

Your Super Treasure Hunt Game

Page 1 of 24

Game Name: the name of the game

Game Number: 203-LX10CGR

Game Date Created: 2015-10-17



Super Treasure Hunt Instructions

- Print out these 24 pages.
- Each printed pages contains all the Clues to hide in one location.
- Just cut out the clues from one page at a time and place them together into the specified location.
- For parties with more than 7 children, Split the group into teams (4-6 kids per team) and hide a copy of the clues for each team. So, with 2 teams, print the Treasure Hunt twice.
- The last printed pages have the first Clue the kids get to start the game (written in plain english) and the final Congratulations Message which goes into the Treasure Chest. Lock the Treasure Chest with the combination lock after you put in the treasure and also the Congratulations Message.
- You can print from any internet computer for the next 30 days You just need your ticket number, which was emailed to you with your order.



Super Treasure Hunt Cheat Sheet - For Parents Eyes Only

= TWO IS GOOD ON A TUESDAY OK OK

= THREE IS A HAT TRICK33

= FOUR IS THE FOURTH NUMBER OF A TOTAL

= FIVE CANDLES

= SIXVERYBIGWORD SDFFSADDF SDAFDSWER SDFSDAFSDAF D DSAFDF HUMUJNGOUISEED

= S

= EIGHH XZFGDFGD

= NINE INDIGO IGLOO ITCHY ITALY IPSWITCH INSANE IMAGINE IGMOON IPPDDOOD

= TEN JUMPIER JUNIPERS

= THE FIRST COMBINATION NUMBER IS 12

= THE MIDDLE COMBINATION NUMBERN IS 22

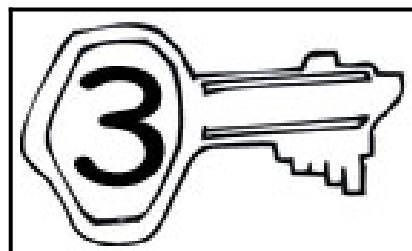
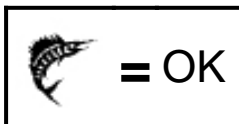
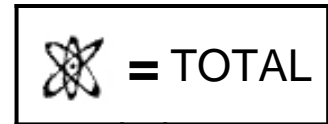
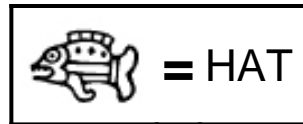
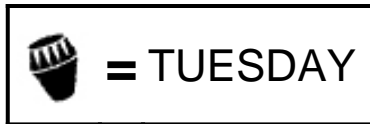
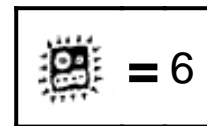
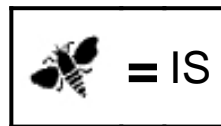
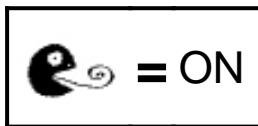
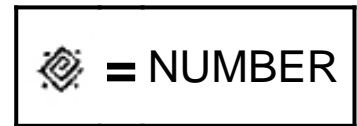
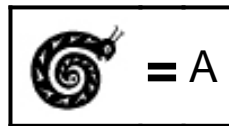
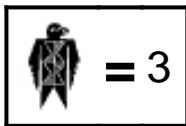
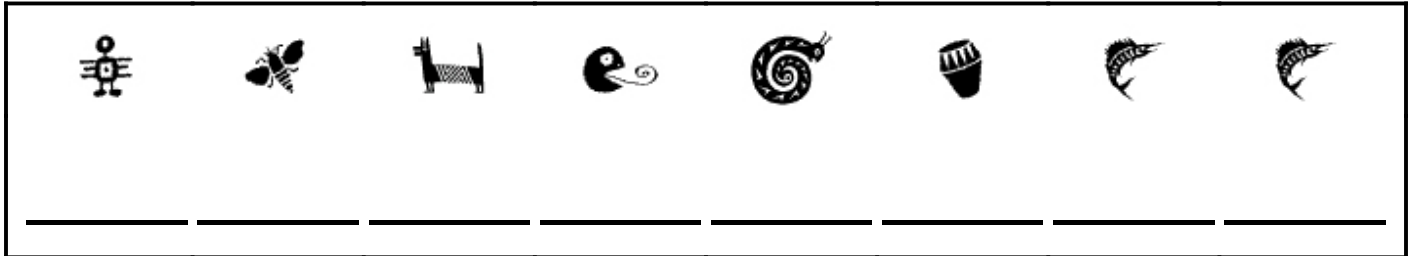
= THE LAST COMBINATION NUMBER IS 33

