Q: What is PageQuest?

A: PageQuest is a solitaire adventure gaming system designed to accomodate a complete (though perhaps brief) scenario on the front and back of a single sheet of paper. PageQuest includes map exploration, encounters, character creation and inventory, a simple spell system, and diceless combat. The first PageQuest adventure, Quest for the Auburn Pelt, was released free at GenCon in 1997 by Glastyn Games (then Alchemy Press and more recently Galloglass Games).

Q: How do I get Quest for the Auburn Pelt?

A: Send a self-addressed, stamped envelope to:

Glastyn Games
877 West Dexter Trail
Mason, MI 48854

If you would rather download and print the adventure, it may be obtained from Demian Katz' excellent Gamebook Scanning Project, which is part of his astounding Gamebook web page. It can also be downloaded from the Glastyn Games free games webpage.

Q: Can I make my own PageQuest game?

A: Absolutely. The designer of the system, James Kyle, encourages anyone interested to write an original PageQuest game; share it with your friends, make it available on the web and email us to let us know about it.

Q: In Quest for the Auburn Pelt, what do the little arrows in the encounter descriptions mean?

A: A small arrow in an encounter description indicates that you should jump to that encounter number.

Q: In Quest for the Auburn Pelt, what prevents the player from looking ahead in combat?

A: Nothing, and whether or not you do so is largely a matter of personal taste. Looking ahead and trying to figure our your optimal combat moves against the foe will not harm the balance of the game, and you can consider it to represent your warrior's combat intuition.