

Goal Quest Games™

Our Story

We are Marcia Burrows, The Logical Woman, a professional game designer, and Janet Mott-Snider, Certified Peer Support Specialist.



Marcia



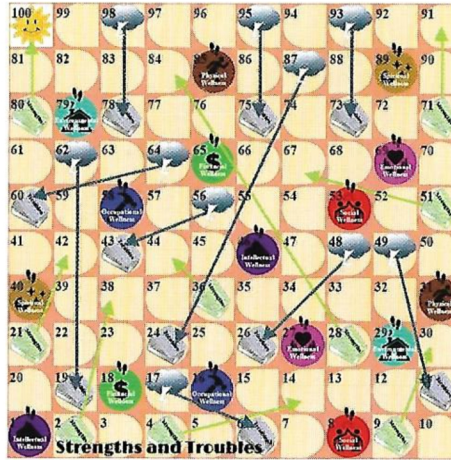
Janet

Goal Quest Games are tabletop games we're creating to aid in the process of wellness and recovery. You will want to try this exciting new approach.

Just as people have different learning styles, there are various methods for setting goals. An individual could read a book about goals, listen to a lecture about goals, watch a video, fill out a form, write in a journal, talk with a Peer Support Specialist, to name a few. We are presenting an additional method: **Therapeutic *games* about recovery and goal setting!**

Although goal setting is life enhancing, it can also be challenging. These games offer a fun way to overcome reluctance and enhance engagement.

Strengths and Troubles™



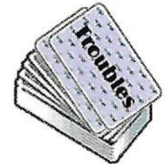
Recognizing strengths and skills is a first step toward goal setting. So we begin the **Goal Quest Games** series with **Strengths and Troubles**.

Used in a playful and flexible way, **Strengths and Troubles** can help focus thinking and discussion about strengths.

In the game, players walk the path of strength by sharing strengths and overcoming troubles with wellness tools. They win by making their way from strength 1 to strength 100!



The **Strengths and Troubles** game board was inspired by the ancient game ***Snakes and Ladders***. The **Strengths and Troubles** version adds two decks of custom cards



and introduces eight wellness dimensions as colorful icons on the board.



A game of self-discovery and social interaction, **Strengths and Troubles** is for 2 to 5 players, ages 13 and up. The game takes 20 to 40 minutes to play.

To order your copy go to
www.goalquestgames.com.

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