

The Holy Quest™

Quick Start Guide

Ready to play **The Holy Quest**? This guide is your fast track to setting up and understanding the basics of this engaging game. We've distilled the essentials so you can jump right into the fun with your family. For comprehensive rules and advanced play options, consult the main rulebook. Prepare for adventure!

Step 1 – Decide Age Group

Ages 5 to 8

Ages 8 to 12

Ages 12 to Adult

Step 2 – Review Basic Rules

These essential **Basic Rules** apply to all game modes and are detailed on pages 9-10 of the manual.

Step 3 – Decide If There Are More Than 4 Players

If more than four players wish to participate, enable **Multiplayer Play Mode** (page 12). When using this mode, combine it with either **Simple** or **Full Play** modes. In **Multiplayer Play Mode**, alliances are not formed, so remove all #10 **Alliance Action Cards** from the deck, and do not use **Alliance Tokens** or keep score.

Step 4 – Pick the Right Play Mode

Choose the game mode that best suits your players' ages and desired experience:

Ages 5 to 8

✦ **Easy Play Mode** (page 10): This faster, scoring-optional mode does not require players to answer questions, as **Saint Cards** are used for scoring only. Some tiles are treated as regular spaces to speed up gameplay, and the **Action Card** deck is not used. For younger players, at least one adult player is recommended. **Alliance Tokens** are used only for scoring purposes. The game ends when the first player gets all their **Saint Pawns** into **Heaven**, but the winner is determined by the highest score, calculated using the **Scoring Card** or rulebook.

✦ **Simple Play Mode** (page 11): In this mode, there's no scoring; the sole objective is to move your **Saint Pawns** into **Heaven**. **Saint Cards** are not used, and **Alliances** are optional. If alliances are not used, remove **Action Cards** #1 and #10 from the deck, and **Alliance Tokens** are not used.

Ages 8 to 12

- + **Easy Play Mode:** Refer to the description above.
- + **Full Play Mode** (page 11): This fully educational mode uses all game options, requiring players to learn about saints and answer questions. While score is not kept, this mode takes more time and strategic thought to complete.

Ages 12 to Adult

- + **Easy Play Mode:** Refer to the description above.
- + **Full Play Mode:** Refer to the description above.
- + **Competition Mode** (page 12-14): Designed for single or multiple games, this is the most engaging and educational mode. Score is kept and challenges player knowledge, with the highest score determining the winner (use the **Scoring Card** for calculation). In case of a tie, players with the same score roll a die, and the highest roll wins.

Step 5 – Decide on Gameplay Direction

Before starting, choose if you want to play **One-Way Play Mode** (page 11). This means the game will proceed in a fixed clockwise or counterclockwise direction. If all players agree, you can combine this with any other play mode. Set the **Direction Card** on the board to reflect your chosen direction. If your selected play mode uses **Action Cards**, remember to remove all #5 "**Change Direction**" Cards from the deck.

Step 6 – Choose Dice Variant

Normally, the game uses one die, with exceptions dictated by specific **Action Cards**. You can choose to play the entire game with two dice to make it go faster. Learn more about the rules for single and double dice usage on page 10 and 11.

Step 7 – Decide on Advanced Play Mode

The **Advanced Play Mode** (page 14) can be combined with all other chosen game settings. This mode utilizes the center of the board, adding a second quest to enter the **Throne Room of God** at the end of the game. This option increases game difficulty, alters scoring if applicable, and extends overall game time.

Final Step – Prepare the Board

Place the main game board on a flat surface. Position the **Direction Card** on its designated spot with the "Clockwise" arrow facing up (most common). Shuffle the **Action Card** deck and the chosen **Saint Card** deck (16 or 32 cards), then place each face-down on their marked spaces.

Each player selects four **Saint Pawns** of their chosen color, placing them in their matching **Home Base**. These pawns will be used throughout the game.

Typically, the youngest player goes first. Alternatively, roll the die to determine who begins; the player with the highest roll starts the game. In case of a tie, those players re-roll until a clear first player is established. Players always take turns in a clockwise direction, even if **Saint Pawns** on the board are moving counterclockwise.

