



# SCOTTISH QUEST®

DISCOVER THE REAL SCOTLAND  
YOUR COUNTRY, YOUR HERITAGE, YOUR PASSION

## Brought to you by Quest Games Limited

Both entertaining and educational, **Scottish Quest** is a thrilling family board game for two to six players (or teams) which tests and informs your general knowledge of Scotland. With over 2,000 multiple-choice questions in four different categories - history, land and nature, culture and modern - there's so much to learn and the accompanying booklet enhances the fun with in-depth explanations for many of the answers. But beware - as you tour the country on your mission to collect the letters 'QUEST', Destiny cards may help or hinder you and you will need to earn coins to help pay your way.

Scottish Quest draws on over a thousand years of adventure, action and achievement. A wonderful way to learn about your Scottish heritage, share memories and spend quality time with family and friends of all ages.

## Your country, your heritage, your passion Let your QUEST begin...

If you enjoy Scottish Quest, please tell others - if you don't, please tell us!  
Send your comments and feedback to [lynne@questboardgames.co.uk](mailto:lynne@questboardgames.co.uk)

[www.scottish-quest.com](http://www.scottish-quest.com)

Developed by: Quest Games Limited,  
Quest Games, c/o Rutterford Ltd., 20 Rutland Square, Edinburgh EH1 2BB.

Content provided by: John Skinner and Tom Bruce-Gardyne  
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## Rules of Play

The rich diversity of Scotland is laid bare in this thrilling board game. As you race from one question to the next, from the Highlands to the Lowlands of Scotland, discover a wealth of fascinating facts about a land steeped in over a thousand years of unique history. Be the first to reach the capital Edinburgh to be the winner!

**Are you ready for your Quest?**



### Scottish Quest Objective

The overall objective is to complete a tour of Scotland by answering a wide range of Scottish general knowledge multiple-choice questions, collect the letters 'QUEST' from various destinations and then travel to the capital city Edinburgh, answering a final question to become the winner of the game.

### Equipment

- 1 map of Scotland game board
- 4 packs of multiple-choice questions
  - 1 pack of Destiny cards
  - 6 'QUEST' letter holders
  - 6 sets of 'QUEST' letters
    - 80 coins
  - 6 playing pieces
    - 1 die

### Method

The game is designed to be played by two to six players or teams (age eight and over) and will last between one to two hours. For simplicity, in the instructions below, 'he' refers to 'he', 'she' and/or 'teams'.

Each player is given **three** coins from the bank at the start of the game. To start, each player rolls the die. The player with the highest score starts, choosing the airport at which he wishes to start his journey. Moving clockwise around the board, the other players then choose which airport they wish to start their journey from (not more than one player can start at the same airport).

The player with the lowest initial roll of the die is the banker who is responsible for the issuing and collection of coins (the currency needed to pay for the journey). The banker also has the final decision in the case of any disputes amongst players.

Play moves around the board in a clockwise direction. Each player moves by throwing a die and moving his piece along a route (in any direction he wants) to his chosen location (the number of moves made is equivalent to the number shown on the die). A player must move in one direction only on each turn, but he can backtrack on his next turn if he chooses to, and he can leapfrog another player on his way to his destination. More than two players can be at the same location at the same time.

Upon landing on his chosen destination (a place indicated by a coloured spot, an airport or a 'QUEST' Destination), each player will be asked a multiple-choice question by the player on his left. Each coloured spot relates to a specific question category:

- Yellow - History
- Green - Land and Nature
- Purple - Culture
- Blue - Modern
- Airport - players may choose the category of question
- QUEST - players may choose the category of question



If the player answers correctly, he may continue his journey by rolling the die again. On any one turn, the player can roll the die **three** times before play must move on to the next player. If however he answers incorrectly at any stage, play immediately moves on to the next player.

Every time a player answers a category question correctly, at whatever location, he **collects** one coin from the banker. However, every time a player answers a 'QUEST' question correctly, he must **pay** the banker one coin. **The correct answers are underlined on each card.**

### Coins

In order to continue travelling, a player will need coins to pay certain travel costs and cover penalties. Therefore, a certain amount of tactical thinking is involved! If a player finds himself without any coins, he must earn more coins by correctly answering category questions, at the same time as trying to avoid any travel costs and penalties. Although a player can continue to play even if he doesn't have any coins left, if at any time he cannot meet a request for coins, he will have to retire from the game and go home!

### Destiny Cards

Destinies are usually better than bad...and very often thwart other players...so have some fun with them! When a player lands on a Destiny location marked by ⊕ he picks a Destiny card and reads it out aloud. The card may offer an opportunity, a penalty or a move, but the instructions must be followed. The player is then allowed to throw the die again to move to another location and answer a question (maximum three rolls of the die at any one time), as long as the Destiny decision allows this. Unless the Destiny card is a card to be retained for possible future use, the card should then be returned to the bottom of the Destiny card pile.




### QUEST Locations

There are number of key 'QUEST' locations, defined by one of five different letters, which complete the word 'QUEST'. The 'QUEST' letters can be collected in any order. Upon landing on a 'QUEST' location, the player can choose his question category. If the player answers this question correctly, he is given the corresponding QUEST letter and continues his turn, but he must also **pay** the banker one coin. Answer incorrectly and play immediately moves on to the next player.

A player can try as many times as he likes at any of the 'QUEST' locations to win a letter, and can continue to land on 'QUEST' locations even after he has won the appropriate 'QUEST' letter.


The answers to some of the questions have further explanations - refer to the explanation reference number shown on the card (EXP) in the game booklet for more detail.

### Travel Costs

Certain travel costs, payable with coins, will be incurred throughout the journey. A **one** coin fee is charged per return ferry journey from the mainland to the islands (marked by ). Additionally, to save time, a player can choose to fly direct from one airport to another airport, at a cost of **five** coins.

If the player does not have enough coins to take a route that requires payment, he must spend time collecting more coins to meet his travel costs, or choose another route.

### Completion of the game

Once the player has collected all five letters and completed the word 'QUEST' he must then travel to the capital of Scotland, Edinburgh indicated by .

(An alternative final destination to Edinburgh may be chosen if desired e.g. a player's home-town. However, this destination must be decided at the start of the game and all players must agree to finish at the same destination.)

Upon arrival at Edinburgh (or the chosen destination), the player can again choose a category of question. Answer correctly and he wins the game! If however he answers incorrectly, he must **pay** a one coin fine and play moves on to the next player. (If a player does not have enough coins to pay the penalty for answering incorrectly, he must retire from the game and go home - so he must take care to ensure he has sufficient coins to visit Edinburgh in the first place!)

On the player's next turn, he rolls the die and leaves Edinburgh for a new location. Depending upon the number of moves shown on the die and route chosen, this roll could bring the player directly back into Edinburgh. Once again, the player will choose their category of question, and the same rules apply.

### Winning

The winner will be the first player to collect all the letters to complete the word 'QUEST', travel to Edinburgh and answer a final 'QUEST' question correctly to become the winner.

**LET YOUR QUEST BEGIN...**

