

***BUILDING A
QUEST
ADVENTURE***



Building A Quest:

The Hand-Off

An ebook by Joe Dean

Published 2012

Published by Joe Dean, 6724 Ravenna Court, Reynoldsburg, OH 43068. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, recording or otherwise, without the prior written permission of the author.

Manufactured in the United States of America.

INTRODUCTION

This pdf is a free, short Quest – ready to be set up by you.

If you are looking for further resources, please visit our site at:

<http://www.treasurehunthub.com>

The Hand-Off

Ok, enough theory...let's start creating a Quest already, shall we?

This will step you through the creation of a VERY simple Quest. It's very short and not very complex (as Quests go, that is...). However, once you see step through the process and set up our example adventure, you'll have a much better understanding of what a Quest is and their potential for REAL life adventure for you and your family and friends. It's a working Quest that you can actually set up for someone (or use it as an episode of sorts within a larger Quest you design yourself.)

Let's begin with a theme. For the sake of relate ability, I'm going to choose an Indiana Jones style, dirty art dealer encounter adventure. For the sake of illustration, let's set it up for our good friend 'Bob.' Bob's a good natured guy who likes to have fun and who's a big Indiana Jones fan, which is a bonus for us (which helped pick our theme.) It's Bob's birthday and I want to give Bob a unique experience for finding his way to his surprise birthday party. All he knows is that I asked him to reserve the night for me and that I have something special planned for him. Although I've designed some Quests that take weeks to experience, this particular experience will take approximately an hour for Bob.

The following is a narrative to explain exactly what will happen to our friend Bob that night. Of course, some variables might be a little different based on some minor choices that Bob makes, however the overall story and experience will remain the same.

The Hand Off

On the Wednesday before the Saturday night party, Bob received a mysterious package in the mail, with postage from Honduras. Inside was a small, decorative gold box and a short note that simply said "I doubt I'll be able to make the delivery...you're probably going to have to take it to the buyer for me. I'll contact you later. Jared." Along with the message was some scribbles that Bob couldn't make out – perhaps some kind of code?

Puzzled by the package, Bob holds onto it and takes it to work with him, showing his co-workers the gold box and the note. Knowing his birthday was only days away, he begins to guess that it has something to with it. He approaches his friends, too, but no one fesses up to knowing anything about it.

Now remember, we arranged in advance to take Bob out for his birthday so he's expecting a casual hang out time that evening...little does he know that a party is waiting for him. That Saturday morning, Bob gets a call on his cell phone. It's Jared. Jared explains that he's still delayed in Central America and can't make the trade. Bob is confused at first as he has no idea who Jared is or why he pulled Bob into his business. Jared then explains that Bob will need to meet the buyer at 4:00 pm at a designated spot about 15 minutes from Bob's home and that in return, the buyer will give him an envelope containing further instructions. Realizing that 4:00 is coincidentally the time that we were scheduled to meet up with him for his birthday, Bob puts the pieces together and realizes that we're behind it all.

Playing along, Bob says that he'll agree to make the delivery to the buyer. Jared thanks Bob, but not before warning him that the buyer, known only as The Doctor, is a bit 'rough' and that Bob should be a little careful when dealing with him. He then explains to Bob that he needs to first go to a drop off point to pick up the translator code for the message that Jared originally sent. It turns out that The Doctor prefers to authenticate all messengers by requiring passcodes for all transactions. Jared gives Bob a phone number to call The Doctor directly to find out where the keycode will be delivered.

A little nervous, Bob hangs up and begins to dial the number for The Doctor. When the other line picks up, a deep voice answers and Bob explains the call he received. The Doctor says that he doesn't like last minute changes and is a little reluctant to continue with the transaction. He finally agrees and details a park in the city and a specific park bench. He explains that he'll have one of his 'men' drop off the key code there by 3:00 that afternoon.

Bob, a little excited now, begins to plan his day, making sure he gets to the park at a little after 3:00. Once there, he finds the exact park bench described by The Doctor and reaches underneath as instructed. Sure enough, he finds a small envelope which he nonchalantly tucks in his pocket and heads back to his car. Upon opening the envelope, he removes a small piece of paper with scribble marks similar to those he saw on the letter originally sent by Jared. Next to each scribble is a letter of the alphabet. With this in hand, Bob is able to translate the original note to reveal the phrase "Crockett fell at the Alamo." Not sure if it meant anything, Bob committed it to memory just in case.

At 4:05, Bob arrives at the meeting place described by Jared to hook up with The Doctor, an outdoor café. Bob was a few minutes late because he had some trouble finding parking. After The Doctor warily warns Bob that he's not accustomed to be kept waiting, he asks Bob for the passcode. Bob says "Crockett fell at the Alamo." With this, The Doctor smiles and asks for the box and Bob hands it to him.

The Doctor begins to hand Bob a sealed envelope while relishing the view of his new treasure in his hands. Before he completely hands it over to Bob, though, his face turns to a puzzled frown and puts the envelope back in his pocket. There's something about the treasure that isn't right. "This is a fake! You honestly tried to pass off a fake?" The Doctor stares down Bob while Bob fumbles to figure out what to say next. "Are you trying to double cross me? Did you think that I wouldn't notice?" The Doctor continues to drill Bob.

