

GeoQuest Quick Start Guide

The object of the game is to be the first player to reach 25 points, or find all of the caches on the board.

SETUP



Pick eight random **Cache Disks**, and place them on any map tiles (except the lake). Only one cache can occupy a tile. Spread them around the board (two in each quadrant).



For any puzzle caches, select a random **Puzzle Category token**, and place it with the cache disk. To solve the puzzle, find a word which uses the two letters of the cache's location.



Add an **FTF coin** under each cache disk; these are bonus prizes (worth one point) for the first person to find the cache.

Shuffle the Equipment and Event cards (separately). Each player receives the following:

- one **Cacher Token** (to mark your position on the map)
- the matching **Tracking Panel** and colored chips
- one random **Cacher** card, and one random **Equipment** card

Players start on the outer edge of the map, on any of the four letters matching their **Cacher** name.

MOVING and SEARCHING



Roll the dice and **Move** your token up to that number of tiles towards one of the Cache disks. Each move must be to an adjacent (not diagonal) tile. Crossing a **Stream** (unless using a bridge) costs 3 movement points.



If you start your turn on a Cache, you may roll to **Search**. If you roll **FIND** or your roll is at least as high as the Cache level (on the Cache disk), you find the cache! If you roll **DNF**, you fail to find it this turn. Puzzle caches must be solved before you can search for them.

If you roll **doubles** (the same number, regardless of color), draw an **Event** card (see below).



WHEN YOU FIND A CACHE

- get a Point Coin equal to the level of the cache
- if you were the first to find this cache, take the **FTF** coin
- put one of your colored chips under the cache disk to show you found it
- draw an **Equipment** card



EVENTS



When you draw an **Event** card you may keep it (if you don't already have one), or play it on yourself or another player. Events are resolved at the beginning of the turn. In some cases, this may cause you to end your turn before you get a chance to roll.