

Treasure Hunt Orientation

For a successful Hunt!

Updated 4/1/18

Agenda

- **What is the Treasure Hunt?**
- **What Will Happen During the Hunt?**
- **How Do We Prepare for the Hunt?**
- **How do we Solve Clues?**
- **Stakes and Help Calls**
- **Scoring the Hunt**
- **Tips for Good Hunting**
- **Questions**

What is a Treasure Hunt?

- The Treasure Hunt is an annual event started at Honeywell and now open to all Participants
- The Treasure Hunt is an exciting evening of solving a series of Clues at various locations throughout the North Valley to find your way to the Awards Banquet and buffet breakfast.
- The 1st, 2nd and 3rd Place winners receive theme related trophies for their success. Last Place also receives a recognition for their accomplishment.
- The 1st Place team also displays the traveling Treasure Hunt trophy for the year and has the honor of coordinating the next Hunt.



What Happens During a Hunt?

- The Hunt is centered around a different theme each year, and a series of "Hints, Wise or Otherwise" are published for the teams to research in preparation.
- On the day of the Hunt, teams arrive between 3:30 PM and 4:15 pm at the Start Location to register their vehicles. Vehicles are prepared, Hunters loaded and Hunt Bags issued to each Vehicle
- Between 4:15 PM and 4:30 PM, the start signal is given, and the teams retrieve their Bags and get underway solving their 1st Clue. Upon solving clue, they drive to the location on their map corresponding to the clue.
- Throughout the evening, the teams arrive at each successive Clue Site to find a problem, puzzle or event which solves to the location of the next site on the map.

ALWAYS CHECK THE TREASURE HUNT WEBSITE FOR THE ACTUAL START LOCATION AND SCHEDULE AS IT MAY DIFFER EACH YEAR

What Happens During a Hunt?

- **There are typically 17 to 22 Clue Sites to find and solve to get to the Banquet!**
- **By 10:00 PM, the teams should have completed the series of Hunt Clues and solved for the final location of the Hunt, where the Solutions are shared, and the Team results and awards are presented all over a hearty breakfast with fellow Hunters.**

How Do I Prepare for a Hunt?

- **Schedule an Orientation session (for new Teams)**
- **Access the Hunt Website for all Information**
- **Study and Solve all Hints Wise or Otherwise**
 - ✓ New hints published more or less weekly leading up to the hunt
 - ✓ Some hints will help you on the Hunt (Wise)
 - ✓ Some hints will be useless (Otherwise)
- **Build any Special Items identified in the Hints**
- **Bring all the Required Items identified on the “Must Bring” list as well as any you feel may be good to have from the Optional List.**
- **Identify a good Vehicle for the Hunt and have it ready to go!**
- **Arrive on time to Register on Hunt day!**

Sample HWOW

Hints Wise or Otherwise #1

1. Shaturanga, Shatranj, Xiang Qi, Shogi and Sittuyin
2. McCutchen, Brothers and Nadler
3. It's in the Kitchen
4. "Buy me some peanuts and cracker jacks"
5. Zamkauskas, Doubleday, Naismith, Darrow
6. Only counts in _____ and hand grenades
7. Gossima, Flim-flam and Whiff-Whaff
8. Founded in London in 1863
9. You can't get out for Free!
10. T. Hunter 1995 - 2005

