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 adventure, the children must solve Burke's riddles to find Geena's necklace. 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 necklace printout.

2 Printing & Cutting

Print and cut:

- the riddles
- the Beginning of the story, the End of the story with the necklace
- the Jr Detectives badges

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

CLOTHES PEG

#2

WIFI ROUTER

#3

PAPER NOTEBOOK

#4

BALLOON

#5

FIREPLACE

#6

TOMATO

Start by hiding the treasure (with the "**End of the Story**" and the NECKLACE) at the **Corner of a Room**. 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 a Fireplace , replace note #4 with #5 at the Balloon and continue.

RULER

#7

BOTTLE IN THE FRIDGE

#8



CORNER OF A ROOM

#13

COASTER

#12

TOILET PAPER

#11

NIGHT LIGHT

#10

BED PILLOW

#9

CANDLE