

Treasure Hunt Builder – treasurehuntbuilder.com

Theme – A Treasure Map Hunt

The object of this Treasure Hunt is to follow the Treasure Map clues and find the Treasure! You will choose your own locations and fill in the blanks in the clues.

Location 1 _____

Location 2 _____

Location 3 _____

Location 4 - Behind the largest map (in the room)

Location 5 _____

Location 6 – Under the table (The Treasure!)

The person who controls the Treasure Hunt is called the Hunt Master.

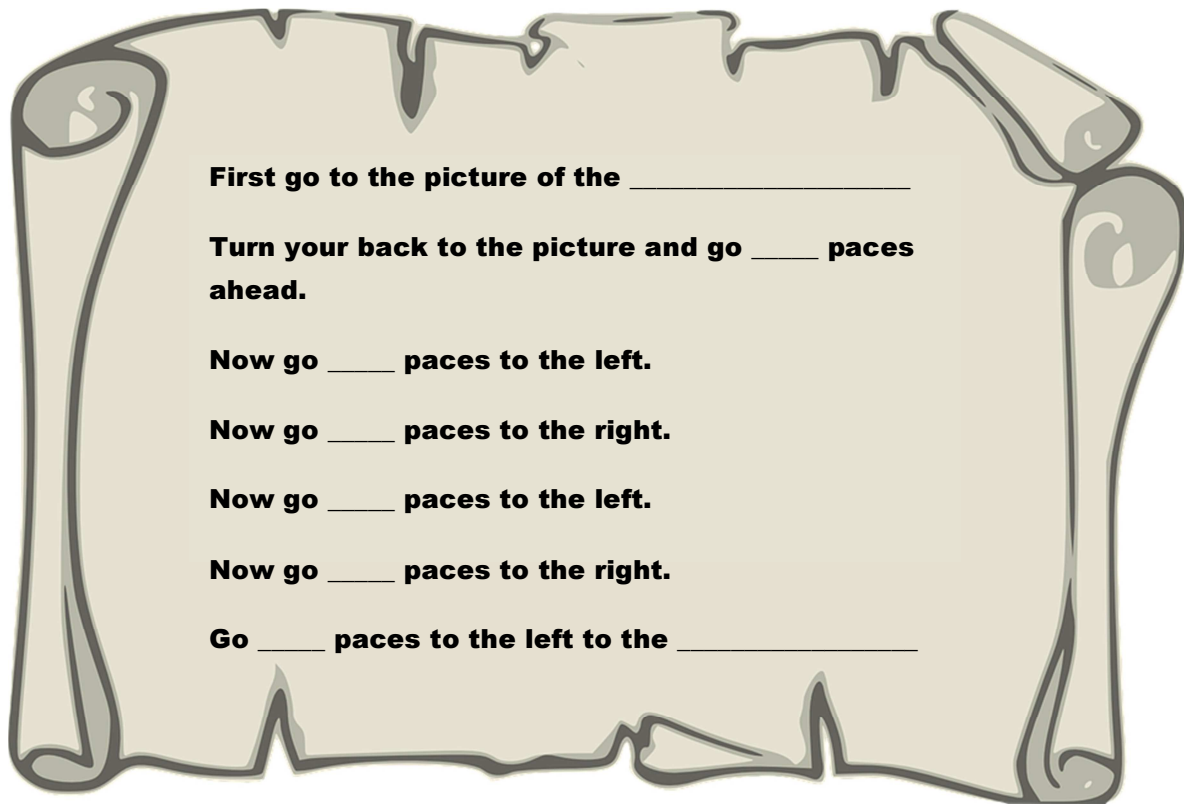
Hunt Master:

Cut out the clues, keeping the first ones, fill in the blanks and leave them at the locations above. Decide on the treasure. This is something that can be hidden at the last location. You can use a box or bag filled with candy, coins, and/or toys. It's a good idea to have consolation prizes as well. Since everyone will be directed to the same location, make sure there are enough copies of the clue at that location for those who are not first to arrive.