Instructions for This Page:



Hide this page in the location represented by this clue:

(Location #1) **ONE IS THE NUMBER OF THIS CLUE EIGHT NOW
TEN**



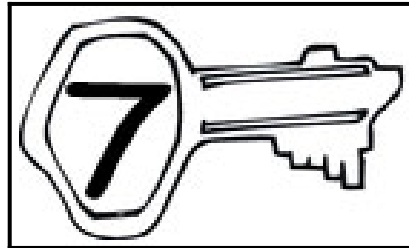
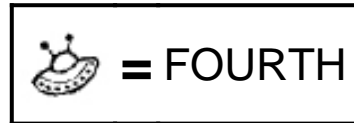
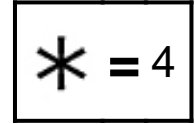
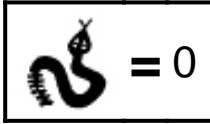
Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:

Page 4 of 24

Hide this page in the location represented by this clue:

(Location #2) **TWO IS GOOD ON A TUESDAY OK OK**

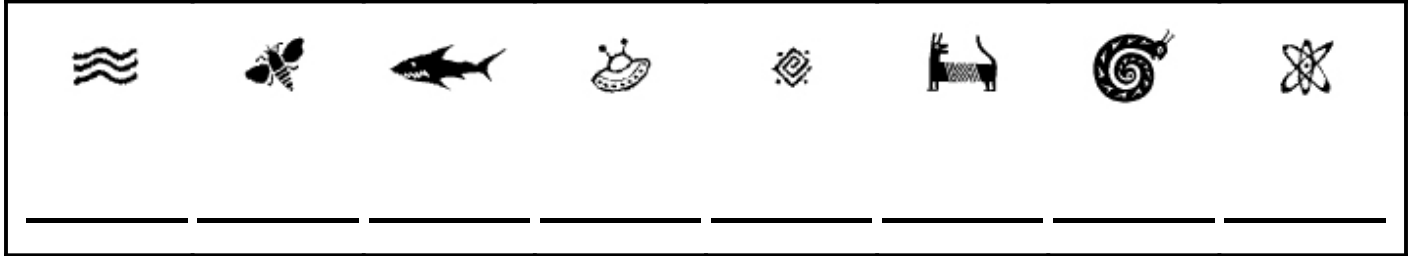


Keys open locks with the same number.
You might need a key more than once.


Instructions for This Page:


Hide this page in the location represented by this clue:

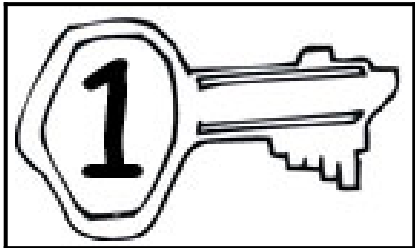
(Location #3) **THREE IS A HAT TRICK33**



 = CONGRATULATIONS

 = 7

 = INSANE



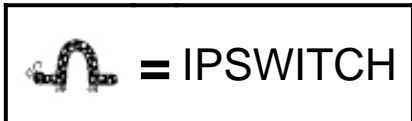
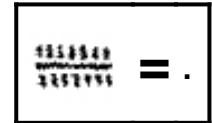
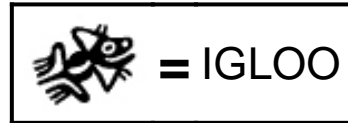
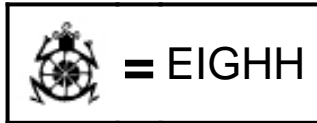
Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:

