



JUST BETWEEN US: The player reads the card aloud, then shares a personal reflection. There are no right or wrong answers!



YOU THINK YOU KNOW ME: The player reads the card aloud, silently writes down their answer, sets the timer, then other players write down how they predict the question was answered. The player succeeds if the majority of players (or a tie) have matched the player's answer. Players who guessed the answer each move forward one space. If too few guess correctly, the player must place their pawn on its side and wait to try the challenge again on their next turn.



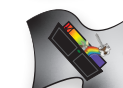
UNPINKABLE: The player reads the card aloud and accepts their destiny or fate, moving forward, or back, along the path.



DID YOU KNOW THAT?: The card is read out loud to the player without them seeing the card. The player must guess the answer to the LGBTQ+ culture and history challenge. The correct answer is indicated by a pink triangle ▼. If the player answers incorrectly, they place their pawn on its side and wait to try the challenge again on their next turn.



PLAYER'S CHOICE: The player chooses their favorite challenge



THE CLOSET: Share a coming out story. *Don't worry, any past experience when the player chose to share private/personal information counts.* It does not have to be about sexual orientation or gender identity.



A BETTER WORLD: To claim the win, the player must succeed at the challenge chosen by the other players. If the player doesn't succeed, they must move back the number of spaces indicated on the dice.



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**The board game that engages, educates, empowers and affirms
LGBTQ+ culture, history, and you!
Fabulous fun for all ages, genders, and orientations.**

RAINBOW QUEST!® affirms the diversity, culture, and milestones of the LGBTQ+ community, including your own. An educational and hilarious activity suitable for ages 11 years & up. Players discover hidden talents as they visit a variety of rainbow color-coded challenges along the path to LGBTQ+ discovery. All start at the bleak world and advance until a player arrives at the colorful better world. RAINBOW QUEST!® is as much about the journey as the destination! Use your discretion to pass over or adjust any prompt considered too difficult or mature. Visit www.RainbowQuest.net to learn about additional card content packs!

Playing Time: Approximately 40 minutes. For fewer than five players, use both dice, but advance only the number indicated on *one* of the two dice. If the group has limited time or more than 5 players, use both dice and choose to advance the number of spaces indicated by either of the two numbers shown on the dice or the sum of the two (see rules 3 and 4), and then use the 90-second timer for each turn.

Number of Players: The optimal number of players is 3 – 8. For larger groups, form teams of players, selecting one representative for each turn. This is especially recommended for players who may not be comfortable reading aloud.

Difficulty Level: *Beginners* may reject the first card selected, placing it at the back of its color section and select another, up to a maximum of three cards. *Advanced players* respond to the first card selected from the front of each color section.



RAINBOW QUEST!® RULES

1. All players start at the black-and-white bleak world.
2. Decide who will go first, and choose your pawns.
3. *For leisurely play with 5 or fewer players:* The player rolls 2 dice and selects one of the two numbers showing, then moves their pawn forward to find their first challenge.
4. *If the group has limited time or more than 5 players:* The player uses both dice and may advance the number of spaces indicated by either of the two numbers shown on the dice or the sum of the two, and then uses the 90-second timer for each turn.
5. Pull the first card from the color section that matches the flag where the player has landed. After completing the challenge, replace the card at the back of its color's section.

FOLLOWING THE FLAGS

If the flag is **yellow** or **red**, the player reads it silently to themselves.

If the flag is **orange** or **purple**, the card is read out loud to the player without them seeing the card, and other players may listen.

If the flag is **green**, **pink**, or **blue** the player reads it aloud to the group.

6. Succeed at any challenge, and the player may roll and move forward again *on their next turn*. If not, their pawn is placed on its side, until they try that challenge again on their next turn. When they succeed, they stand up again!
7. Advancing during another player's turn: When another player correctly guesses the yellow, blue, or red prompt, they may move forward one space. If their pawn is on its side, they may stand it up and advance one space, then proceed from there on their next turn.



WINNING THE GAME

8. When a player reaches (or surpasses) A BETTER WORLD For Everyone, that player must succeed at the challenge chosen by the other players. Choices may include: YOU'VE GOT TALENT, FREE HAND, YOU THINK YOU KNOW ME, DID YOU KNOW THAT?, or YOU CAN QUOTE ME. (Note: A BETTER WORLD challenge may *not* include JUST BETWEEN US, THE CLOSET, and UNPINKABLE.) If the player doesn't succeed, they must move back the number of spaces indicated on the dice.

Can there be more than one winner?

Of course! Everyone wins by sharing the journey together. If the group has time, all other players are encouraged to continue taking turns (with all participating, including winners) until *each player* has advanced towards A BETTER WORLD and risen to their challenge.

DETAILS FOR EACH CHALLENGE



FREEHAND: The player reads the card silently to themselves, sets the timer, and then must draw clues to the prompt on a pad until someone guesses correctly or the timer is done. No spelling or talking! The first to guess correctly moves ahead one space and the player may roll and move ahead on their next turn. If no one guesses correctly, the player places their pawn on its side and waits to try the challenge again on their next turn.



YOU CAN QUOTE ME: The card is read out loud to the player without them seeing the card. The player must guess which noteworthy individual said these provocative words. The correct answer is indicated by a pink triangle ▼. If the player answers incorrectly, they place their pawn on its side and wait to try the challenge again on their next turn.



YOU'VE GOT TALENT: The player reads the card silently to themselves, sets the timer, then must non-verbally act out the prompt printed at the top of the card. Use the Charades Guide for standard gestures for offering clues without using words. The first player to guess correctly moves ahead one space. If no one guesses correctly, the player places their pawn on its side and waits to try the challenge again on their next turn.