

Questing can take you anywhere you want to go!!

⇒ Robert Wadlow Statue

⇒ Lincoln shields

⇒ Confluence State Park

⇒ Riverview Park

From this brochure you can see how fun questing will be!

Bring your quest to the National Great Rivers Museum with any questions, to add the finishing touches , to learn more about your questing treasure box and stamp, and to have your quest published.

If you have any questions, comments, or concerns feel free to ask . For more information contact the National Great Rivers Museum.

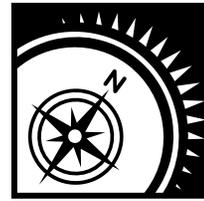
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What is questing?

A quest is like a treasure hunt that uses hand-drawn maps and riddle-like clues to reveal special hidden places with a story to tell. They are a fun way to spend time outdoors with family or friends. Starting in one location you and your questing friends use your own two feet and quirky clues to guide you on a fun filled adventure through history, culture, and the outdoors that will lead you to your new destination. You will find your treasure here; where x marks the spot with a treasure box. When you have found your treasure you will give yourself a stamp of approval to mark a job well done .

Creating a quest lets you be the explorer.



- Pick a spot that is special to you, perhaps a unique cultural or natural feature in your area.
- Notice the details that make it special and think about how this could make your quest unique.
- Ask questions and learn more about your site from others and take notes .
- Draw a rough map of your site , noticing the unique features that would make good clues.
- Make a rough draft of your quest and accompanying riddle.
- Test your quest with someone new and make any changes that present too great of a problem.-You want to challenge the questor , but not make it so hard that the quest is frustrating.
- Write a description of what makes your questing site special that you have learned from your research. Remember life is stranger than fiction.
- Create your own design for a logo for the stamp at your questing site.
- Gather together your brief site history, final quest map, and clues, and make sure to decide exactly where you want to hide your treasure box.

Here is the beginning of an actual quest with helpful tips!

Where the Rivers Meet

- * Make your title cause the questor to wonder where this adventure will take them.

At the trail you will start your quest,

this is where Mark Twain wrote his best.

- * It rhymes(!) and tells you a little bit about history.

He was

not the only person here, he was joined by Lewis and Clark , but this is where they all left their mark.

- * This clue actually hints at the historical significance that you can read about at the end of this quest from the information posted at the site. Use what is special about your location to your advantage!

Get ready to hike a short way, the river passes by here all day.

- * This clue gives you important information about how far you should expect to travel, helping to make the quest easier to understand.