

Summer Quest 2020: Winfield Public Library's Adventure Board Game

Special thanks to the magnificent Friends of the Library and Cox Communications for sponsoring Winfield Public Library's Summer Learning Program!

June-Aug 31, 2020



START HERE

Your QUEST begins!
Register online
www.wpl.org

Quest Legend:

Detailed instructions are on the back.

OH NO! A TROLL!
READ TO DEFEAT!
DON'T LET THE TROLL STOP YOU! Knowledge is power. To defeat the troll, everyone read! Roll dice for time.

GAME TIME! Play a game together. Cards, a dice game, a board game, charades... any game UNPLUGGED.

MOVE! Get active. Walk, play outside, run, hike, bike, swim... any exercise! Feel free to roll for time and/or activity.

GRIFFIN'S RIDDLE! Solve a riddle to move on. Riddles are available at www.wpl.org.

STORY TIME! Share stories (they can even be recounting something that happened that day- they don't need to be "made up"), listen to a story, visit the library's story walk (at Island Park), and/or watch one of our story times on YouTube!

QUEST CHALLENGE! Complete one quest challenge from the list on the back. You choose the challenge, but please select a different challenge for each **Q**. You will complete 9 total.



FINISH

Well done! Quest complete! To be included in the drawings for prizes, let us know at www.wpl.org or call us at 620-221-4470.

Hear Ye! Hear Ye!

Here lies the path to your summer QUEST. Complete each space before moving on to the next, together as a household/family. Cross off or check each space as you complete them. You have from now through Aug. 31 to finish your QUEST! Once completed, your family will be included in drawings for prizes.

Winfield Public Library
your place to grow
www.wpl.org