Page 6 of 24

Hide this page in the location represented by this clue:

(Location #4) **FOUR IS THE FOURTH NUMBER OF A TOTAL**

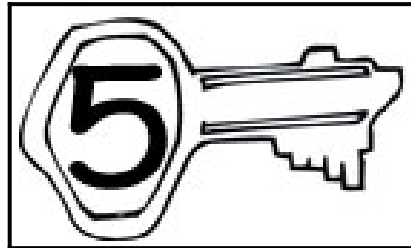
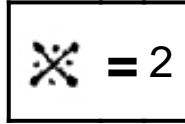


Instructions for This Page:

Page 7 of 24

Hide this page in the location represented by this clue:

(Location #5) **FIVE CANDLES**



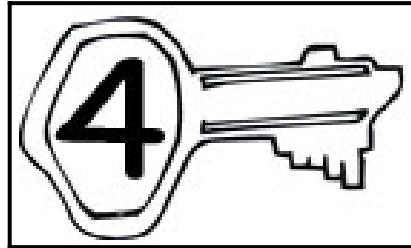
Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:

Page 8 of 24

Hide this page in the location represented by this clue:

(Location #6) **SIXVERYBIGWORD SDFSDADF SDAFDSWER**
SDFSDAFSDAF D DSAFDF HUMUJNGOUISEED



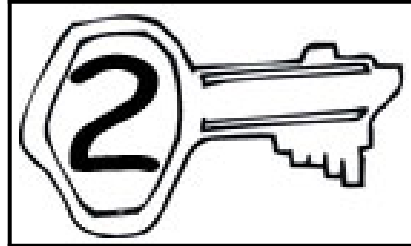
Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:

Page 9 of 24

Hide this page in the location represented by this clue:

(Location #7) **S**



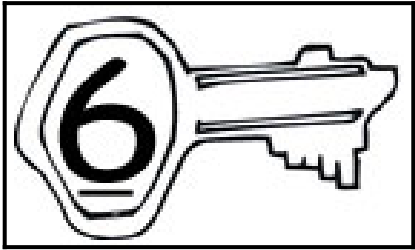
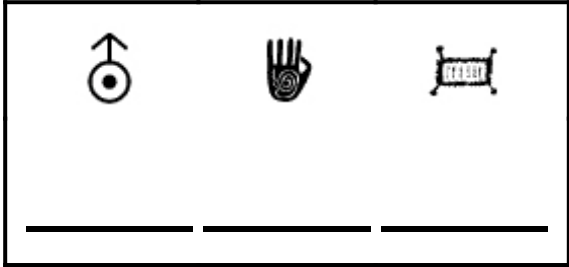
Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:



Hide this page in the location represented by this clue:

(Location #8) **EIGHH XZFGDFGD**



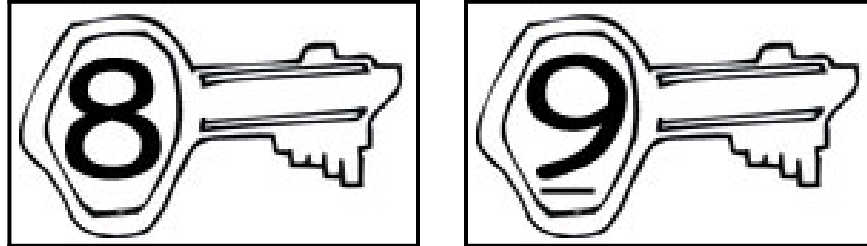
Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:

Page 11 of 24

Hide this page in the location represented by this clue:

