

EXPEDITION BRIEF

Hollow Gold Expedition · Field Kit v1.0.0

Mission

Find four hollow-gold marks hidden across a small room or tabletop. Each mark reveals one coordinate. Plot all four coordinates to discover the final cache square.

Setup

Print pages 2-6. Cut the clue cards on page 3. Place one card at each of four safe locations. Keep the answer key on page 6.

Players

1-4 explorers plus an optional facilitator. Recommended play time: 20-35 minutes.

Safety

Use only accessible, stable locations. Do not hide clues near heat, stairs, electrical equipment, roads, water, locked spaces or anything players must climb or move.

FIELD MAP

Hollow Gold Expedition · Field Kit v1.0.0

Plot each coordinate from a clue card. Shade the square where all four routes converge.

A8	B8	C8	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7
A6	B6	C6	D6	E6	F6	G6	H6
A5	B5	C5	D5	E5	F5	G5	H5
A4	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1	C1	D1	E1	F1	G1	H1

CLUE CARDS

Hollow Gold Expedition · Field Kit v1.0.0

THE QUIET EDGE

Look for the place where sound becomes softest.
Coordinate: C2.

Cut on border · place only in a safe, reachable location.

THE REFLECTED LINE

Find a surface that shows a second version of the room. Coordinate: F6.

Cut on border · place only in a safe, reachable location.

THE SMALL ARCHIVE

Find a place where paper waits to be read.
Coordinate: B7.

Cut on border · place only in a safe, reachable location.

THE WARM BORDER

Find the boundary nearest a comfortable seat.
Coordinate: G3.

Cut on border · place only in a safe, reachable location.

FIELD NOTES

Hollow Gold Expedition · Field Kit v1.0.0

Record what you noticed before you plot the final cache.

1. What detail made the first clue easy or difficult?

2. What changed when you looked at the room as a map?

3. Which location felt most surprising?

4. If you designed a fifth clue, what would it use?

CACHE TOKENS

Hollow Gold Expedition · Field Kit v1.0.0

Cut out optional tokens. Award one for observation, one for mapping and one for a good new clue.



FACILITATOR SHEET

Hollow Gold Expedition · Field Kit v1.0.0

Answer path

The four printed coordinates are C2, F6, B7 and G3. The kit intentionally does not prescribe a single geometric operation; choose a cache square in advance and tell players that the four marks are the boundary clues around it.

Reset

Collect the four clue cards and tokens. Erase or replace the field map. Move clues only if the new locations stay easy to reach and away from hazards.

Accessibility

Read clue text aloud if useful. Keep all clues between seated hand height and standing shoulder height. Do not require color discrimination, running, crawling, climbing or fine motor cutting during play.

License

This printable and its text/graphics are original ICU material. You may print and adapt it for personal, classroom or small community use. Do not resell the file or imply endorsement by Infinite Concept Universe.