Thinking quick, Bob gets the idea to call Jared (Jared's number still in Bob's phone from the call earlier in the day.) Bob explains to Jared the situation and Jared asks to be put on speaker as Jared speaks "Hey Doc! Well, you can't blame a guy for tryin'! Alright, I put the real box in the planter 10 feet from where you're sitting. I arranged for the real one to be placed there earlier this afternoon. Go easy on Bob, he wasn't wise to the switch."

With this, The Doctor walks over to the planter as described by Jared and finds an identical box. He examines it cautiously, then seems relieved at what he holds in his hands. He then walks over to Bob, hands him the envelope he took out earlier and smiles. "I can never trust that scoundrel, but he always delivers..." He hands Bob the first box (the fake) and says "Here, you can keep this, too. Consider it a souvenir for the day..." and walks away on the crowded sidewalk.

Bob opens the envelope and in it are directions to the location where his surprise birthday party is. Upon arriving at the party, everyone is anxious to greet him...and he's anxious to find us to ask how we arranged such a cool experience!

Now...let's explain how to pull it off!

What you'll need:

- Print out the documents in Appendix A. There you'll find notes for the volunteers playing Jared and The Doctor. Also, you'll find the note that gets mailed along with the key code that your adventurer will find in the park (or other location of your choice.)
- Read through the two character sheets so that you fully understand what the two volunteers are expected to do in case they have any questions. Also, in the appropriate spaces on the character sheets, fill in the appropriate blanks that are specific to your city (where your adventurer will find the coder and where the hand off will take place, the times, etc.)
- Two cheap dollar store jewelry boxes (two identical ones – preferably ones that are decorative and have some weight to them.)
- Some gold spray paint
- An envelope with a note to hand to the adventurer from The Doctor at the end of the hand off (this one is optional.)

To Do:

- Spray paint the two small boxes with the gold spray paint (a couple coats for extra gloss.)
- Take one of the boxes and wrap it in a mailing box, along with the note from Jared (from Appendix A)
- Find two different volunteers to play Jared and The Doctor. It's preferable that your two volunteers are NOT known by your adventurer, to make the experience more 'real.' Hand the instruction sheets from Appendix A to each of your respective volunteers and explain their parts.
- PRACTICE with your two volunteers in advance so that they feel comfortable. You want them to be natural with it.
- A week before your adventurer is to experience the Quest, arrange for them to receive the package with the gold box and the note (leaving it on their front porch, having someone strange hand deliver it to their workplace, mailing it via US postal, etc.)

Voila! You're all set. Ready to start the adventure.

On the day of the Quest, make sure your Jared volunteer calls your adventure as described. Also, make sure that you place the coder paper (inside an envelope optional) at the spot you told Jared to explain on the phone BEFORE the time also detailed.

Arrange for your Doctor volunteer to arrive at the hand off location you've chosen early so that you can answer any last minute questions and so that you can find a safe place to watch the fun. Also, make sure that you hide the second gold box at in a safe place near where the hand off will take place. Finally, call your Jared volunteer (who's awaiting your call) to explain exactly where you placed the second gold box so that he can detail the location in his phone conversation.

Once your adventurer arrives, you're all set to watch the fun. Once The Doctor leaves, you can either choose to reveal yourself, or stay hidden in case you have something planned (per the note you had The Doctor hand them.)

It's an amazing experience, with little set up. It takes a lot of written 'words' to explain the scenario, but when it's played out, it's really quite simple...to set up. You're adventurer will be have a great time, even through the awkwardness of seemingly handing the dirty art dealer a fake!

For added fun, consider the following extra ideas:

- Have a big guy dressed like a thug stand behind your Doctor character the entire time. They don't need to say a word, only look menacing.
- Videotape the experience so that your adventurer can watch it later

In the weeks to come, I'll be offering more scenarios, storylines and even some adventure props to help you get started creating more adventures.

Now a challenge for YOU...set up the Quest and see how exciting it is setting up REAL life adventures!

Appendix A

There are four separate sheets of paper to print out.

1. Character sheet for your Jared volunteer – Familiarize yourself with the instructions. Make sure you detail exactly when they are to call your adventurer and when they can expect a call from you on that day detailing the exact location of the second gold box (so that they can await the other phone call from your adventurer soon after.)
2. Character sheet for your Doctor volunteer – Familiarize yourself with the instructions. You may want to practice with them a little beforehand so that they understand (and remember) their part. Additionally, make sure you detail on the sheet exactly where you'll hide the coder piece of paper (having scouted out a location in advance.)
3. Note to accompany gold box mailing – For added fun, you might consider rewriting the note in personal handwriting (including the coding.) Although not necessary, it will had a realistic feel to the delivery.
4. Decoder to be found by your adventurer that day. This can be put in a envelope if desired, but not necessary. If placing it outside, you might consider placing it inside a sandwich baggie so that it stays dry. **MAKE SURE THAT YOU DON'T HIDE THE CODER WHERE OTHERS WILL SEE YOU OR THERE IS A CHANCE OF IT BEING TAKEN!!!** The Quest hinges on that coder being there when your adventurer arrives to get it (which is why it's suggested to place the coder at the last possible hour before it's found.)