(Location #9) **NINE INDIGO IGLOO ITCHY ITALY IPSWITCH
INSANE IMAGINE IGMOON IPPDDOOD**

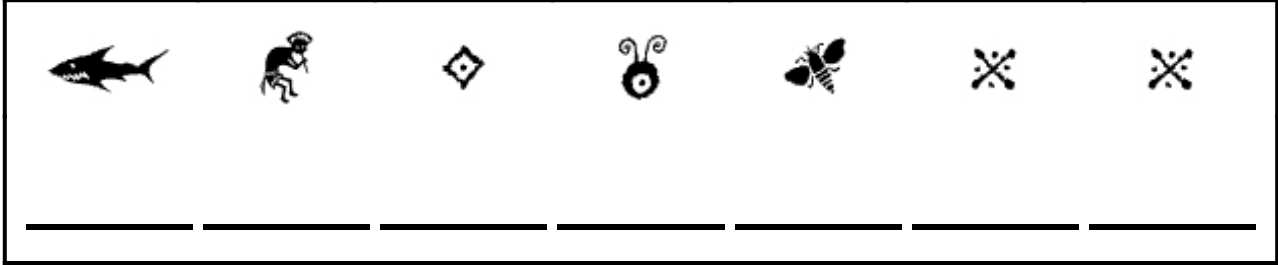


Keys open locks with the same number.
You might need a key more than once.

Instructions for This Page:

Hide this page in the location represented by this clue:

(Location #10) **TEN JUMPIER JUNIPERS**

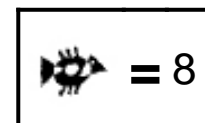
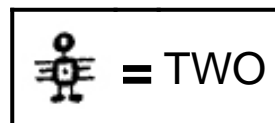
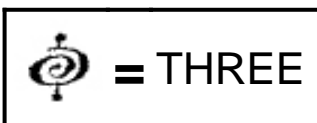
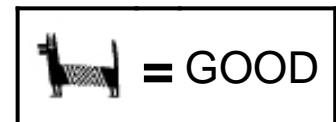
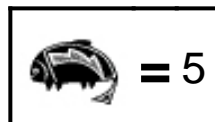
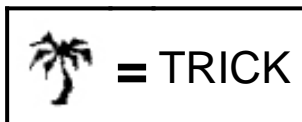
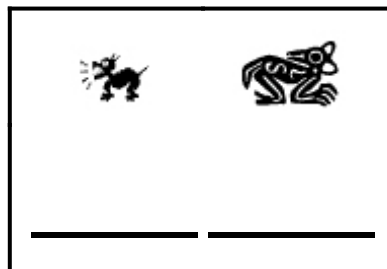


Instructions for This Page:

This page creates a Lockbox. Tape the lock to the outside of the lockbox, and put all of the clues from this page inside the lockbox.

When the kids have the key with this lock number, they may have the clues.

For the lockbox, use a paper lunch bag, envelope, or just fold this page with the lock showing.

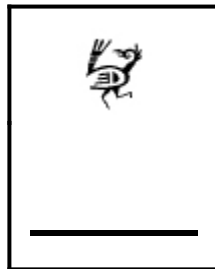


Instructions for This Page:


This page creates a Lockbox. Tape the lock to the outside of the lockbox, and put all of the clues from this page inside the lockbox.


When the kids have the key with this lock number, they may have the clues.


For the lockbox, use a paper lunch bag, envelope, or just fold this page with the lock showing.





 = SDAFDSWER

 = !