TH2  8 5

Sign Up: 1/19/05 @ 11-1 PM in BR Cafe
Orientation: 2/9/05 @ 1 PM in BR Cafe



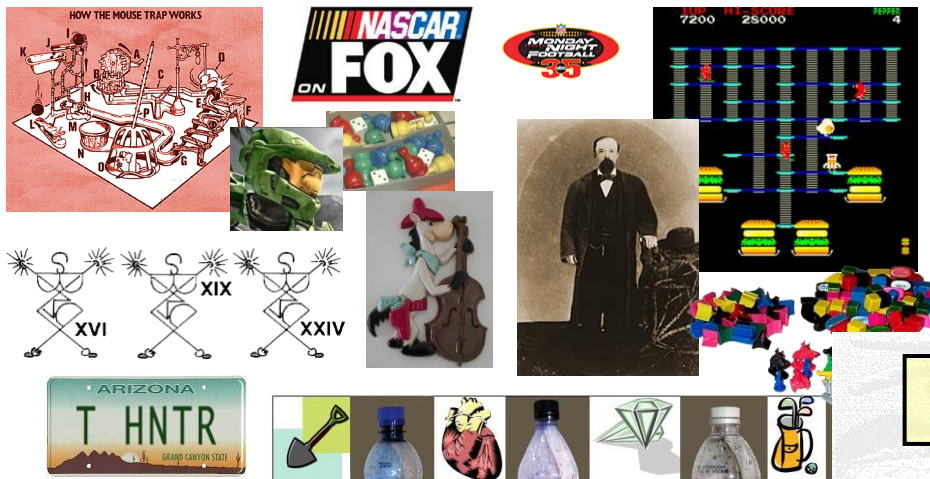
Committee: Dave X3886; Bob X6262; Will (602)467-1496; Paul (602)467-1464

Sample HWOW - Answers

- THEME is recognized as “GAMES”
- Hints are solved as:
 1. Shaturanga, Shatranj, Xiang Qi, Shogi and Sittuyin (Chess)
 2. McCutchen, Brothers and Nadler (64,000 Question)
 3. It's in the Kitchen (Billiards)
 4. Buy me some peanuts and cracker jacks” (“Take me out to the ball game)”
 5. Zamkauskas, Doubleday, Naismith, Darrow (Game Inventors)
 6. Only counts in ??? and hand grenades (Horsehoes)
 7. Gossima, Flim flam and Whiff Whaff (Ping Pong)
 8. 8. Founded in London in 1863 (Soccer)
 9. 9. You can't get out for Free! – “(Monopoly” Site Clue)
 10. 10. T. Hunter 1995 to 2005 – (Treasure Hunt Trivia)

Sample HWOWs Audio and Visual

Hints Wise or Otherwise #8



TH2005

TH2005 Website!

http://www.geocities.com/treasure_hunt_2005

Committee: Dave X3886; Bob X6262; Will (602)467-1496; Paul (602)467-1464

Hints Wise or Otherwise #6

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

**Games
Without
Frontiers**

TH2005

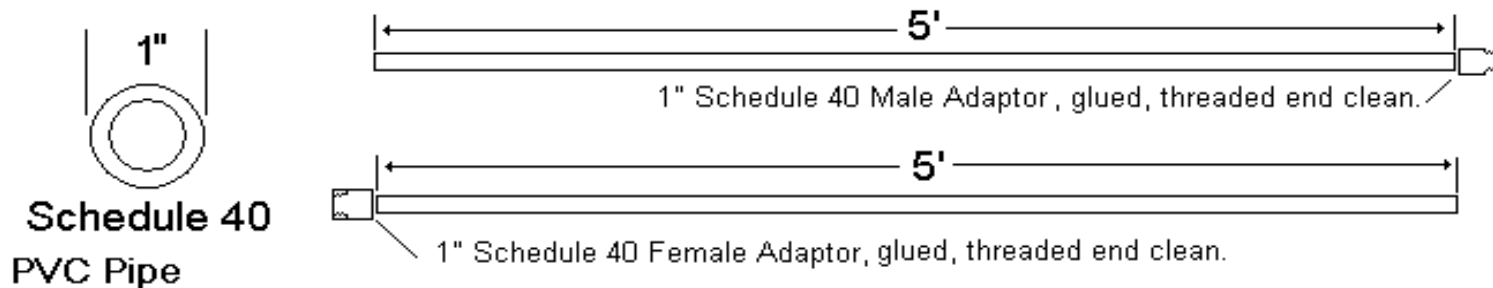
TH2005 Website!

