

Rules for Playing QUEST

Goal: To get your team to name a person or story from the Word given on a Quest card without giving the words listed underneath as clues. The winning team scores the most points by correctly guessing more of the Quest names.

Number of Players: 4 or more

Process:

1. One player on the team reads the name of the mystery person or story from the Word and the words that can't be used as clues. He calls out clues to team members who sit facing him, so they can't see the Quest card. Gestures and sound effects may not be used. Clues can be given as single words, phrases, or sentences.
2. Team members try to guess the name of the person or story, shouting out their answers. Teams do not lose points for wrong answers, so keep guessing!
3. Opposing team monitors the process, making sure that no gestures and no part of the Quest word or phrase or forbidden clues are used. Team loses a point if forbidden words are used.
4. If the Quest word is correctly identified within a given time limit, (for most of the story cards, the exact wording is not important, i.e. "The One Lost Lamb" is a correct answer for the "The Lost Sheep" parable card") the team gains a point.
5. Teams take turns trying to identify the Quest cards, rotating which team member gives out the clues.
6. *Optional:* Teams may want to see how many Quest cards can be successfully identified within a certain time limit, allowing teams to pass on a Quest card that seems too difficult.
7. Feel free to make additional Quest cards of your own.

The Sower

seed
wayside
stony
thorns
birds

The Mustard Seed

herb
tree
branches
heaven
birds

The Pearl of Great Price

merchant
sold
bought
gem
oyster

The Lost Sheep

lamb
hundred
ninety-nine
astray/stray
shepherd

The Talents

servant
hid
journey
faithful
wicked

The Tares

enemy
weeds
plant
sowed
wheat

Wise Man/ Foolish Man

build
house
rock
sand
storm

Hidden Treasure

field
buried
joy/rejoice
sell/sold
buy

The Wise & Foolish Virgins

wedding
oil
lamps
bridegroom
feast

The Good Samaritan

beat/beaten
priest
Levite
pass
rob

The Prodigal
Son

famine
pigs
lost
found
brother

Lamp Under
a Basket

light
hide/hidden
shine
see
table

Leaven in the
Loaves

three
bread
woman
hid
rise/risen

Workers in
the Vineyard

denarius
penny
paid
master
fair

The Wedding
Feast

King
son
beggars
invite
garment

The Wicked
Vinedressers

landowner
message/
messenger
kill
beat
son

The Old and
the New

garments
tear
wineskins
spill
ruined

The Rich Man
and Lazarus

beggar
died
Abraham
water
chasm

The Barren
Fig Tree

Master
vineyard
at
fertilize
fruit

The Growing
Seed

plant
sleep
sprout
itself
harvest