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🐱 2-4 ⌚ 15 Age: 5+

Easter Quest



Easter Quest

Gameplay overview and goal of the game

In Easter Quest, you shall loot candy from as many Easter eggs as possible. In the beginning of a round, a card will be revealed that corresponds to an egg token placed on the game board. All eggs look similar but differ slightly. The faster you locate the correct egg token the bigger chance will you have to get there first. Depending on what variant you are playing, rules for how to reach egg tokens vary. The first player to reach the correct egg token gets to loot the egg by drawing a random candy token out from the candy bag. The player that has most candy icons on his/her candy tokens when the game ends, wins the game.

Playable by the whole family

- A basic variant that is recommended for kids from about 5 years of age.
- An advanced variant that is recommended for older kids and adults.
This variant can also be played by «more or less» any number of players.

Contents

1 Double sided game board

4 Meeples



1 Candy bag



1 Die



12 Egg cards (different)

Front



Back



12 Egg tokens (different)

Front



Back



12 Candy tokens (different)

Front



Back



Basic Variant

For 2-4 players, from about 5 years.



Setup

1. Place the game board in the middle of the table with the basic side up (picture below).
2. Shuffle the egg cards and place the stack face down next to the game board. Return the top 2 cards to the box without looking at them.
3. Randomly distribute one egg token on the squares next to each animal.
4. Put all candy tokens into the candy bag and place the candy bag next to the game board.
5. Players take one meeple each and place them on start space (as shown to the right picture).
6. Place the dice within easy reach of all players.
7. If any player is new to the game, especially if that player is very young, it is good to explain that all eggs are different by pointing out differences on the egg tokens. It could also be good to draw one card as a test and let that player locate the egg. Once it has been located the stack of egg cards is reshuffled.



The game is divided into a series of "hunts". Each hunt is made up of **two steps**:

1. Step 1 / Determine starting player

One player reveals the top egg card . The card shows an egg , which also is placed on the game board.

The first player to point out the corresponding egg token on the game board will be the starting player when step 2 "Egg-Hunt" begins. Each player is only allowed to point out one egg. Guessing on multiple...eggs are not allowed.

In case of ties, the player with least claimed candy tokens gets to be starting player. If still a tie, the youngest player gets to be the starting player.

The squares

In the next step, you will move your meeple the same number of steps as the number obtained during your roll of the dice. When doing this, one square = one point of movement.

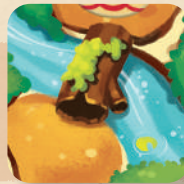


The three bridges/crossings (to the right) are not counted when moving.



Step 1: illustrate

A Reveal the top egg card 

B Locate the egg on the gameboard 



2. Step 2 / Egg-Hunt

The starting player for the hunt rolls the dice  and moves their meeple  on the game board an equal number of steps as the dice shows. Then the player to the left rolls the dice and moves etc.

The first player to stop on the square on which the corresponding egg token is placed (when trying to land on an egg token you may stop whenever you want to) gets to **loot the egg** - draw one random candy token out from the candy bag and place it in front of you. Do not show the number of candy icons printed on the token to the other players. The egg token shall remain on the game board.

Now a new hunt begins in which a new egg card is drawn by the player that got to loot the previous egg.

If a player is already is on the square with the egg being drawn, that player immediately gets to loot the egg without a hunt. If more than one player is present on the square, the first player as appointed according to the player order that was determined when the egg was located is the player that gets to loot the egg.

End of the game and winner

The game ends when no more egg cards are available to draw. All players shall now count the number of candy icons printed on their candy tokens. The player with most candy icons wins the game. Players share victory in case of a tie.

Step 2: illustrate

A Roll dice and move your meeple towards the egg



B First player to reach the egg, loots the egg



C Loot egg by drawing a candy token from the candy bag



Example

Reveal yours candy tokens



+



= 5 Candies



Advanced Variant

For 2 or more players, from about 8 years of age

In this variant, each hunt begins and ends in the same way as in the basic variant. However, the way the players reach the egg differs significantly. The most important differences will be highlighted in orange.

Setup

1. Place the game board in the middle of the table with the advanced side up (picture below).
2. Shuffle the egg cards and place the stack face down next to the game board. Return the top 2 cards to the box without looking at them.
3. Randomly distribute one egg token on the squares next to each animal. One location will be left empty.
4. Put all candy tokens into the candy bag and place the candy bag next to the game board.
5. Place (only) one meeple on the empty egg location.



Game play:

Each hunt is made up of two steps:

1. Step 1 / Find shortest path

One player reveals the top egg card . Players shall now as quickly as possible locate the corresponding egg token on the game board and count the lowest number of steps needed to reach that egg.

When a player thinks they have found the shortest path they shout out the number of steps needed to reach the egg. Players are only allowed to shout out one number and cannot change number once they have said one.

Reminder

The bridges/crossings (to the right) are not counted when moving.





The opposite paths:

A path can in this variant also leave the game board in one end (where a road leads out to nothing) and enter the game board on the exact opposite side (where a road leads in from nothing).

To help you find your way, there are 4 shapes and colors corresponding to the ends of the 4 opposite paths:

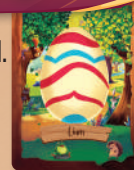


Purple /Square Blue/Cross Green/Triangle Red/ Circle

Example to the right: to reach the egg token, the meeple can either be moved along the red line  for a total number of 13 steps, or along the blue line  for a total number of 7 steps.

Step 1: illustrate

A Reveal the Top egg card.



B Locate the egg on the gameboard

Announces the number of steps.



2. Step 2 / Check paths

When all players have shouted out one number each, the player that shouted out the lowest number will begin.

If more than one player said the same number, the player that first said that number will begin. In case of ties, the player with the fewest candy tokens will begin. If still a tie, the youngest player begins.

The player that begins, moves the meeple on the game board to the location of the egg, they count the number of steps needed to reach the egg out loud.

If the number of steps matches the number shouted by the player, they leave the meeple on the square on which the egg token is placed. They then get to loot the egg - they draw one random candy token out from the candy bag and place it in front of them. They should not show the number of candy icons printed on the token to the other players. The egg token remains on the game board.

If the numbers do not match, the meeple is returned to the start-square and then the first player to have shouted the second lowest number of steps takes over and tries to reach and loot the egg in the same way. It sometimes happens that no-one gets to loot the egg.

End of the game and winner

The game ends when there are no more egg cards to draw. The player with most candy icons printed on their candy tokens win the game. Players share victory in case of a tie.

Step 2: illustrate

A The first player move the meeple of the number of steps announced to the location of the Egg.



B If announced steps was correct,

Loot the egg and Take a candy.



Example

Reveal yours candy tokens.



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