

At-home Pirate Treasure Hunt Night

Printable Host Pack · v1.0.0

A reusable, no-purchase-required planning packet for staging the ICU O017 treasure-hunt experience with objects you already own.

IN THIS PACK	USE IT FOR
Setup checklist	Room-by-room preparation
Clue path planner	Designing a solvable clue sequence
Host timing sheet	Keeping the experience moving
Reset sheet	Reusing the setup for another group

Safety boundary. Keep paths lit and clear, avoid locked/confined spaces, do not hide clues near heat, blades, chemicals, water hazards, balconies, or fragile objects, and adapt the experience for the ages and mobility needs of your group.

1. Setup checklist

Use this sheet before anyone arrives. The goal is a clear, reversible setup that does not require buying props.

Done	Check
■	Choose a start point and a finish point.
■	Walk the route once with normal room lighting.
■	Remove trip hazards, breakables, and tempting off-limits objects.
■	Pick 4-7 clue locations that can be reached without climbing.
■	Make every clue readable without moving heavy furniture.
■	Prepare one unmistakable reset location for used clues.
■	Tell another adult/host where the final prize or ending note is.
■	Run the full sequence yourself before guests begin.

2. Clue path planner

Write the answer/location first, then write the clue. This keeps the puzzle grounded in a real route instead of forcing the route to fit a clever line.

#	Answer / location	Clue text or mechanic	Fallback hint
1			
2			
3			
4			
5			
6			
7			

3. Host timing sheet

Use broad windows, not a stopwatch. If a group is stuck, a hint is usually better than letting the room go flat.

Moment	Target window	Host cue
Welcome / rules	2-4 min	Explain boundaries; show how to ask for a hint.
Clues 1-2	5-10 min	Observe without correcting unless safety or access is an issue.
Clues 3-5	8-15 min	Offer the prepared fallback hint after sustained confusion.
Final clue	3-8 min	Slow down; let the ending land.
Reveal / ending	2-5 min	Use a note, snack, small object, or simply the completed map.
Reset	5-10 min	Collect every clue and restore rooms before the next use.

Hint rule: a fallback hint should reveal one step, not the whole answer. Example: "Focus on the object that changes when the room gets darker," not "look behind the lamp."

4. Reset and reuse sheet

The experience is designed to be repeatable. Mark what should change before the next run.

Reset item	Done	Change next time
Collect every clue	■	
Restore moved objects	■	
Remove temporary tape/string	■	
Check route lighting	■	
Record clues that were too easy/hard	■	
Replace any damaged paper	■	
Confirm final object/ending is reset	■	

Source family: ICU O017 DIY experience, "At-home pirate treasure hunt night." This packet is an O026 original derivative created for the free download system; it is not a claim that a physical event has been professionally safety-tested.