



ENGLISH QUEST

Quick Start Instructions

For people who don't like to read instructions!

2-6 PLAYERS OR IN TEAMS
FOR AGE 8+

Each player is given **three** gold sovereigns at the start of the game.

Players roll the dice to start. The player with the highest number chooses which one of the **six main airports** to start at and so on throughout the players.

First player rolls the dice. He moves his playing piece along the road according to the number of spaces shown on the dice. Player can move in **any direction** he chooses. Objective is to gain the letters "Q U E S T".

The coloured dots mean the following:

Yellow - History Question
Green - Land and Nature Question
Purple - Culture Question
Blue - Modern Question

(Where there is a black numbered dot on the right hand side of the question card, there is a further explanation to the answer in the explanation booklet included - just look up the corresponding number in the booklet.)

Depending on the coloured dot the player lands on (e.g. yellow dot, yellow question, green dot, green question, etc.), the player to his right asks him a question and reads out the three possible answers. The correct answer is the one **underlined**.

If the player answers correctly, he **wins** a gold sovereign and rolls again (maximum **three** rolls at any one time). Answer incorrectly, and play moves onto the next player (clockwise direction).

Letters: The aim is to collect the letters "Q U E S T" (in any order) from the letters dotted around the country. When landing on a letter, player chooses the category of question to answer on this occasion. If he answers correctly he **wins** the corresponding letter but this time must **pay** a gold sovereign.

Jesters (hat symbol): When landing on this symbol, player picks up a Jester card and follows the instructions shown. Jesters are usually better than bad...and very often thwart other players...but be careful! If player cannot pay a penalty, he is out of the game.

Congestion charge payment of **one** gold sovereign is required for each entry into London.

Players can travel between airports for the cost of five gold sovereigns per **single** journey.

Once all five "Q U E S T" letters have been collected, player heads back to **London**. The first person to correctly answer a question of their choice in London is the winner.