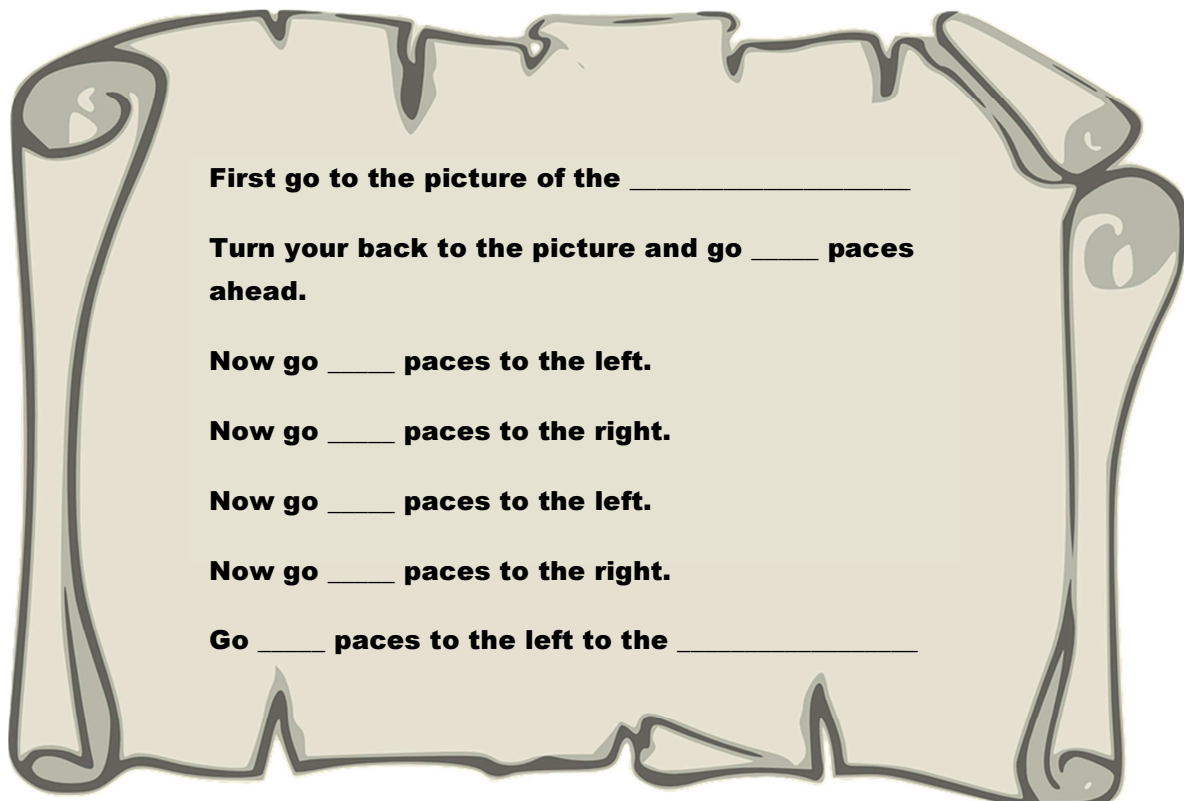
Designate Teams. The theme for the hunt is indicated above. Name your teams accordingly. If there are no teams (just individual players) you can skip this. Distribute the first clue to the players or teams. You can deliver the first clue in a decorated envelope or in a box with a few prizes. Or you can read them the first clue.

Tell them to begin. Keep an eye on how each player or team is doing and provide help for those who fall behind. Let them know they can ask you for help.