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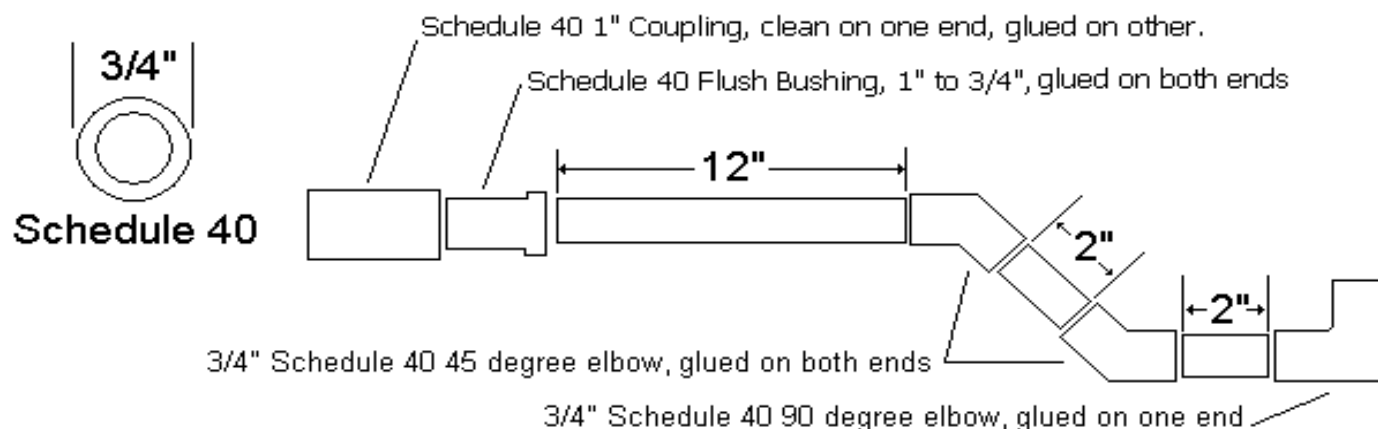


Sample HWOW Device



Home Depot:		
Adaptor, Male	UPC 39923 13178	SKU 436-010
Adaptor, Female	UPC 39923 13052	SKU 435-010

"Angling Device"




Home Depot:		
Coupling	UPC 39923 13754	SKU 429-010
Bushing	UPC 39923 13310	SKU 437-131
45° Elbow	UPC 39923 14024	SKU 417-007
90° Elbow	UPC 39923 14064	SKU 406-007

Attachment "R"


Things To Bring

- **Required and Optional lists will be given a few weeks before the Hunt.**
 - **Required Items are those you will need on the Hunt to Solve Clues and have a Safe Hunt. Not all Required Items are used.**
 - **Optional Items are those which may help solve Clues more quickly or easily. Some Optional Items will be useless.**

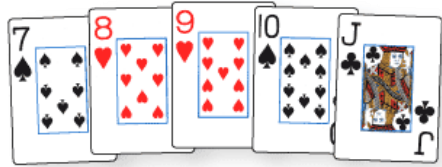


TH2005

The "Items to Bring" Lists



REQUIRED ITEMS	OPTIONAL ITEMS
<ul style="list-style-type: none"> 4 sets of Work Gloves Angling Device and Attachment Ball Cap for Each Hunter Band-Aids Bath Towel Battery powered Calculator Brick CD Player Cell phone (be sure it's charged) Digital FM Radio Flashlights (one for each member) Magnifying Glass Pens, pencils, crayons Plastic Bingo "Markers" Roll of Quarters Signed Release Form Water (for each member) 	<ul style="list-style-type: none"> Aspirin (or equivalent) Binoculars Chalk for Pool Cue Compass Copy of "Hoyle's Rules of Games" Deck of Cards Dictionary Frisbee Horse Shoe Jumper Cables Madden 04 Football Cheat Codes Motion Sickness Bag Putter Salmon Eggs Scotch tape or glue stick Snack Food Wading Boots Yellow Pages

