Questdrop: Five Free Activities

Activity 01 - The Million-Dollar Object

Mood:	Comedy
Estimated time:	15-20 minutes (estimate; not tested)
Group size:	Couple (2) or Friends (3-6); no solo adaptation.
Revision date:	October 10, 2026
Status:	Early-playtest prototype

Free to play: no account, purchase, errands, or stranger contact. Supplies are optional and already on hand. Stay seated or use the indoor option; do not share private details. Anyone may pause, skip, or stop.

Couple (2): With two players, one is the curator and one is the appraiser for one shared object. Swapping roles for a second-object round is optional.
Friends (3-6): With 3-6 players, share curator, appraiser, and exhibit-guide roles around one object. A second-object round is optional; everyone may also simply listen.
Optional supplies: None required. Optional: paper and a pen for a museum label.
Finish condition: Finish with one object named, labeled in one sentence, and given a pretend million-dollar reason. One object completes the activity.
Step 1 - Choose a harmless treasure: While seated, name or imagine one ordinary object that everyone is comfortable including. It can stay where it is; an imaginary object works just as well.
Step 2 - Inspect its clues: Notice three details such as its shape, color, pattern, or the job it does. If you prefer not to touch it, simply look.
Step 3 - Give it a museum identity: Invent an exhibit name and a one-sentence label. Make up a gentle, obviously fictional origin story using only the object, not anyone's private history.
Step 4 - Make the million-dollar case: Take turns giving one playful, fictional reason the museum has priced this imaginary treasure at one million dollars. This one-object round is complete now. Only if everyone wants to continue, choose another object for an optional second round.
Low-key alternative: Stay seated and choose one ordinary or imaginary object. Privately imagine its exhibit name, one-sentence label, and fictional million-dollar reason. Finish when you have all three; sharing is optional.
Safety and comfort: Stay seated and choose an ordinary item that is safe to look at and easy to leave in place. Ask before including someone else's belongings. Do not handle fragile, hot, sharp, private, or valuable items or share personal details. The appraisal is pretend, not a real valuation; an imaginary object works too. Anyone may pause, skip, or stop.
Web route: /quests/million-dollar-object

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Activity 02 - The Emergency Holiday

Mood:	Cozy
Estimated time:	15-20 minutes (estimate; not tested)
Group size:	Couple (2) or Friends (3-6); no solo adaptation.
Revision date:	October 10, 2026
Status:	Early-playtest prototype

Free to play: no account, purchase, errands, or stranger contact. Supplies are optional and already on hand. Stay seated or use the indoor option; do not share private details. Anyone may pause, skip, or stop.

Couple (2): With two players, each chooses one of the first two itinerary stops; choose the third stop together. Picture or try the first stop while seated.
Friends (3-6): With 3-6 players, have two players each choose one itinerary stop, then choose the third together. Others can suggest ideas for the group to consider.
Optional supplies: None required. Optional: a blanket, a note card, or music already available to you.
Finish condition: Finish with exactly three free stops: two players choose one each, then the third together; picture or try stop one while seated.
Step 1 - Declare a pretend break: Choose a gentle fictional reason for an unexpected break, such as a rainy-day holiday or a celebration of finishing an ordinary task. Say aloud that this is make-believe, not a real emergency.
Step 2 - Pick a destination without traveling: Invent a place you can visit in your imagination or theme the room you are already in. Use only what is on hand; a name and a description are enough.
Step 3 - Plan three tiny stops: Make exactly three stops: one player chooses the arrival, a second player chooses the pleasant activity, and everyone chooses the restful ending together. Keep every stop free, optional, and possible while seated.
Step 4 - Start the holiday: Picture or try one small moment from the first stop: offer an imaginary welcome, settle comfortably, or describe the view at your invented destination. No timer is needed.
Low-key alternative: Stay seated and complete the same three-stop choice: each of two players chooses one stop, and together choose the third. Picture a moment from the first stop to finish.
Safety and comfort: This is a pretend holiday, not advice for a real emergency. Do not leave home, spend money, prepare food, or use an item that is not already available and comfortable. Stay seated if preferred; do not share private details. Quiet participation and passing are welcome, and anyone may pause, skip, or stop.
Web route: /quests/emergency-holiday

Questdrop: Five Free Activities

Activity 03 - The Band That Doesn't Exist

Mood:	Comedy
Estimated time:	15-20 minutes (estimate; not tested)
Group size:	Couple (2) or Friends (3-6); no solo adaptation.
Revision date:	October 10, 2026
Status:	Early-playtest prototype

Free to play: no account, purchase, errands, or stranger contact. Supplies are optional and already on hand. Stay seated or use the indoor option; do not share private details. Anyone may pause, skip, or stop.