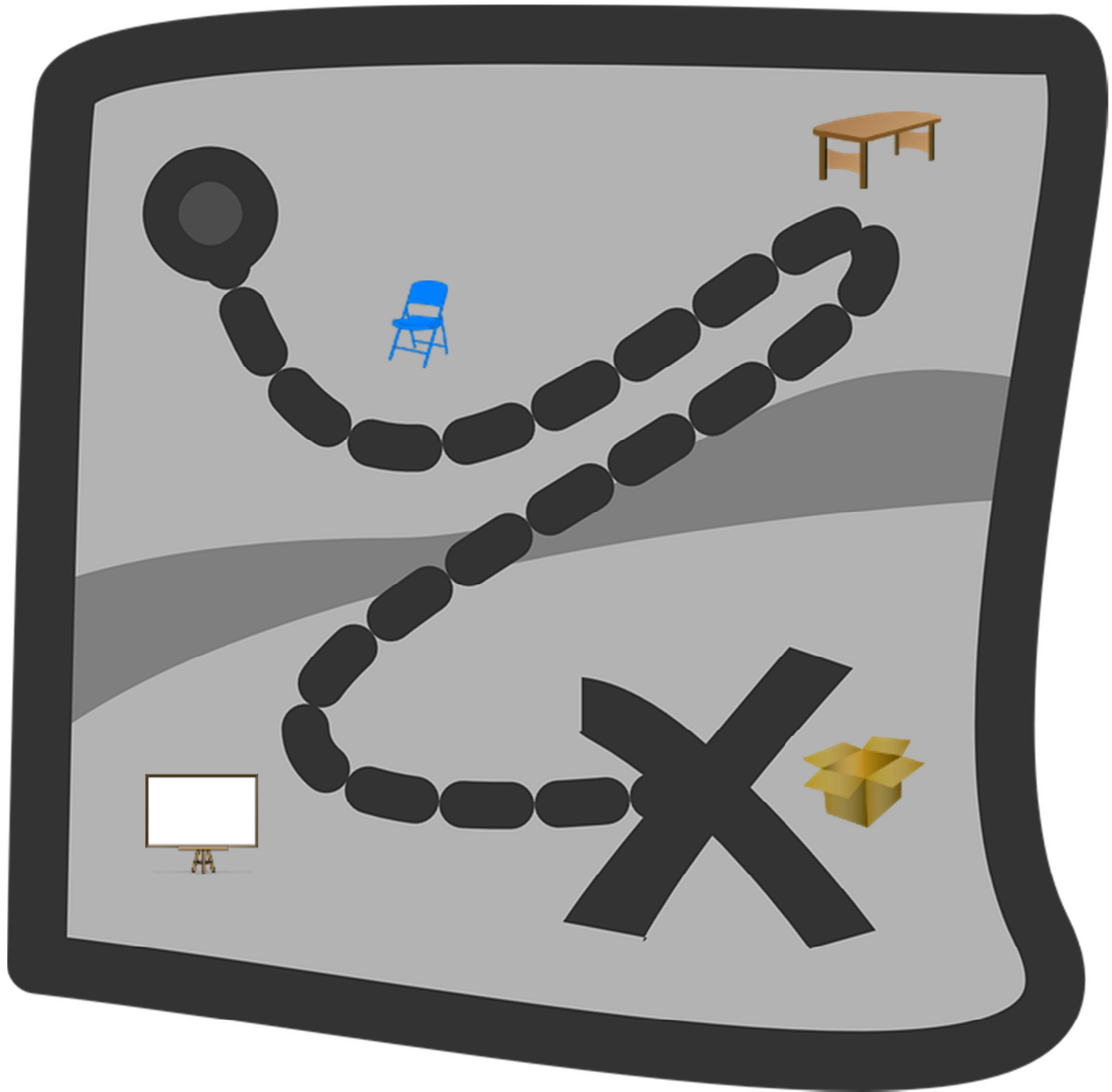
Clue 1



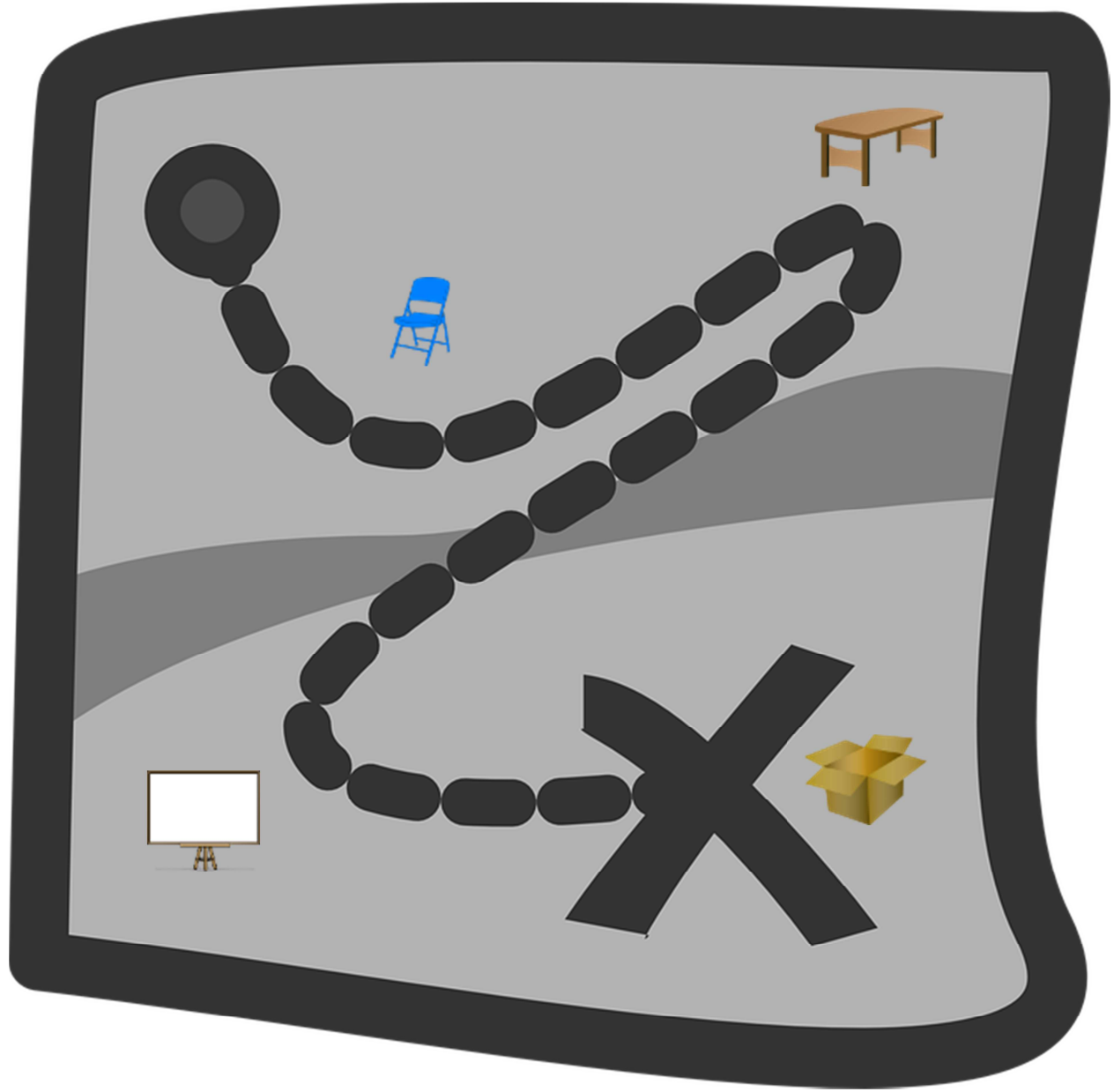