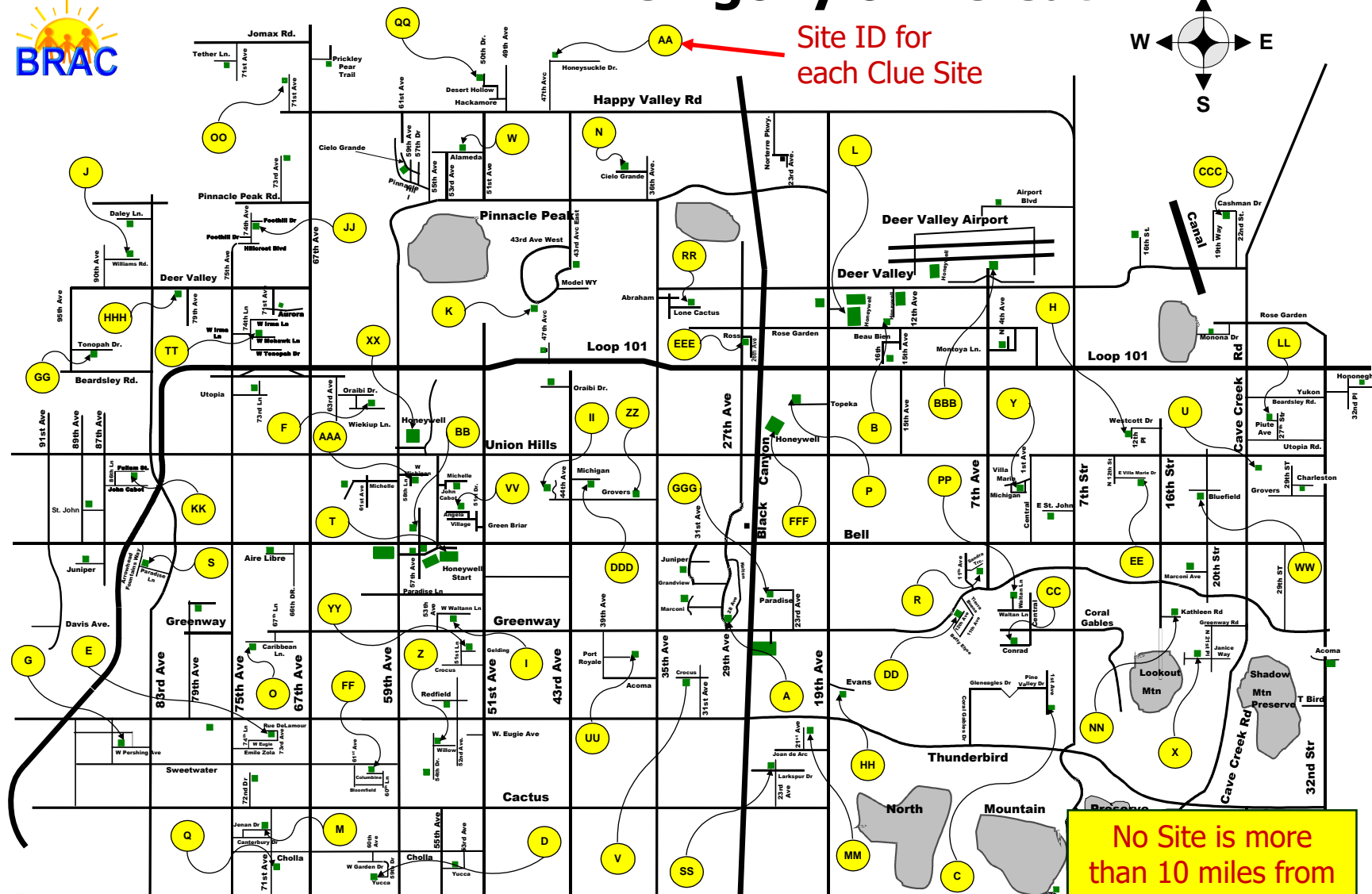


Contents of Your “Bag” when you Start

- **Contains**
 - **Map**
 - **Icon Sheets**
 - **Start Clue**
 - **Receipt Envelope (Check In Envelope)**
 - ✓ **Receipt envelope shows your Site Sequence so you can keep track of your position in Hunt.**
 - **Help Phone Numbers when you cannot Find a Clue or need any other Hunt related help**
 - ✓ ***Note - Use the TH App for Solve Solutions***
 - **Other Things you may (or may not) need at any site**
- **Always carry your “Bag”!**















