

Just when you thought you knew everything about women...

## **EVE's Quest™** **'Cuz girls got game!**

### **Equipment:**

Groovy game board, 6 players, 1 die, 1 timer (60 seconds), 12 help cards, 3 decks of question cards in 15 categories (see below).

### **Who can play?**

Anyone, 14 to 114, with a love of laughter, who likes to learn and is up for a challenge!

### **Object of game:**

- To have fun, gather people together, surprise yourself at how much you already know about women and learn something new about women's contributions past and present!
- To spell one of the five (5) worthy titles (see below) by answering questions in each letter category and then crown your title by using your 6th sense in the "Using my intuition" zone to match players with the answers they submit!

*EVE's Quest is a trivia game that celebrates women! Notice the shape of the game on the board; it represents the traditional women's symbol which unifies us. The tongue-in-cheek symbol celebrates women's differences. And then there is the actual trivia content, which cheers women's achievements, honors their struggles, reclaims language and helps us learn about women. Question categories are deliberately fluid and open to interpretation. For more information, consult our website, at: [www.evesquest.com](http://www.evesquest.com)*

### **Worthy Titles**

DIVA  
GODDESS  
MOTHER  
SISTER  
WOMAN



### **Crowned Worthy Titles**

SUPER DIVA  
GODDESS SUPREME  
MOTHER EARTH  
SEXY SISTER  
WILD WOMAN

### **Question categories:**

#### **Deck 1**

**A** All About Art  
**D** Dare I Draw / Dare I Sing  
**E** Entrepreneurial Experts  
**G** Gender Gap  
**H** Heroines & Herstory

#### **Deck 2**

**I** I am...  
**M** Musing on Myths  
**N** In the News  
**O** Ordinary Women  
**R** Radical Rebels

#### **Deck 3**

**S** Sister Solidarity  
**T** Turning Points  
**V** Voices Varied  
**W** Women's Wisdom  
**IQ** Intuition questions

### **Getting ready:**

You can either play as individuals or in teams if you have more than 4 people ready to play. You will need paper and pencils for each player on team.

### **How to play:**

- 1) Every player (or team) receives 2 help cards at the outset.
- 2) Everyone (or each team) rolls the die and the one closest to the number 6 (6th sense) gets to start. All players place their figurine at the start position on the board.
- 3) The first player rolls the die and moves her figurine clockwise around the board the number of times indicated on the die. You may change levels on the board only once per turn. You may move diagonally.
- 4) The player on her left will read her a question from the letter category (unless it is the category D or I) that she landed on and the timer will be started after the question has been read.

- 5) The player must do one of two things before the timer expires:
  - a. Attempt to answer the question
  - b. Decide to use a help card (see below).
- 6) If the player answers the question correctly in the allotted time, she is awarded the letter from that category (writing it down on a piece of paper to keep track) and passes the die to the person who just read her the question, whose turn it now is.
- 7) Each player moves around the board trying to collect letters in order to spell one of the five worthy titles: **DIVA, GODDESS, MOTHER, SISTER, WOMAN**. A player only needs to collect one S and one D when attempting to spell **GODDESS** or **SISTER**.
- 8) Once a player has been able to spell one of the worthy titles, she then moves directly to the “using my intuition” zone (centre of the board).
- 9) Once in the “using my intuition” zone, an IQ (intuition question) will be put to everyone playing, and each individual/team will write down an answer and hand it to a player who is not in the centre. This player will read the answers aloud. The player in the centre must exercise her 6th sense (or intuition) to guess which answer belongs to which player (or team). If she matches them all correctly, her worthy title is crowned and she wins the game! If she does not match them all correctly, the game continues and she attempts another intuition question (IQ) when it is her turn again.
- 10) Once a worthy title has been crowned, other players/teams can continue to play if they so desire until only 1 player is left.

### Using your Help Card:

Every player (or team) receives 2 help cards at the outset. Anytime it is her turn, a player may use a help card instead of attempting to answer the question alone. To use it, a player chooses one other player (or team) to ask for specific help answering the question. If the other player accepts the request for help, the timer is restarted. If the answer they come up with together is correct, and given before the time has expired, then the first player earns the letter and the helper earns the help card for future use. There is no limit to how many help cards a player/team may have at any given time.

### Player’s Choice:

When a player lands in one of the two Player’s Choice zones, she can choose which letter she wants to try to earn.

### Special Directions for Interactive categories:

- **Dare I Draw / Dare I Sing...**

Unlike other categories, if you land on the letter “D”, do not have the player on your left read the question aloud. Read the question yourself first (not out loud). It is either a drawing or a singing-type question. You must draw the person indicated or sing the song indicated. If you have a team-mate, it is up to your team-mate to guess what famous female or female character you are drawing or the female artist associated with the song you are singing before the timer expires. You are not allowed to speak when you are drawing or singing. If you do not have a team-mate, it is up to all the other players to guess who you are drawing or which female artist is associated with the song you are singing. If someone guesses correctly, she is rewarded with a help card and you earn the letter “D”. If no one guesses who you are drawing or which female artist is associated with the song you are singing, you do not earn the letter.

- **I am ...**

When you land on the letter “I”, don’t read the question aloud. Read the question yourself first (not out loud) as opposed to having the player on your left read it to you. It is a charade-type question. You may only speak before you begin the charade to give the hint indicated. You are not allowed to speak when you are acting out the charade. You must act out the word that completes the “I am ...” sentence, within the usual time limit. If you have a team-mate, it is up to your team-mate to guess what you are before the timer expires. If your team-mate guesses correctly, your team earns the letter. If you do not have a team-mate, it is up to all the other players to guess what you are acting out and if another player guesses correctly, she is rewarded with a help card and you earn the letter “I”. If no one guesses what you are acting out, you do not earn the letter.