

QUEST IN A BOX

Full rulebook

GAME OVERVIEW:

Quest in a Box is a cooperative storytelling game where players take on quirky character roles and go on a randomized quest full of funny, tricky, and magical challenges. Use your imagination, your character's unique talent, and a little luck to complete the quest before time runs out — or you fail too many challenges!

GAME DETAILS:

Players: 2 to 8

Ages: 9 and up

Play Time: 30–60 minutes

Type: Cooperative, Storytelling RPG

COMPONENTS INCLUDED:

30 Quest Cards – Sets up your mission

20 Challenge Cards – Creative encounters to overcome

16 Character Cards – Unique roles with quirks and talents

1 Six-sided Die

Rulebook

GAME OBJECTIVE:

Complete 5 challenges before you fail 3. Success means your quest is complete. Fail 3 times, and the quest ends in disaster!

SETUP:

Shuffle the Quest, Challenge, and Character decks.

Character Selection:

Each player draws 1 random Character Card.

Each player may choose to keep it or draw one replacement.

You must keep the second card. This may only be done once per game.

Each player reads their character's quirk, talent, and catchphrase aloud.

The youngest player is the first Narrator.

The Narrator draws 1 Quest Card and reads it aloud to set the adventure.

Place the die within reach.

(Optional) Set a 30–60 minute timer. If used, the team must still complete 5 challenges before the timer ends.

Give each player paper and pencil to track Roleplay Points.

GAMEPLAY FLOW - Each round plays out in 6 steps:

✓ 1. Draw a Challenge Card

✓ 2. Choose a Hero

✓ 3. Describe the Action

✓ 4. Roll the Die

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- ✓ 5. Narrate the Outcome
- ✓ 6. Rotate the Narrator

CHARACTER CARDS - Each card includes:

- Quirk – Funny trait to act out
- Talent – Unique power (e.g., rerolling)
- Catchphrase – A silly line to say Players are encouraged to:
- Act out quirks
- Use their talents when it fits
- Say their catchphrases in character

REROLL RULES - You may only reroll if your Talent says so or if you have earned 5 roleplay points. Rules for Rerolling:

- Use only after a failed roll
- Declare it immediately
- You must use the second roll
- Talents may limit rerolls to once per game or challenge
- Rerolls earned from Roleplay Points can be used the next time you are the Hero and roll a failure — they cannot be used retroactively on the same turn you earned them.

ROLEPLAY POINTS:

After the Hero plays their turn, the other players vote using their fingers (1, 2, or 3). The total is added to the Hero's Roleplay Points.

Roleplay Points	What it means
1	Minimal effort
2	Good effort; used a trait, talent, or catchphrase
3	Great performance; fully in character.

Heroes may not vote for themselves.

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ROLEPLAY POINT REWARDS

Roleplay Points	Rewards
Less than 5 points	No Bonus
5-9 points	1 Bonus Reroll
10-11 points	Skip being chosen for one challenge
12-14 points	Swap character once (only once per game)
15+ points	Most points wins MVP at the end!

WHEN TO USE ROLEPLAY REWARDS - Once Roleplay Points are earned, rewards may be used as follows:

Roleplay Rewards	When to use rewards
1 Bonus Reroll	Use this reroll the next time you are the Hero and fail a die roll. It cannot be used on the same turn you earned it. Declare the reroll immediately after a failure and use the second result.
Skip Being Chosen for one challenge	You may use this reward at any time after earning it. If the group is about to choose you as Hero, you may declare, "I'm skipping this one!" and cannot be selected that round.
Swap Character (only once per game)	You may use this reward at the start of any round before a Challenge Card is drawn. Announce your decision and draw a new Character Card to replace your current one. This may only be done once per game.

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ASSISTING OTHER HEROES - Some talents (like healing or spellcasting) can help even if it's not your turn! How Assists Work:

- Only once per challenge
- Describe your help in character
- Must be a fitting talent (like healing or spell effects)
- You support — not take over

Example: The Forgetful Cleric says, "Wait—don't forget this healing chant I just remembered!" She uses her talent to help the Hero reroll.

WINNING & LOSING

✓ You WIN if your team completes 5 challenges

✗ You LOSE if you fail 3 challenges Use tally marks to track wins/fails.