

SIX FOR SIX TREASURE HUNT



Equipment Needed:

Six Stations – a station is simply any area you designate as such. You could use six card tables or six blankets in a ball field. You could set up six stations with just lawn chairs. For a smaller group, you could use six rooms in a house or building. At the office, you could use six cubicles.

Six dice

Six aluminum pie plates

Six different colored pens

Six Treasure Keepers (People who will help with the game but not be Players)

One tracking sheet for each Player

One lunch sack or other type of bag for the Players to carry their earned treasure in from one station to the other

One whistle to mark the start and stop time

One “treasure” for every participant at EACH of the six stations – For example, if you have 15 players, you will need a total of 90 items to give away as treasures.

Set Up:

Choose a site where you can have six independent stations. The larger the group, the more room you will need between areas. Have one Treasure Keeper at each station with one die, pie plate, pen and the treasure that will be given at that station. Pre-assign a starting point to each player by writing a number on their tracking sheet on the line “Starting Point.” For instance, if there are 12 players, you would write the number one on two of the tracking sheets, the number two on two other tracking sheets and so forth. This spreads the players out in the beginning.

Order of Play:

Treasure Keepers begin at their stations. Players meet at a neutral location, somewhere approximately equal distances from the six stations if possible. Players write their name on the tracking sheet that has been pre-assigned a starting point. When the whistle blows, each player runs to the station which corresponds to their starting point number. For instance, if the tracking sheet has the number four in the upper right corner, the player will travel to station number four to begin.

When the first player arrives at any of the stations, they will roll the die into the pie plate. If the number rolled is different than the station they are standing in, the Treasure Keeper writes that number in the first box and the player runs to the next station, the one that is numbered the same as the die they just rolled. For instance, if a player started at Station Three and they rolled a six, the Treasure Keeper would write the number six in the first box and the player would run to station six and get in line behind the other players waiting to roll the die at that station.

If the player rolls the same number as the Station where they are standing, they move to the back of the line at that SAME station and wait to roll again.

NO player receives a treasure at the first station. They must first roll a number that is different than the station where they are, travel to that station, and receive their first treasure.

When the player arrives at the next station, the Treasure Keeper gives them a treasure to put in their bag. The Treasure Keeper also CIRCLES the number of THIS station that is located on the tracker sheet indicating that the player has already received a treasure from this station. For example, if you are the Treasure Keeper at Station Two, and a player gets to your station, the number two should already be written in the last box on the tracker sheet by another Treasure Keeper.

The player then rolls the die at this station to determine which station he/she gets to travel to next. If the player has never traveled to the station where he just rolled the number, the player will receive a treasure at the station. If the player has already received a treasure from the station where he/she rolled the die, he/she will still travel to that station to be able to roll the die in order to travel to the next station.

Treasure Keepers must make sure that the last number written on the tracking sheet of any player is the number of THAT station where they are working. For instance, if you are the Treasure Keeper for Station Five, the number five should be the last number you see written on the players tracking sheet. This verifies that the player has rolled this number at the last station to be able to travel to your station.

It is possible for a player to keep returning to the same station again and again if they roll the same number. It is also possible for players to end up at several stations multiple times before they finally roll the station number that will complete their treasure hunt. This is part of the fun. The players will be running from station to station, trying to roll a number they haven't rolled before.

The player who travels to each station and collects all the treasure will then run back the starting point where the whistle will be blown indicating the completion of the game.

Keep in mind that not all players will make it to every station during the game. You may choose to let everyone finish anyway and then give out ONE grand prize to the winner, or you may simply stop the game when one player has finished and not hand out the rest of the treasure.

TRACKING SHEET for _____ Starting Point _____

"Treasure Keeper"...Stamp across the page, then begin the next row.

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