden death.

- Sudden death means sudden death. One wrong answer in the finale ends the game on the spot — no matter how strong the climb was. The fire does not grade on a curve.

- Stand through all three and you take the finale bonus: +500 points, on top of everything the climb earned.
- A perfect game — every question right, from Genesis to the last flame — earns the game's highest honor. It calls you one who stood in the fire.

This is the moment the lifelines were saved for. Players who spend both by question four meet the Bush barehanded. Players who hold one back walk in with help in their pocket. Both kinds of players exist. The Bush has met them all.

7 — YOUR SCORES STAY HOME

Bible Trivia writes your record to one small file on your own computer — beside the other things that are yours and nobody else's. It holds, per player profile:

- Games played — your count, kept honestly.
- Best streak — the longest run of right answers you've ever put together.
- Best score — the number your next game has to beat.
- Category mastery — how you've done in each of the five wells, so your strengths and your gaps are both on the record.

The file is written carefully: the game writes a fresh copy and swaps it in whole, and keeps a rolling backup copy alongside — so a crash or a cut power cord mid-save can't take your record with it. And it lives under your own account on your own machine: another player on the same computer signs in under their own profile and sees their own record, never yours.

No accounts. No sign-ins. No cloud. There is nothing to register, nothing to log into, and nowhere for your scores to travel — they are kept the way scores were kept for a thousand years before the internet: at home.

8 — THE QUESTION BANK: CHECKED AGAINST THE BOOK

A trivia game about the Bible has one job above all the others: get the Bible right. So the bank behind this game wasn't written from anybody's memory of Sunday school. Here is how it was made:

1. Every verse was taken from the text itself. The questions were authored against the actual King James text, read verse by verse — never typed from memory, never copied from another trivia list.
2. Every question was then machine-checked against that same text. The checker re-read the whole Bible file and verified, for all 171 questions: the reference exists; the verse printed in the game matches the Bible word for word; the four answers are four different answers; the marked-right one is right; and the words each question rests on are truly in the verse.

3. The score of that checking: 171 verified, 0 dropped. Questions that couldn't be proven from the verse didn't get argued with — framings that leaned on something the verse doesn't actually say were rebuilt or thrown out before the checker ever ran.

The same checking runs again any time the bank grows. The rule does not bend: a question ships when the verse proves it, and not before.

9 – PRIVACY, AND THE LIMITS SAID STRAIGHT

Privacy — the whole of it

Shorter than most manuals get to say: Bible Trivia contains no network code at all. Not “no telemetry.” Not “no tracking, though it does check for updates.” None — the code that would let it talk to the internet was never written, and the finished program was scanned to prove it. It cannot phone home, because there is no phone. Your games, your scores, and your business stay on your machine, full stop.

The limits

A game you can trust tells you what it cannot do. Here is this one's list, complete:

- It speaks King James. Every question and every verse in the game is the King James Bible. If your reading is in another translation, the wording on the reveal will differ from your copy — the game says which one it's quoting, every time.
- The bank is 171 questions. Play long enough and you will meet questions you've seen before. The game doesn't pretend otherwise — that's what the streaks, the bests, and the category mastery are for: the second time a question meets you, the sport is beating who you were the first time.
- Your hosts are text. VOID and DIVINE run the show in writing, on the screen — they do not speak aloud in this game.
- Your record lives on that machine. Scores are kept in the local file described in §7. Play on another computer and you start a fresh record there — nothing follows you, because nothing leaves.
- It is a game, not the Book. It can deal you a question that sends you to a chapter you'd never have opened. What you find there is between you and the page — the game's job ends at pointing, gladly.

That's the whole of it. Thirteen questions across the whole Book, two lifelines, a fire at the end of the road — and every single answer shown to you in the verse itself, so the game never asks for your trust when it can offer you proof instead. Deal the climb. Read the reveals. We'll see you at the Bush.

Bible Trivia · 777 Software. This manual ships with the program. The questions and verses are the King James Bible, quoted exactly; the rest of the game is ours — and yours to play, free, forever.