 = 9

 = IGMOON

 = LAST

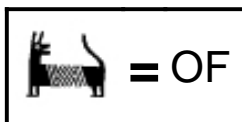
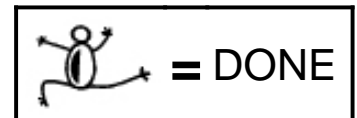
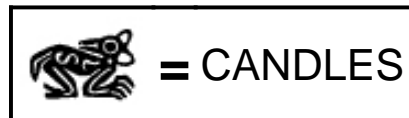
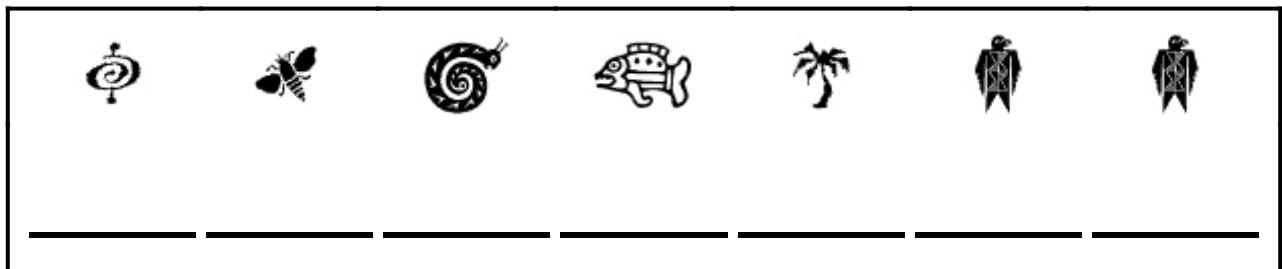
 = KIDS

Instructions for This Page:

This page creates a Lockbox. Tape the lock to the outside of the lockbox, and put all of the clues from this page inside the lockbox.

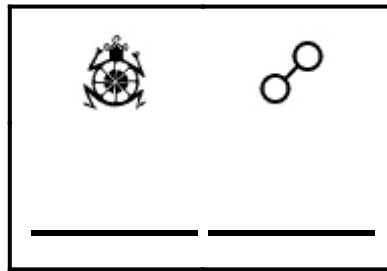
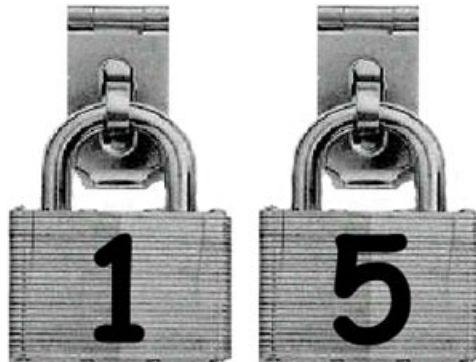
When the kids have the key with this lock number, they may have the clues.

For the lockbox, use a paper lunch bag, envelope, or just fold this page with the lock showing.





Instructions for This Page:

This page creates a Lockbox. Tape both locks to the outside of the lockbox, and put all of the clues from this page inside the lockbox. When the kids have both keys with these lock numbers, they may have the clues. For the lockbox, use a paper lunch bag, envelope, or just fold this page with both locks showing.




