

Everything you need to know to compete in, and maybe win, Quest 4 Red

Q. What is Quest 4 Red?

A. Quest 4 Red is a huge, thought-provoking, family-friendly puzzle challenge that will take place in the streets of downtown Fort Myers, Sunday, November 1st, starting at 2:00 p. It lasts 4 hours. This is our inaugural year!

Q. How many people do you expect?

A. Think the Super Bowl minus several thousand.

Q. Why are there expected to be so many people?

A. Because if you win, you get a huge prize. Well maybe not size wise, but big, nonetheless. (See Prize list on the website, www.arclcc.org)

Q. Do I have to share my prize with anyone?

A. Only if you are a really nice person and want your family or friends to continue speaking to you.

Q. What if there's a solar eclipse?

A. Then of course not.

Q. Okay, I'm a player. Anything else I need to know?

A. This puzzle hunt has been created by the Quest 4 Red committee made up of extremely intelligent and clever people, if we do say so ourselves. Quest 4 Red is designed as a fundraiser for the American Red Cross of Lee County.

Q. So what do I do now?

A. You or your team (which can be any size and could give you an advantage with group thinking) now need to be around the stage at Centennial Park no later than 2:00p. (You will not need a car to participate in the quest.)

Q. What will I have to do to participate?

A. First, figure out the answers to the five Opening Clues, found on your "Clue Sheet" in your Quest participant bag.

Q. Bag, what bag? And where do I get one?

A. Every participant gets a bag at the registration pavilion at Centennial Park. Registration begins at noon.

Q. Will there be places to eat?

A. Yes, Downtown Fort Myers has several great places to grab something as you "hunt".

Q. What do I need to bring?

A. A pen or pencil, a copy of the Quest Map from the News-Press, the Quest info from your participant bag and a sense of the ridiculous and absurd. You or your team will also need at least one cellphone.

Quest goes on, rain or shine so be prepared.

Q. So how does the Quest get started at 2:00p?

A. Our Quest 4 Red hosts will be onstage and will give you your final instructions. They will point out that the opening clues will divulge the location of the five main Puzzles – all within easy walking distance of the stage. The Quest Map will be very helpful in finding the locations of the Puzzles and is essential to solving the Quest. You can visit the Puzzles in any order you wish.

Q. Will I know if I'm in the right place?

A. At each location, the Puzzle should be obvious, nothing is hidden and nothing is small.

Q. How do I solve the puzzle?

A. Each Puzzle has a single answer. **THE ANSWER IS ALWAYS A NUMBER.** It's capitalized because this point is crucial to solving the Puzzle. When you think you have the Puzzle figured out you will have a number. Then go to the Clue Sheet with the numbered list, (from your participant bag.) If the number you guess doesn't match the number of one of the clues on that list, your guess is wrong.

Q. What if my answer does match one of the numbers?

A. The answer might still be wrong, but probably not. The Puzzles are designed so that when you solve one, it's an "aha" moment and you will have a strong sense that you are right.

Q. What if I'm totally "clueless"?

A. So glad you asked. We are diabolical but compassionate so we've come up with Lifelines to help you out. Prior to and during the Quest, you can purchase Lifelines at Centennial Park. Think of them like Mulligans in golf. There are 6 possible location clues but only 5 are relevant to the game. You will be given a number to call and will receive your clue after revealing your location. You may buy as many Lifelines as you want, but remember, only 5 are relevant to the game.

Q. So I've solved a Puzzle, what's next?

A. Go on to another one, in any order. Remember, the number solution for each Puzzle will match one of the numbered clues on the Clue Sheet. When you have solved all five Puzzles, you will have five clues.

Q. What about the other numbered clues on the Clue Sheet?

A. These clues are decoys, there to add confusion. Like the stimulus package. Or Cape Coral street names.

Q. So now that I have solved the five Puzzles, what's next?

A. Eat, drink and be merry in Downtown Fort Myers. But be sure to head back to the stage in Centennial Park at 5:00 p, where we'll reveal the Final Clue. The Final Clue, combined with the clues you figured out from each of the five Puzzles, will in some way reveal what you have to do next to win Quest 4 Red. This part of the Quest is called "the Endgame". It's tricky and devious and a little bit evil. You may not know what to do but some of you will know *exactly* what to do and you will be wrong. Fewer yet will Get It. Those will be the ones at the "finish line".

Q. Is there anything in particular you have to do to win, for the "Endgame"?

A. As with the five Puzzles, you'll have to figure it out...or not. Regardless, at 5:45 p., make sure that at least one person on your team returns to the stage. At this point, we will either announce the winners and reveal the solutions to all the Puzzles, or, if we think it is necessary, we will announce an additional hint. The Quest continues until we have winners – the first, second and third teams to figure out the "Endgame". If you are completely baffled and confused, then hang around the stage. Chill out and enjoy the music until the big moment when all is revealed and the answers explained. Jeering and booing aside. (The answers will also be available online at arclcc.org on Monday.)

Q. Can we increase our skills by working out or taking college courses?

A. Possibly. You also can and should familiarize yourself with all the contents of your participant bag and Quest Map. Essential Quest hints may be found in the most unlikely places.

Q. Can children participate?

A. Absolutely. In many cases, children often see something so obvious that their highly-educated parents have missed. If nothing else, they can be traded for hints.

Q. Can my team have more than four people?

A. Of course, but remember, the prizes are per team, not per person.

Q. Got any tips on how to win?

A. First and foremost, Quest is designed to be fun. Don't overstress, but be smart. If you solve a Puzzle, it's probably best not to shout out the answer, as competitors are listening. If you have any questions, (other

than “What’s the answer?”), look for the knowledgeable and helpful Quest staff members in their “Committee” shirts.

Q. Are we required to have a passport?

A. Hello?!?!?! No. But please read all the highly regarded legal language of the official rules by clicking on the Quest 4 Red link at arclcc.org.

Q. Are we guaranteed fun?

A. That is entirely up to you. But remember, you are sacrificing all your intellectual dignity and whatever brain cells you have to benefit the American Red Cross of Lee County. That’s what you call a “Win-Win”!