Instructions

Goal of the game

A treasure hunt! Hide the riddles and have the kids work together to find them and solve them. Each riddle they manage to solve leads them to the location where the next one is hidden. The last riddle leads to the treasure.

Preparation

1. The Treasure

For a successful treasure hunt, there must naturally be a treasure! In this mini-adventure, the children must follow the clues Mr Brooks left in order to find the alarm clock. If you like, you can also place some additional gifts of your own choice (sweets or other small gifts) in the final hiding spot, along with the alarm clock printout.

2 Printing & Cutting

Print and cut:

- the riddles
- the Beginning of the story, the End of the story
- the Jr Detectives badges and the alarm clock picture.

Make sure you have paper and ink in the printer. The files are ready to be printed on A4 paper

3. Preparing the play area

Review the riddles and their solutions, and prepare the areas where the children will go while searching for the answers. Make sure there are no fragile, dangerous, or valuable items nearby. Also, consider where the children will be while you set up the game, so they don't see you in action.

4. Placing the Riddles

Hide the treasure and the riddles according to the instructions (see the table below). The search for the cards is just as fun for the children as solving the riddles, so hide the cards cleverly! For placing the cards, as well as the badges, we recommend using simple tape.

5. The Game Begins

We put on the badges, give or read to the kids the "**Intro**" and off we go!

#1

TABLESPOON

#2

SOUND SYSTEM

#3

STICKY TAPE

#4

WALL CLOCK

#5

SHOWER HEAD

#6

GROUND PEPPER

Start by hiding the treasure (with the "**End of the Story**" and the ALARM CLOCK) at the **Washing Machine**. Then, hide each note at the location indicated by the shape, from the end to the beginning.
If we want to remove a location:

1. Remove the note of the same color.
2. In the empty location, place the note that was meant for the removed location.

For example, if we don't have an Air-Conditioner, replace note #10 with #11 at the Coffe Maker and continue.

MOBILE PHONE

#7

BANANA

#8



WASHING MACHINE

#13

DOORMAT

#12

COMB/ HAIRBRUSH

#11

AIR CONDITIONER

#10

COFFE MAKER

#9

DRYING RACK