Clue 1



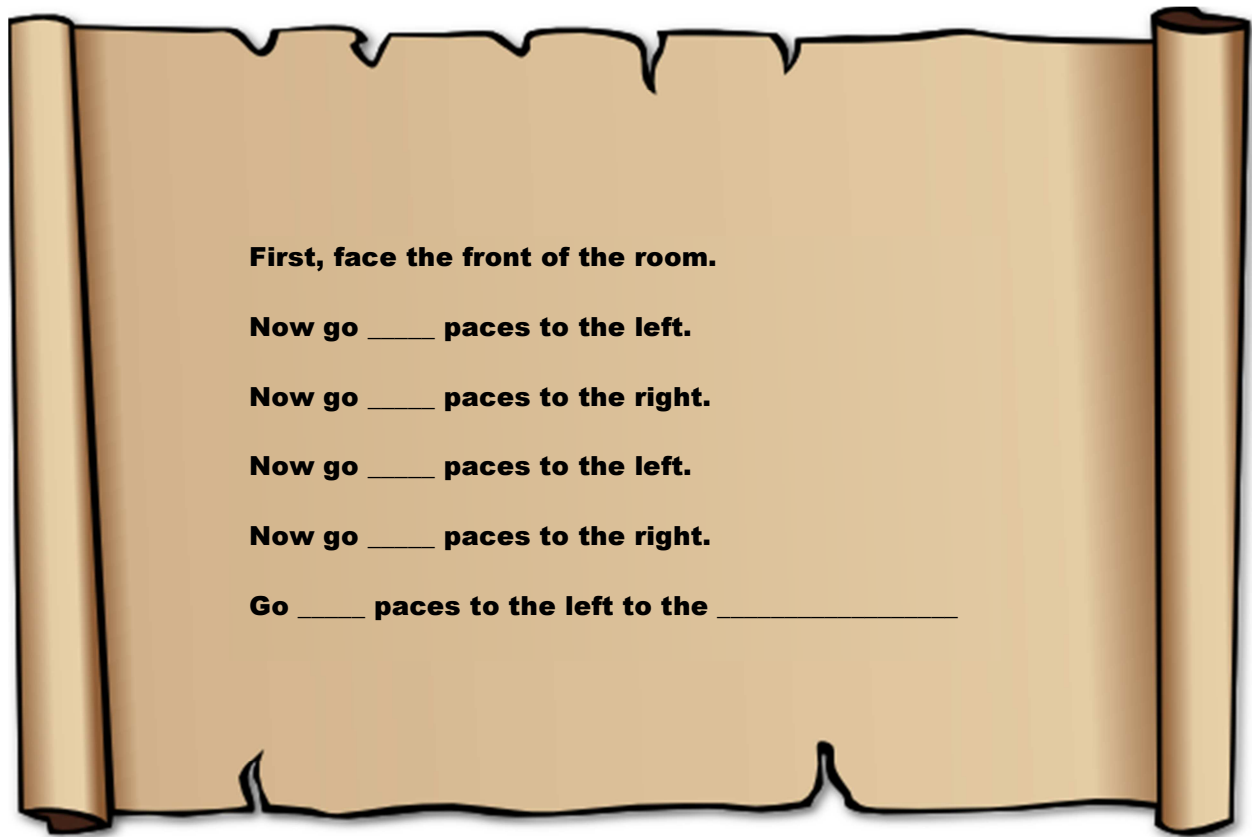
Clue 2



