

The Quest for the Holy Grail

To be read to all participants around the fire before departing....

The fabled Holy Grail of old has been located somewhere on the grounds of this camp. Groups will embark upon a vigorous and dangerous quest to find the grail and partake of its goodness! To help you with your quest each group will be provided with an ancient piece of parchment, upon which is written a list of the names of (7) notable religious figures. These religious figures have traveled from near and far to this very location, to guide you on your journey. They are hidden around the site, and your task is to find them. Once found, they must be treated with the utmost reverence and respect.

You must locate each religious figure in the order that is listed on your parchment, and every group has their list written in a different order. One group at a time may approach a religious figure and may ask only one question - "Are you such and such?" The figure will consider your question, but before they deem you worthy of an answer they will ask your group to perform a task for them. Once you have performed their task they will answer your question, WITH ONLY A YES OR NO. If the answer is "YES", they are indeed such and such, they shall inscribe their personal insignia on your parchment and you are free to advance to your group's search for the next person on your list.

If, once you have completed your task for them, the religious figure answers, "No, I am not such and such", then you must leave them without quarrel and continue your quest until you find the person you seek. Only one group at a time may approach a religious figure, and groups waiting to be attended to must wait a suitable distance away so as not to steal the hard earned information of another group. Groups must always move together throughout their journey, holding hands.

Each group must collect all (7) signatures, as fast as they are able, and when the 7th signature has been inscribed, that particular religious figure will present the group with a cryptic clue. If carefully discerned, the clue will reveal the whereabouts of the heralded Holy Grail, and the group may embark upon the final leg of their long and arduous quest in order to find their treasure.

But that is not all! Did I not warn you the quest was dangerous? Woe betides any group who stumbles across one of the two Pharisees, who guard the path you seek. If caught, your group will have to submit your parchment and you will be stripped of your most recently acquired signature. They are a most cruel and merciless foe! You are only safe from the Pharisees if your group is currently in dealings with one of the religious figures. If you hear the camp bell toll, beware...they are on the hunt.

The game is over when a group has collected all (7) signatures, has received their clue, and when they have solved the clue and found the grail. They must bring their parchment and their treasure back to this fire site and ring the bell to alert everyone that the game has been won.

(Divide into teams and show boundaries ...)

"Let The Quest for the Holy Grail begin!"

Bible Characters:

Each of you will be a different Bible character of your choosing, and you'll find a comfortable hiding spot around Sky Valley. Feel free to think of any props, and let me know if you need help with costumes. The tasks that you ask teams to do can include everything from questions like: sing all the books in the Bible, or say The Scientific Statement of Being, each person one word at a time. Build a human pyramid, or solve this puzzle, fetch me a cup of chocolate, or bring me Mary Magdalene's shoes. The list goes on.... Be as creative as possible! Try to be aware that if a group comes to you a second time, you have them do something different. (It always works well to have a few deviant and creative people as Bible figures, as they come up with tasks that make things interesting, especially when their task involves taking something off another religious figure or giving another religious figure a hard time. Not that Christianly, but good fun.)

The game seems to work well when characters get theatrical and build an aura. So it works well to dress up distinctly. Arabic style towel turbans are always a hit and tea light candles are good too if you can get them because then the lights can be dimmed. All kinds of things work! And each character should work on a distinct signature to sign teams' quest parchments.

List of Characters might include: Jesus, Mary Magdalene, Ruth, Moses, Gideon, Joseph, Jacob & Esau (1 person), and Paul.

Leave 1 hour plus for this game.

The Quest for the Holy Grail

Within the confines of this encampment are hiding these revered Bible figures. Find them, and they will help you on your Quest.
(Once you retain all signatures, you will be rewarded with a clue.)

Jesus

Mary Magdalene

Jacob & Esau

Joseph

Paul

Moses

Ruth

Team _____