The Thrill of Victory, The Agony of Defeat



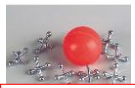


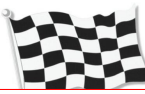

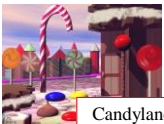

















No Site is more than 10 miles from the previous Site



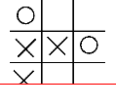









Icon Sheets

Site ID for each Clue Site on Map

A  HALO 2	B  Polo	C  Chinese Checkers
D  Bowling	E  Monopoly	F  Cricket
G  Operation	H  Parker Brothers	I  Hopscotch
J  Barrel of Monkeys	K  Mousetrap	L  Twister

Y  Pin the Tail on the Donkey	Z  Family Feud	AA  Badminton
BB  Ball and Jacks	CC  WarGames	DD  Phoenix Suns
EE  Checkered Racing Flag	FF  Indiana Pat	GG  Candyland
HH  Curling	II  Dodgeball	JJ  Jeopardy

M  Battleship	N  Arizona Diamondbacks	O  Horseshoes
P  Hasbro	Q  Quick Draw McGraw	R  Hangman
S  Who Wants to be a Millionaire	T  Wiffleball	U  Groucho Marx
V  Miner 49er	W  Florist Grumpy	X  Van Morrison

KK  Milton Bradley	LL  Mille Bornes	MM  Tic-Tac-Toe
NN  Billiards	OO  XBOX	PP  Duck Duck Goose
QQ  Weakest Link	RR  Ping Pong	SS  Press Your Luck
TT  Tiger Woods	UU  Mario	VV  Dice

How do we Solve Clues?

- Throughout the evening, the teams arrive at each successive Clue Site to find a problem, puzzle or event which solves to the location of the next site on the map.
- Clues can come in several forms:
 - Puzzles of various types to solve
 - Interactive requiring participation to get a solution
 - Teamwork requiring cooperation to solve the clue
 - Gadgets to work to get a solution
 - Visual Observation to find and solve
- Clues can be simple or complex having one or more layers of solving to reach the answer
- Several Clue Sites will be a Bag Site where the Clues are in envelopes in a Plastic Bag at the Site

Puzzle Sites - Example

Triple Word Score		Triple Letter Score										
Double Word Score		Double Letter Score										
S	C	O	R	E				D				
	R				L	E	X	I	C	O		
	I								D		D	
	S			B	U	T	T	S		G		I
	S							C		I		C
	C							B	R	U	N	O
	R							A		G		I
	O		A	L	P	H		A	B	E	T	O
	S		N					B		O		N
	S		A					L		N		A
			G					E				R
			R									Y
	V	O	C		A	B	U	L	A	R	Y	
			M									
			S						L	E	T	T
											E	R

A = 1
B = 3
C = 3
D = 2
E = 1
F = 4
G = 2
H = 4
I = 1
J = 8
K = 5
L = 1
M = 3
N = 1
O = 1
P = 3
Q = 10
R = 1
S = 1
T = 1
U = 1
V = 4
W = 4
X = 8
Y = 4
Z = 10

Hunt Site #20 Scrabble

Procedure

- Score the words of a Scrabble Game. Total = 300 or perfect game in bowling

Hints

- New York Times Histogram
- AZ Republic - Feb 17, Section E,
"Ask Us Anything"

Location

- Metzger Residence

Icon on map – "D"