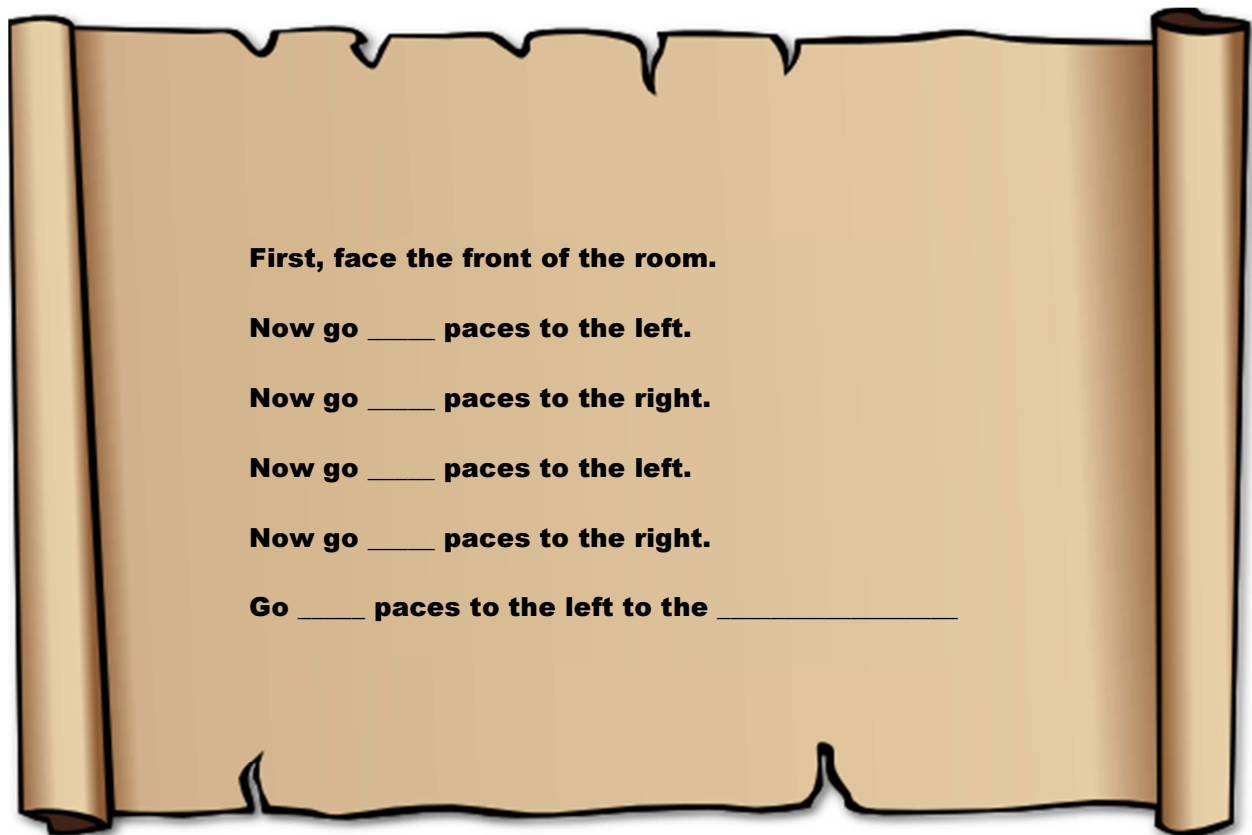
Clue 2



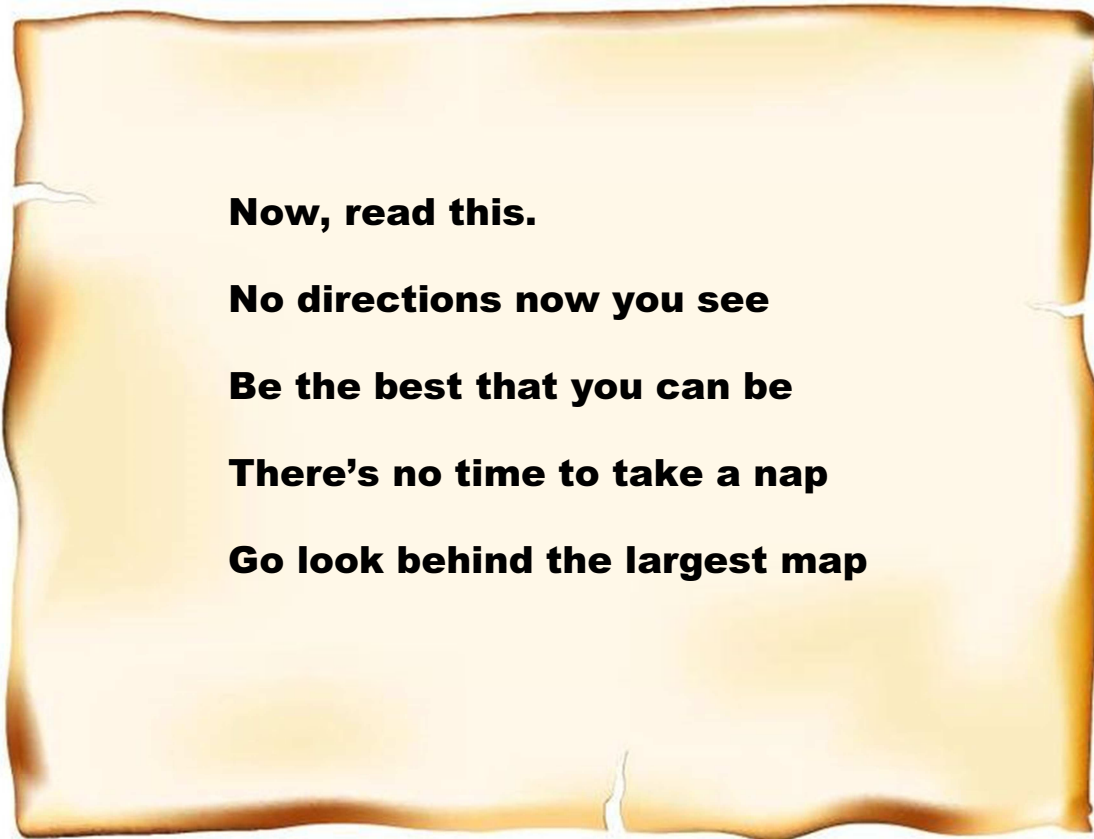