 = MESSAGE

 = COMBINATION

 = INDIGO

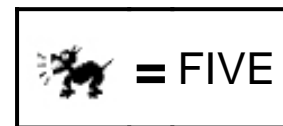
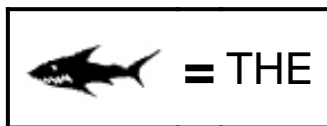
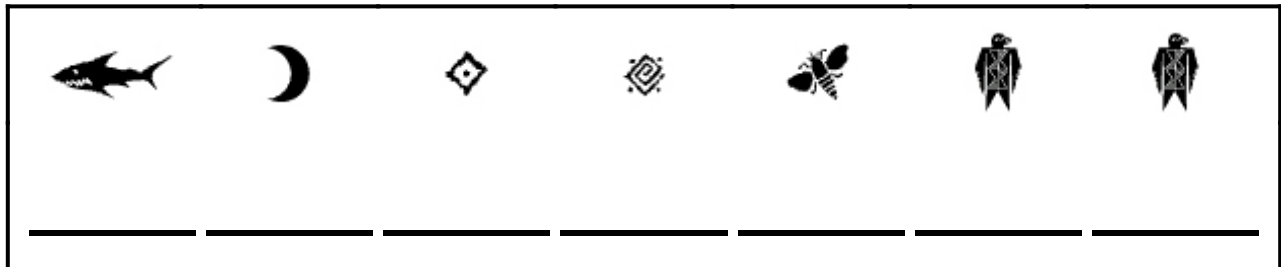
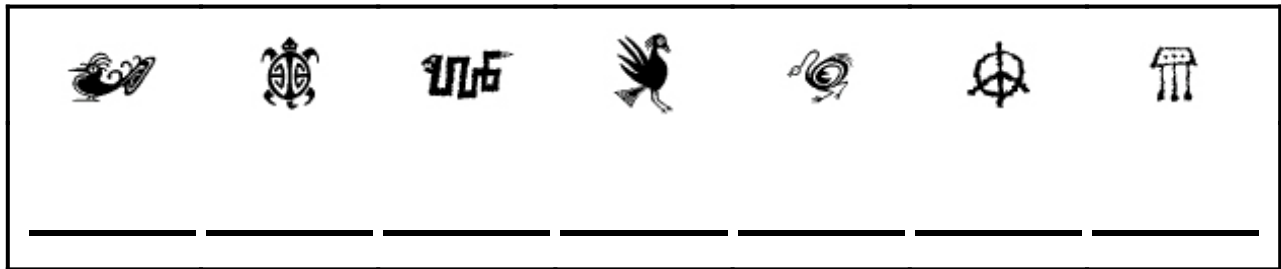
 = SDFSDAFSDAF

 = ITCHY

 = SIXVERYBIGWORD

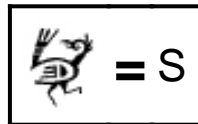
Instructions for This Page:

This page creates a Lockbox. Tape both locks to the outside of the lockbox, and put all of the clues from this page inside the lockbox. When the kids have both keys with these lock numbers, they may have the clues. For the lockbox, use a paper lunch bag, envelope, or just fold this page with both locks showing.



Instructions for This Page:

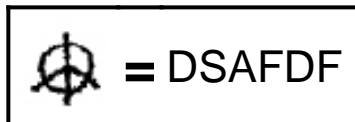
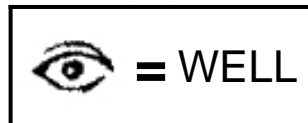
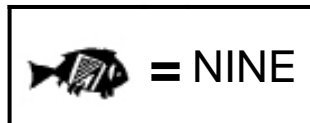
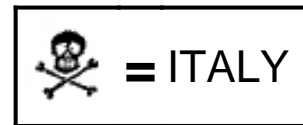
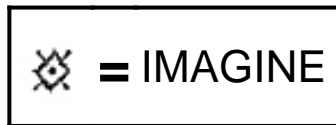
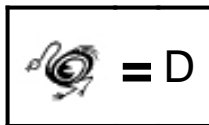
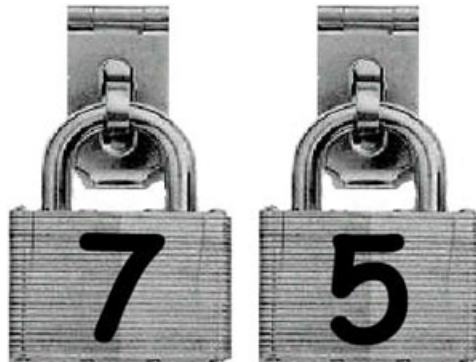
This page creates a Lockbox. Tape both locks to the outside of the lockbox, and put all of the clues from this page inside the lockbox. When the kids have both keys with these lock numbers, they may have the clues. For the lockbox, use a paper lunch bag, envelope, or just fold this page with both locks showing.



Instructions for This Page:

This page creates a Lockbox. Tape both locks to the outside of the lockbox, and put all of the clues from this page inside the lockbox.

When the kids have both keys with these lock numbers, they may have the clues. For the lockbox, use a paper lunch bag, envelope, or just fold this page with both locks showing.