Bowling











S	C	O	R	E				D				
	R				L	E	X	I	C	O		
	I								D		D	
	S			B	U	T	T	S		G		I
	S							C		I		C
	C							B	R	U	N	O
	R							A		G		I
	O		A	L	P	H		A	B	E	T	O
	S		N					B		O		N
	S		A					L		N		A
			G					E				R
			R									Y
	V	O	C		A	B	U	L	A	R	Y	
			M									
			S						L	E	T	T
											E	R

Perfect 300 Game

Description	Word	Points
Original Name of the Game =	<input type="text"/>	<input type="text"/>
Current Name of the Game =	<input type="text"/>	<input type="text"/>
Inventor of the Game =	<input type="text"/>	<input type="text"/>
First Game Factory Location =	<input type="text"/>	<input type="text"/>
Business Partner for Game =	<input type="text"/>	<input type="text"/>
First Public Game Name =	<input type="text"/>	<input type="text"/>
Set of Letters used for Words =	<input type="text"/>	<input type="text"/>
To earn and accumulate Points =	<input type="text"/>	<input type="text"/>
Compiled List of Word Definitions =	<input type="text"/>	<input type="text"/>
Set of Words for Communication =	<input type="text"/>	<input type="text"/>
Arranging Letters to form Words =	<input type="text"/>	<input type="text"/>
Any Character of the Alphabet =	<input type="text"/>	<input type="text"/>
Getting them all would be Perfect =	TOTAL POINTS =	<input type="text"/>

Puzzle Sites - Example

	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____



Hunt Site #5
CRE8IV PL8S



Procedure

- Solve multiple License Plate anagrams and use circled letters "in order" to solve.

Hints

- Background HWOW #6
- T. Hunter license plate
- How do Texan's hold them?

Location

- 7338 W. Foothill

Icon on map – "AAA"

Paper Rock Scissors



Other Past Puzzle Examples:

- Math
- Crosswords
- Sudoku
- Word Search

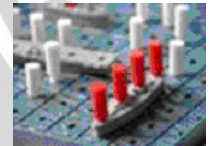
Interactive Sites



Hunt Site #23 Monopoly

Procedure

- Bail Team member out of Jail
 - Use Chance Card from Bag for \$50 at Bank
 - Use \$50 for Bail Fee with Jailer
- Solve Monopoly Board "Property" puzzle to reveal hidden letters around Board which spell out the sentence;
- "YOU SUNK MY BATTLESHIP"



Hints

- You can't get out for Free!
- Everything in it's "Property" place
- North Carolina, South Dakota and Iowa



Location

- 7315 W. Rue De Lamour



Icon on map – "M"

Battleship



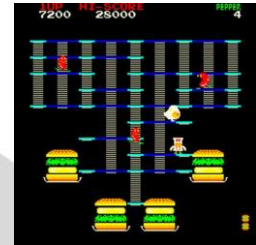
Interactive Sites



Hunt Site #12 Go Fish

Procedure

- Use angling device, attachment "R", fishing license and "suit key" from HWOV to fish correct bottle from pool. Present "fish" and license to Game and Fish Warden for verification. Solve Video Game puzzle.



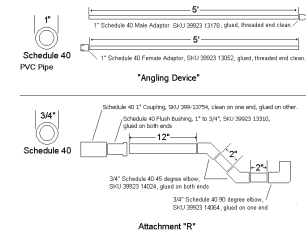
Hints

- Bring your "Angle Device"
- Pictures of Bottles
- No Angling in the Kitchen!
- Game photos and sound clips
- Galaga, Galaxian, Gauntlet, Gorf, Gyruss



Location

- 2108 E. Janice Way
- Icon on map – "NN"
- Billiard balls



• Other Past Interactive Examples:

- Singing to the Bag lady
- Hokey Pokey for Pizza
- Climbing in the Coffin
- Take me out to the ball Game

Teamwork Sites



Hunt Site #22 Tilt Maze

Procedure

- Lift maze using angling device, then guide the egg through the maze. Solve the associations