Clue 3



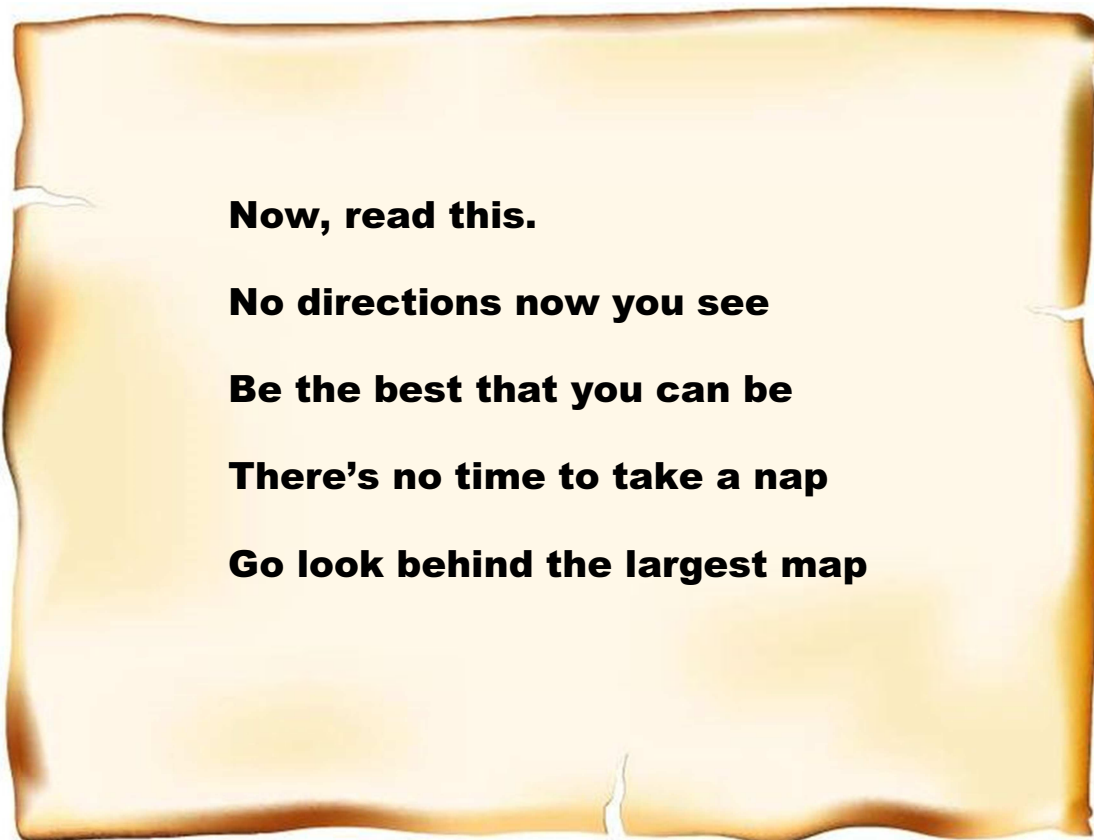
Clue 3