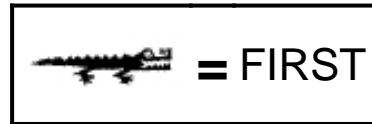
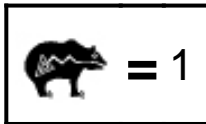


Instructions for This Page:

This page creates a Lockbox. Tape the lock to the outside of the lockbox, and put all of the clues from this page inside the lockbox.

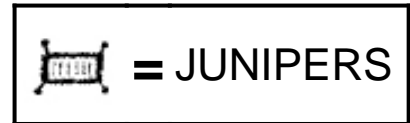
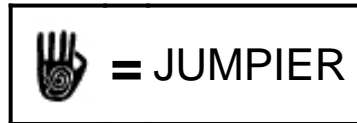
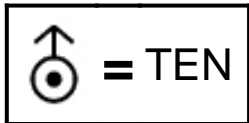
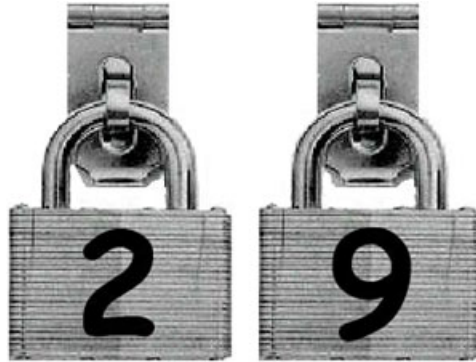
When the kids have the key with this lock number, they may have the clues.

For the lockbox, use a paper lunch bag, envelope, or just fold this page with the lock showing.



Instructions for This Page:

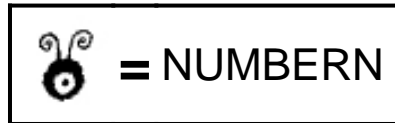
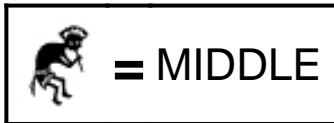
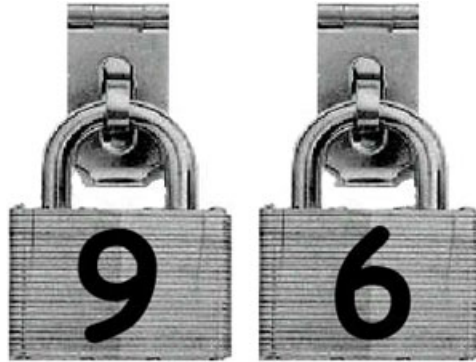
This page creates a Lockbox. Tape both locks to the outside of the lockbox, and put all of the clues from this page inside the lockbox. When the kids have both keys with these lock numbers, they may have the clues. For the lockbox, use a paper lunch bag, envelope, or just fold this page with both locks showing.



Instructions for This Page:

This page creates a Lockbox. Tape both locks to the outside of the lockbox, and put all of the clues from this page inside the lockbox.

When the kids have both keys with these lock numbers, they may have the clues. For the lockbox, use a paper lunch bag, envelope, or just fold this page with both locks showing.



This is the greeting message and first clue.

Cut out and fold up this greeting card style clue for to the kids to start the game with. This is all that they will need to get going.

Fold it with the words inside right, large artwork on front, and smaller artwork on the back of the card.



Hello Brave Adventurers
A magnificent treasure awaits you,
if you can get the treasure chest open.
To do that you will need to open the lock.
It will not be easy.

To begin, here is your first clue
ONE IS THE NUMBER OF THIS CLUE
EIGHT NOW TEN
Good Luck. You will need it!

Cut out this card and fold it in half twice, keeping the the chest artwork to the outsides. This creates the final congratulations message card to place into the locked treasure chest.

Fold it with the clues inside and "You've Done It" on front.



⌂ = !
☾ = MESSAGE
⚓ = DONE
⚓ = .
● = CONGRATULATIONS
👁 = WELL
🌟 = KIDS