Hints

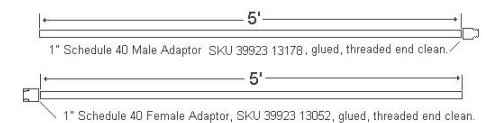
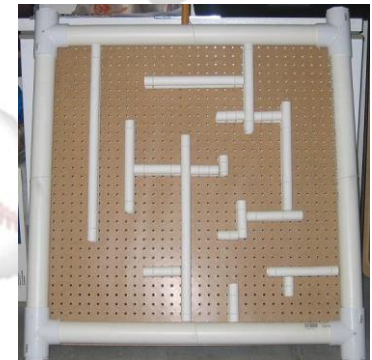
- Prepare to be amazed!

Location

- 5236 W. Waltann Ln.

Icon on map – “E”

Monopoly



"Angling Device"

Teamwork Sites



Hunt Site #9 Inventor Match

Procedure

- Use wires provided in bag to connect Games with Inventors.

Hints

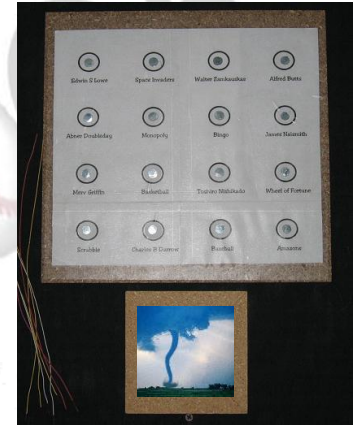
- Zamkauskas, Doubleday, Naismith, Darrow.
- What would Hunt and Paxton play?
- Merv Griffin, Butts, Nishikado, Edwin Lowe
- Patent Number 3,454,249

Location

- 5214 W. Alameda

Icon on map – “L”

Twister



• Other Past Teamwork Examples:

- Retrieve the Bottle (teamwork using strings and rubberband)
- Simon Says
- Raise the Pingpong Balls (blow into tubes together)
- Fill the Bucket
- Piped Sound

Gadget Sites

Hunt Site #4 Piped Sound

Procedure

- Connect PVC Pipe plumbing to complete sound path
- Listen at "Ear" to hear music from Jeopardy.

Hints

- Red, Green listen
- Trebeck followed Pardo
- The Quotidian x 2

Location

- 7442 W. Mohawk

Icon on map – "JJ"
Jeopardy



• Other Past Gadget Examples:

- Lambda Device
- Reflecting Laser
- Lemon Power

Hunt Site #14 Simon Says

Procedure

- Team must successfully complete several levels of electronic Simon Game
- Basketball with clue inside is ejected
- Basketball has symbol which solves to Phoenix Suns

Hints

- Simon Says "Count to 12!"
- The Round Mound of Rebour

Location

- 1255 E. Villa Maria Dr.

Icon on map – "DD"

Phoenix Suns



Hunt Site #19 Family Feud

Procedure

- Solve sequence of flashing LEDs under multiple letters by using every other letter – "Survey Says"

Hints

- Newkirk, Anderson & Borland
- Statistical representation of common interrogative responses

Location

- 3121 W Crocus

Icon on map - "Z"

Hatfield – McCoy Feud Sign



Visual (or Drive By) Sites



• Other Past Visual Examples:

- Vegetable Stand has Corn 12 for a Dollar
- Spinning Wheel in Hardware Store
- Moose in Bar
- Duck, Duck, Goose
- Chinese Checkers



Hunt Site #11 Dominoes

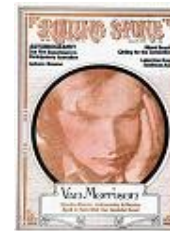


Procedure

- Find "T Hunter recommends" section of video store
- Recognize the use of "Domino" games in modified movie titles.

Hints

- Auger, Pizza and Fats
- "Gathers No Moss" #62 and #111
- His Band and the Street Choir
(1st song on album is "Domino")



Location

- Hollywood Video – 18413 N. Cave Creek Rd

Icon on map – "X"

Van Morrison – Rolling Stone #111



Hunt Site #13 Billiards

Procedure

- Team must look in "kitchen" of pool table where the 3, 8 and 9 balls (Dale Earnhardt, Dale Earnhardt Jr. Bill Elliott) are located and solve the clue to racing.