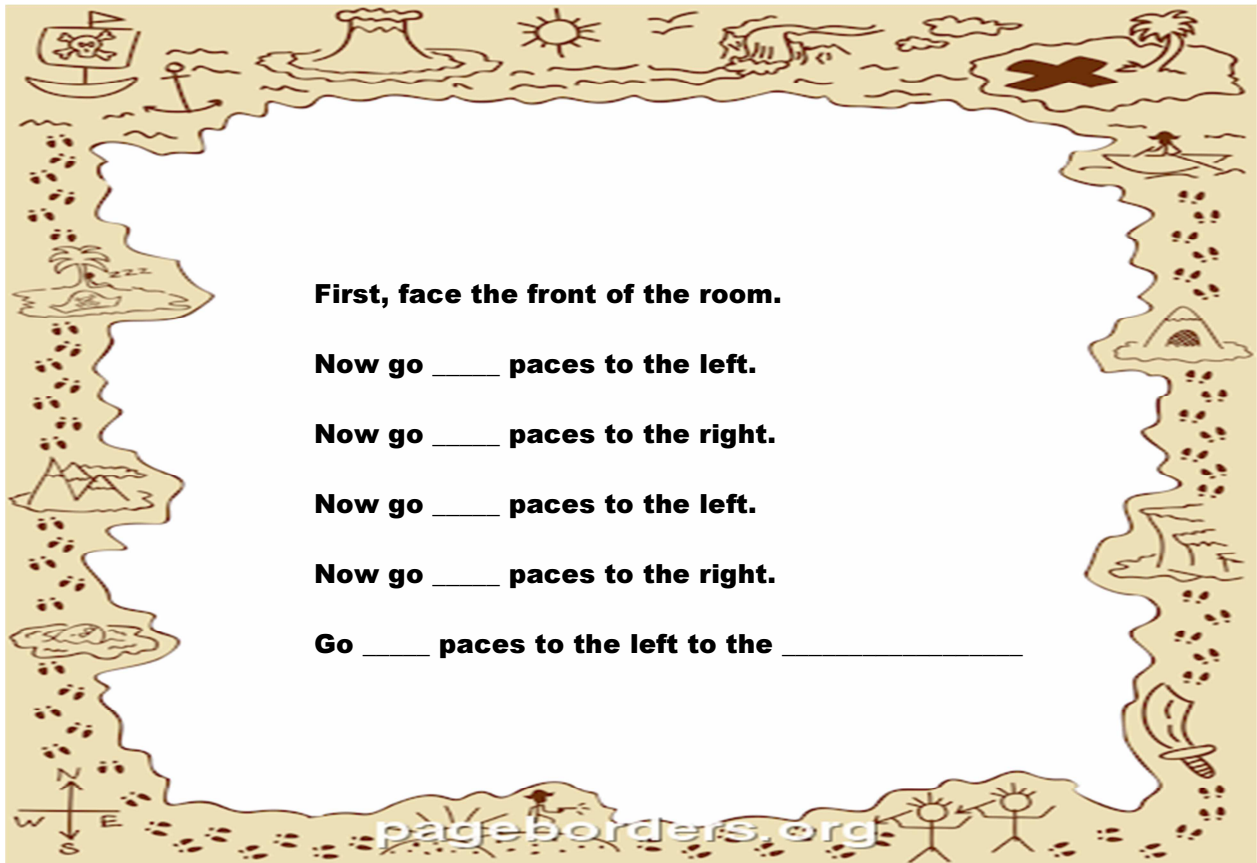
Clue 4



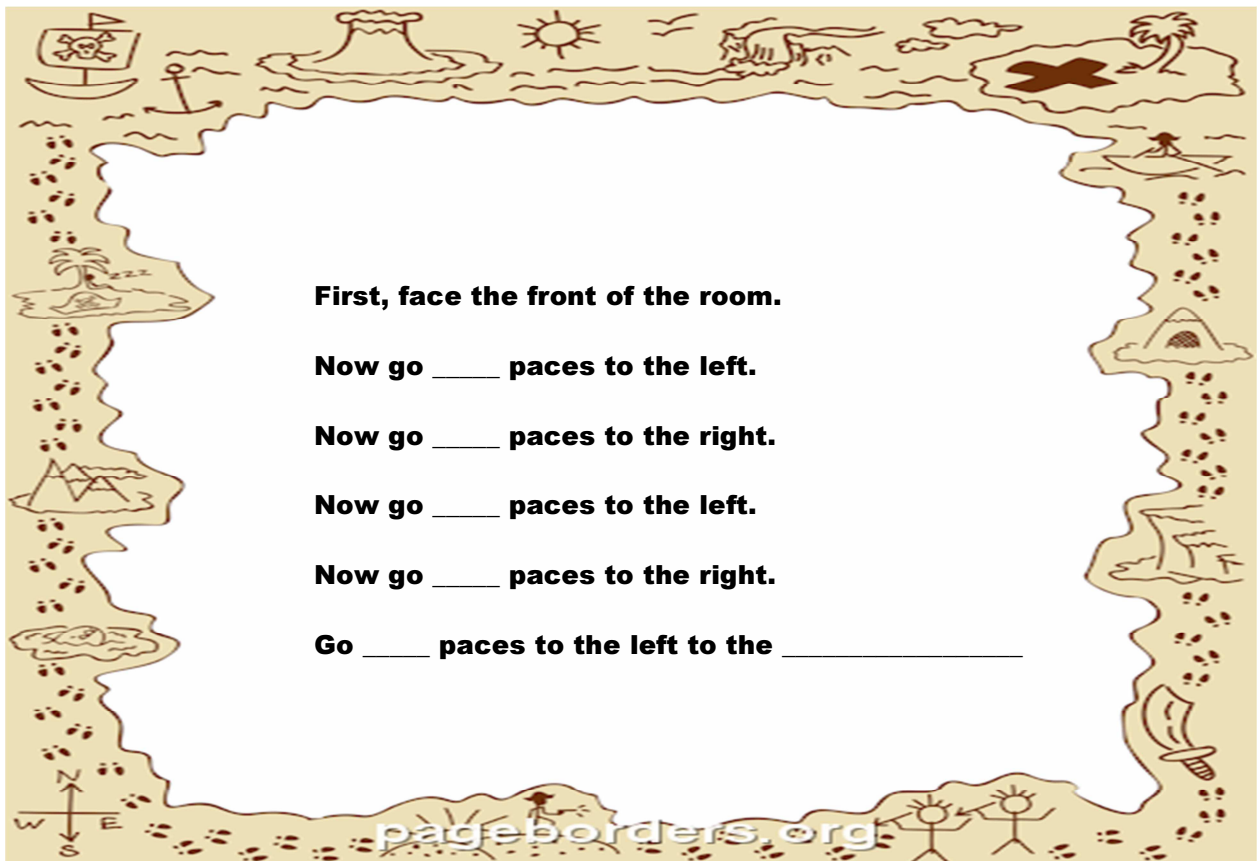
Clue 4



