

Prompt Quest

Ages 8-14 + parents · 2-4 players · about 20 minutes · no screens

OBJECTIVE

A fetch-robot will bring back whatever your words say – exactly what they say. Build prompts from Word cards so the robot fetches the one Wanted thing from the room and nothing else. Each success wins that Thing as a trophy. First to 3 trophies wins.

MATERIALS

54 cards: 18 Things (every Size x Color x Kind, once each), 27 Words, 9 Quirks. No pencils.

SETUP

- 1 Shuffle the 18 Things. Deal 9 face-up in a 3x3 grid – the room. Turn the 9th card sideways: that is WANTED.
- 2 Shuffle the 27 Word cards and deal 5 to each player. Hands stay secret.
- 3 Shuffle the Quirk cards and flip the top one face-up next to the room. That is how the robot reads prompts right now.
- 4 The youngest player goes first. Play goes left.

YOUR TURN

- 1 Draw 1 Word card.
- 2 PROMPT – play 1 to 4 Word cards face-up in a row, left to right. Any old prompt on the table goes to the discard first.
- 3 REFINE – change the prompt already on the table: add one Word from your hand anywhere in the row (4 max), or swap one of its Words for one from your hand (the swapped-out card is discarded).
- 4 PASS – discard 1 Word card. Nothing else happens.
- 5 Out of Word cards to draw? Shuffle the discard into a new Word deck.

RUN THE ROBOT

- 1 After a PROMPT or REFINE, run the robot. Read the prompt left to right, then point at every Thing in the room that matches every word.
- 2 NOT flips the very next word: NOT Red means "not red." A NOT with no word after it does nothing.
- 3 Then apply the Quirk card. It changes how the robot reads – never argue with it.
- 4 GOT IT – exactly the Wanted thing and nothing else. Take the Wanted card as a trophy.
- 5 TOO MUCH, NOTHING, or WRONG THING – the prompt stays on the table. The next player may REFINE it.

NEW QUEST

- 1 After a GOT IT, discard the prompt. Deal a new Thing into the empty spot, turned sideways: the new WANTED.
- 2 Put the old Quirk at the bottom of the Quirk deck and flip a new one.
- 3 Stuck? If every player PASSES in a row, flip a new Quirk – sometimes you need a different robot.

WINNING

- 1 First player to 3 trophies wins.
- 2 If the Thing deck runs out, the player with the most trophies wins. Ties share the win.
- 3 Example: Room has a Big Red Ball and a Small Red Ball, Wanted is the small one. "Red Ball" is TOO MUCH. Refine to "Small Red Ball" – GOT IT.

WHAT THE CARDS TEACH

- 1 Word – a prompt is just words. The robot can't read your mind, only the cards.
- 2 TOO MUCH – vague prompts match more than you meant. Add a word.
- 3 NOTHING – over-specific or contradictory prompts match nothing. Take a word away.
- 4 Quirk – every AI has limits: short memory, missing senses, bad labels, trouble with NOT.
- 5 Refine – good prompters change one thing at a time and try again.

VARIANTS

- 1 2 players – same rules. First to 4 trophies.
- 2 Solo – deal yourself 5 Words and play normal turns. Count your turns until each GOT IT. Finish 5 quests in 15 turns or fewer to win.
- 3 Plain mode (ages 8–9) – leave the Quirks in the box. The robot is always plain.
- 4 Classroom – after each GOT IT, the winner says: "The robot needed __ because __."

PRINT TONIGHT

Instruction sheet on plain paper, one side, Actual Size / 100%. Cards: Avery 5388 at Actual Size / 100% (never Fit to page). Tear on the perforation.

18 Things + 9 Quirks (9 sheets) + 27 Words (9 sheets).