"Gentlemen, Start your Engines!"

Hints

- It's in the Kitchen
- Great American Race winners who start with E
- "Rack" your brain on what's missing
- Felston & Fats
- $X+Y+Z=20$, where $0 < X, Y, Z < 10$

Location

- 1750 E. Kathleen Rd.

Icon on map – "EE"

Checkered Flag



The Stakes

- **All Sites are marked with Wooden Stakes**
 - Marked with fluorescent orange tape and letters “TH”
 - Has 4 Digit Site “Check In” Number. Should the Check In not work on the App, this Number can be manually entered into the TH App or can be recorded on your Receipt Envelope (Check In Envelope).
 - Look for the Clue within 50 feet.
- **Cross (X) (not at every site)**
 - Stop the car. Proceed on foot to the Site
- **Arrows (Left, Right or Straight)**
 - Following the Arrows to reach the actual Clue Site
 - Not used at every Site.

HELP!!

- Each team will be given a Passcode and a Primary and Backup Phone Numbers in the Hunt Bag.
- When a Clue is difficult to find and/or identify and help is needed, call the Primary or backup Phone Number. Have you Car Number and Passcode ready. Find Help incurs a 10 minute penalty.
- When a Clue cannot be solved, the TH App provides a Help Button where the Solution can be obtained. Each Solve Help incurs a 20 minute penalty. Should the TH App not function, use the phone numbers.
- When to take a “penalty” is more art than science and depends on each Team. Clue solutions are designed to be anywhere from 5 to 15 minutes.

Scoring the Hunt

- As Each Team Arrives, a Team Member needs to quickly (but safely) check in at the Scoring Table. Follow the Arrows.
- When Checking in, bring your Receipts!!!!
- At Check in your Team Number, Arrival Time and Number of Receipts will all be Recorded
- Each Team will be Scored based upon
 - ✓ Total Drive Time
 - ✓ Number of Missing Receipts (10 Min/Receipt)
 - ✓ Number of Help Calls (10 and 20 Minutes)
 - ✓ Late Arrival Penalty (5 min for each min late)
- Teams are Ranked based upon scoring results
- **1st Place Team becomes the new TH Committee!**
- **(be ready to make this commitment)**



Tips for Good Hunting

- Assign responsibilities to Team Members (Driver, Navigator, Keeper of the Bag, Checking In, Help Access, etc.)
- Survey the Map in the beginning and identify all the Icons
- Often more than 1 item copy is provided, so apply teamwork and use them
- Carry your Bag with you at all times, including your Must Bring items.
- “T. Hunter” is a sure fire tipoff that you are on track!
- When in doubt, review “Hints Wise and Otherwise”
- When in doubt, check your Bag inventory!
- Keep track of your time! It may be advantageous to take a penalty.
- Don’t tip off other teams with the solution!
- Be wary of false Sites. A “drive by” of a nearby Map location may seem like a good idea but will likely waste time. Many Sites on the Map are bogus!
- Finish at 10:00. Drive to the banquet. The TH App shuts down any further Check in and Stakes are pulled at 10:00, so further effort is wasted and you risk the Late Penalty if you arrive after 10:30.

Remember... Safety and Courtesy

- **Safety**

- ✓ Only ONE vehicle per team!
- ✓ All team members **MUST** have an operational seatbelt!
- ✓ Please obey the traffic laws! Drive Carefully ... **AND HAVE FUN!**

- **Courtesy**

- ✓ Leave all Sites as you found them! Return materials to proper place. If any damage occurs, call in so we can fix it!
- ✓ Don't hog Clue Site access. After trying to solve, let the next team have access. Rules will be posted when needed.
- ✓ Don't chase other Vehicles. Routes differ for each team
- ✓ Don't steal Solutions. Not cool, Hunting dude!