Jared

Thank you for volunteering to play a character in *The Hand Off* adventure! There are three separate phone conversations that make up your portion of the adventure.

Phone Call #1: The call to the adventurer. You will call _____ (*name of adventurer*) on _____ (*date*) at exactly _____ (*time.*) In that phone conversation, you will say the following:

“Hey, this is Jared. Did you get my package? Listen, I desperately need you to help save my skin. I promised to deliver that gold box I stole from an Meso-American temple here in Honduras to a buyer on _____ (*date of the adventure.*) I ran into trouble here and I still haven’t been able to leave the country. If that box isn’t delivered to the buyer by that time, I’m a dead man. Will you help me?”

Don’t proceed until they agree. Once they do, say

“Perfect. This is what you’ll do. I only know the buyer as The Doctor, as it would seem he likes his anonymity. Here’s his phone number _____ (*phone number for volunteer playing The Doctor*). You’ll need to call him to ask him where you can find the coder. You see, he’s a little ‘cautious’ and requires all exchanges to begin with a coded message, for security reasons. Just tell him that you’re making the exchange instead of me, he’ll explain where he’ll have the coder placed. Then, get the coder and translate the message that I sent. That is what he’ll need before he’ll deal. Understand?”

Make sure they understand and, just before you hang up, say “And...uh...be careful, eh?”

Phone Call #2 – The call from the person setting up the adventure just before the actual hand off is to take place. They will call detailing the location that they will have hidden a gold box. Write it down so that you can accurately relay the information in a call that will soon follow from the adventurer.

Phone Call #3 – The frantic call from the adventurer during the hand-off. You see, in the adventure story, you sent them a fake and tried to have them pass it off to the buyer. They will have gotten caught and will call you to find out what to do. They could be in any number of states when they call (worried, angry, sheepish, etc.) Simply reply with “Put me on so that The Doctor can hear, too.” Once you know they both can hear, say:

“Hey Doc! Well, you can’t blame a guy for tryin’! Alright, I put the real box (*detail here the location you wrote down from Phone Call #2*). I arranged for the real one to be placed there earlier this afternoon. Go easy on Bob, he wasn’t wise to the switch.” The person playing The Doctor will walk over to the location you detail and say “You’re a scoundrel, Jared, but you always deliver” at which point you reply with “Of course. Hey, _____ (*name of person on adventure*) no hard feelings, eh?” Then hang up.

The Doctor

Thank you for volunteering to play a character in *The Hand Off* adventure! There are two separate interactions that make up your portion of the adventure.

The Phone Call – You will receive a phone call early on the day of the adventure. The adventurer will call you explaining that they will be making the hand off that you are expecting to take place with Jared. They should also explain that they need to know where they can find the coder for the exchange. When they call and explain the situation, say:

“I don’t like last minute changes...but I’m really looking forward to getting my hand on the piece. I’ll have one of my associates drop off the coder sometime before _____ (*earliest time that adventurer can pick up coder*) at _____ (*exact spot where the coder will be placed.*) Once you have it, meet me at _____ (*exact location where the hand off will take place.*) Understand?”

Once they affirm they got the information, hang up.

The Actual Hand Off – You will be waiting at the location you explained in your phone conversation to them EARLY so that you are there before they arrive. Once there, understand where the person setting up the adventure hides the gold box so that you can retrieve it later during the interaction. In your pocket will probably be an envelope with a note (if the person setting up the adventure has something for you to give the adventurer at the end of the exchange.)

When the adventurer approaches, they will say “Crockett fell at the Alamo” at which time you will look serious and ask “Do you have the item?” Do not speak to them UNTIL they say the Crockett line.

When they give it to you, look happy at first, but then carefully examine the gold box they give you and turn your smile to a face of concern. Then look up at the adventurer and say

“It’s a fake! Did you really think that you could fool me!”

Wait for them to squirm a little. Then say in an angry tone

“I’m going get Jared for this...the question is, what do I do about you?”

If they don’t already suggest it themselves, tell them that it would be a good idea for them to call Jared for some answers. They will have a short conversation with Jared, while you continue to look angry. The adventurer will then hold up the phone so that you can hear Jared explain where he hid the ‘real’ gold box. Go over to the location (it will be the place that the person setting up the location hid it earlier) and pull it out. Examine it carefully then smile calling out to Jared (still on the phone)

“You’re a scoundrel, Jared, but you always deliver.”

Continue smiling at the box until the adventurer ends their conversation with Jared. At this time hand the adventurer the envelope (if the person setting up the adventure has one for you to give) and then give them the ‘fake’ box they handed you earlier and say

“Here, you can keep this...I’m afraid it’s not worth more than a cheap souvenir.”

And with that, walk away and leave, not looking back...