Couple (2): With two players, make up a playful band name and its first songs together, then describe or softly try the opening cue.
Friends (3-6): With 3-6 players, share the jobs of band-name maker, sound describer, title writer, and gentle opening-cue designer. Invented, silly ideas are welcome.
Optional supplies: None required. Optional: paper and a pen for a pretend set list.
Finish condition: Finish with a band name, sound description, three original song titles, and a quiet or imagined opening cue.
Step 1 - Name your new band: Players may suggest a band name or think quietly. Pick a favorite or combine words into a name no real group uses in this game.
Step 2 - Describe its sound: Choose two or three words for the imaginary music, such as sleepy, bright, lopsided, or grand. Do not imitate or name a real artist.
Step 3 - Write the first set list: Invent three original song titles that fit the band. Say them in order or note them on paper if that is convenient.
Step 4 - Design the opening cue: Make a brief opening cue using a quiet hum, a soft tabletop tap, a spoken line, or a description of the sound. Listening or imagining it counts too.
Low-key alternative: Stay seated and imagine or write a playful band name, two or three words for its sound, three song titles, and a quiet opening cue you can describe. No humming, tapping, recording, or performance is needed.
Safety and comfort: Stay seated and use invented names and titles instead of copying a real band or song. Ask before making sounds; keep them quiet and optional. Imagining or writing is enough. Do not record anyone or use objects in a way that could startle someone or cause damage. Anyone may pause, skip, or stop.
Web route: /quests/band-that-doesnt-exist

Questdrop: Five Free Activities

Activity 04 - The Extremely Local Expedition

Mood:	Cozy Adventure
Estimated time:	20-30 minutes (estimate; not tested)
Group size:	Couple (2) or Friends (3-6); no solo adaptation.
Revision date:	October 10, 2026
Status:	Early-playtest prototype

Free to play: no account, purchase, errands, or stranger contact. Supplies are optional and already on hand. Stay seated or use the indoor option; do not share private details. Anyone may pause, skip, or stop.

Couple (2): With two players, stay seated or take a familiar accessible route; take turns noticing and naming details. Walking is optional.
Friends (3-6): With 3-6 players, let each person contribute an observation from indoors or a familiar accessible route. No one needs to navigate or take notes.
Optional supplies: None required. Optional: paper and a pen for a simple map or field notes.
Finish condition: Finish after five observations from one familiar area and choosing one expedition highlight.
Step 1 - Choose a tiny territory: Choose a familiar, safe micro-area, such as one room, a window view, a shared yard, or a permitted path. Agree on a comfortable boundary. The indoor or seated version is equally complete.
Step 2 - Look for local evidence: Notice five non-personal details from this place: a color, shape, sound, plant, or building feature. Do not collect, photograph, or disturb anything.
Step 3 - Make a tiny field guide: For each observation, give it a short name or describe where you noticed it. You can keep the list in memory, say it aloud, or make a simple map on paper.
Step 4 - Choose the expedition highlight: Compare the five details and pick one as the surprising, beautiful, or funniest find. Give your small expedition a title before you head back or close the indoor survey.
Low-key alternative: Stay seated indoors. Use a window view, one room, or a familiar nearby place remembered together; make the five observations without walking.
Safety and comfort: Going outside is optional. Stay seated indoors or use a familiar, permitted, accessible route in comfortable conditions. Do not enter private property, approach strangers, photograph people, collect items, or share an exact home location. Turn back, pause, skip, or stop at any time.
Web route: /quests/extremely-local-expedition

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Activity 05 - The Department of Bad Inventions

Mood:	Comedy
Estimated time:	15-20 minutes (estimate; not tested)
Group size:	Couple (2) or Friends (3-6); no solo adaptation.
Revision date:	October 10, 2026
Status:	Early-playtest prototype

Free to play: no account, purchase, errands, or stranger contact. Supplies are optional and already on hand. Stay seated or use the indoor option; do not share private details. Anyone may pause, skip, or stop.

Couple (2): With two players, take turns naming a harmless annoyance and inventing a wonderfully impractical solution. A quiet one-sentence version is complete.
Friends (3-6): With 3-6 players, share the inventor, product-name writer, and slogan-maker roles. A friendly review board is optional.
Optional supplies: None required. Optional: paper and a pen for a deliberately bad product card.
Finish condition: Finish with one fictional invention named, its harmless problem, one ridiculous feature, and a slogan.
Step 1 - Find a tiny harmless problem: Name a mild everyday annoyance, such as forgetting where a bookmark is or deciding which mug to use. Skip anything involving health, safety, money stress, or another person's private life.
Step 2 - Overcomplicate the solution: Invent a fictional device or service that solves the tiny problem in an absurdly elaborate way. Give it one ridiculous feature; do not make or test a real object.
Step 3 - Give it a product identity: Name the invention and make up a short slogan. If you like, add a pretend warning label that makes clear it is imaginary and should not be built.
Step 4 - Hold a friendly review: Optional extension: if everyone wants, briefly describe why the imaginary department might approve the invention. Keep it kind and critique the invention, not the inventor. This review is not needed to finish.
Low-key alternative: Stay seated and quietly choose a tiny harmless annoyance, invent a pretend solution, give it a name, and add one ridiculous feature or slogan. Finish when those pieces are imagined or written; a full pitch, drawing, and review are not required.
Safety and comfort: Keep the invention fictional. Do not build, test, plug in, heat, cut, lift, or eat anything as part of it; avoid medical, weapon, or emergency-use ideas. A silly description is enough, nobody has to pitch aloud, and anyone may pause, skip, or stop.
Web route: /quests/department-of-bad-inventions