



#TRIVIAQUEST IS AN "AMAZING RACE" STYLE ADVENTURE THAT REQUIRES YOU TO TRAVEL TO VARIOUS LOCATIONS TO FIND ANSWERS REGARDING TRIVIAS BASED ON LOCAL LANDMARKS AND SCENERY.

KNOW BEFORE THE ADVENTURE


ATTIRE

- ✓ COMFORTABLE CLOTHING
- ✓ RUNNING SHOES, NO SANDLES OR HEELS

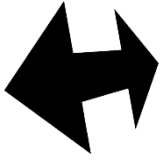
BELONGINGS

- ✓ A PEN
- ✓ BOTTLES OF LIQUIDS TO AVOID DEHYDRATION
- ✓ PERSONAL MEDICAL SUPPLIES IF NEEDED


TERMINOLOGY




ROUTE INFO
A QUESTION BASED ON LOCAL LANDMARKS OR SCENERY. EACH ROUTE INFO CLUE WORTH 10 POINTS.




DETOUR
A CHOICE BETWEEN TWO QUESTIONS AND ONLY NEED TO ANSWER ONE. EACH DEOUR CLUE WORTH 10 POINTS.



ROAD BLOCK
A SKILL TESTING BASED QUESTION USUALLY ARE MATH OR LOGIC RELATED. EACH ROAD BLOCK WORTH 15 POINTS.



PIT STOP/FINISH LINE
TEAMS CAN HAVE THEIR ANSWERS CHECKED HERE AND WILL ONLY START THE NEXT LEG WHEN EVERYONE IS HERE.



WINNER
THE TEAM WHO HAS THE POINTS AT THE END OF THE #TRIVIAQUEST.

DO DURING THE ADVENTURE

TRAVEL

- ✓ TEAMS MUST TRAVEL TOGETHER
- ✓ ON FOOT ONLY, NO PUBLIC TRANSIT OR UBER
- ✓ WATCH OUT FOR PEDESTRIANS, TRAFFIC AND UNEVEN SURFACES

CLUES

- ✓ MUST REMAIN STAPLED AND WRITE YOUR ANSWERS ON EACH CLUE ACCORDINGLY
- ✓ UNSTAPLED CLUES WILL RESULT IN HALVE YOUR TOTAL POINTS

STRATEGY

- ✓ MAP OUT YOUR ROUTE FIRST TO MINIMIZE TRAVEL TIME BETWEEN DESTINATIONS
- ✓ READ THE CLUES CAREFULLY
- ✓ ALL TEAMS WILL RECEIVE THE SAME QUESTIONS AT THE STARTING LINE
- ✓ THERE WILL BE TWO PARTS OF TRIVIA QUEST
- ✓ REMEMBER TO COME BACK TO THE BUILDING LOBBY TO EXCHANGE FOR THE SECOND PART OF TRIVIA QUEST ONCE YOU EITHER FINISH ALL QUESTIONS OR READY TO MOVE ON
- ✓ ALLOCATE APPROXIMATELY 50 TO 60 MINUTES FOR EACH PART OF TRIVIA QUEST

ASSISTANCE

- ✓ INTERNET, MAPS, SMARTPHONE ARE OKAY
- ✓ ONLY INTERACT WITH BYSTANDERS AS THE LAST RESORT
- ✓ CONTACT BILL @ 778-889-5357 OR YOUR ORGANIZER IF NEEDED

DO NOT

- ✓ DO NOT CALL LOCAL AUTHORITIES TO ASSIST YOUR TEAM
- ✓ DO NOT ENTER STORES, BUSINESSES OR FACILITIES UNLESS INSTRUCTED TO DO SO BY THE CLUES