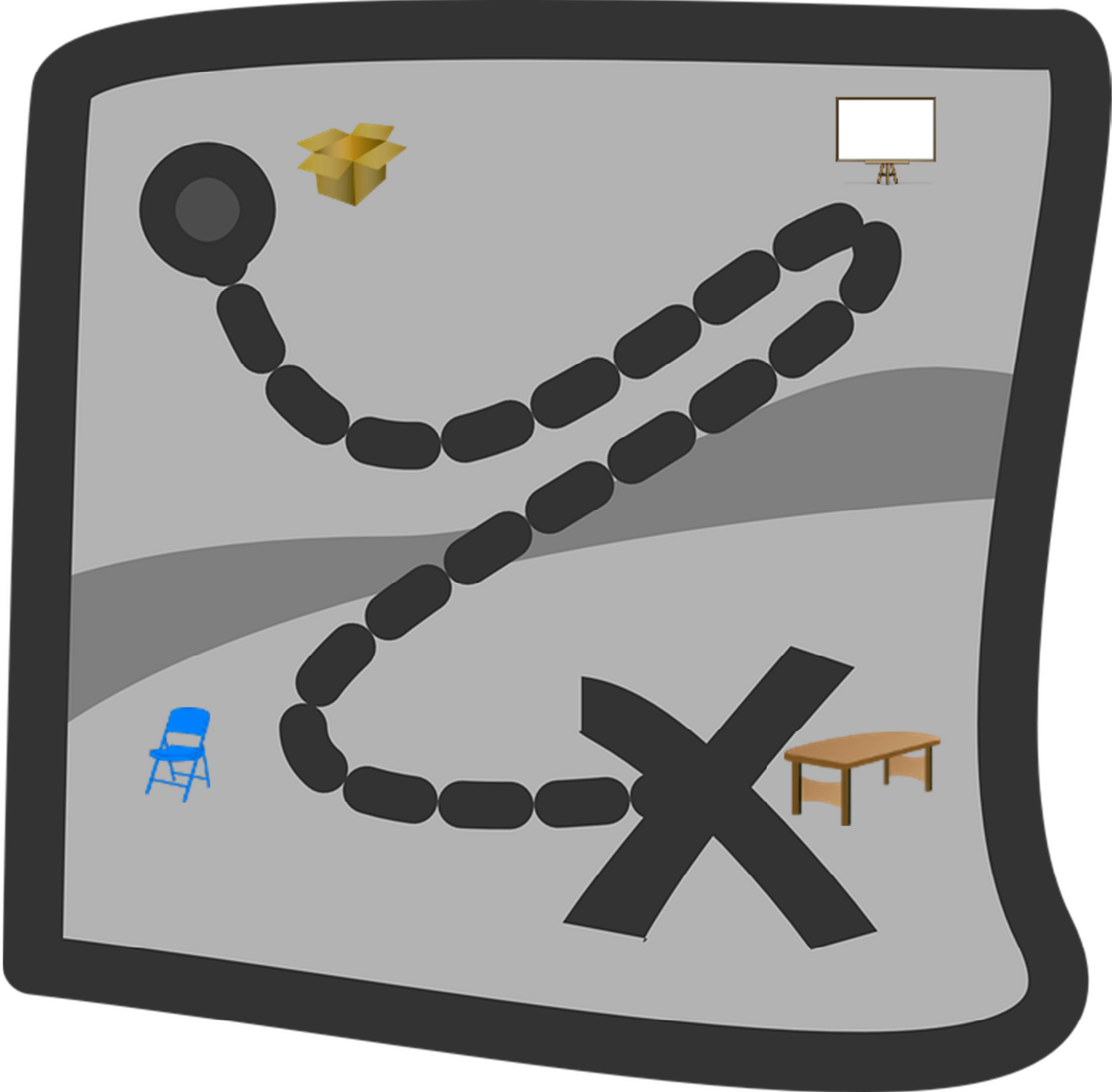
Clue 5



Clue 5



Clue 6



Clue 6

