

Treasure Map

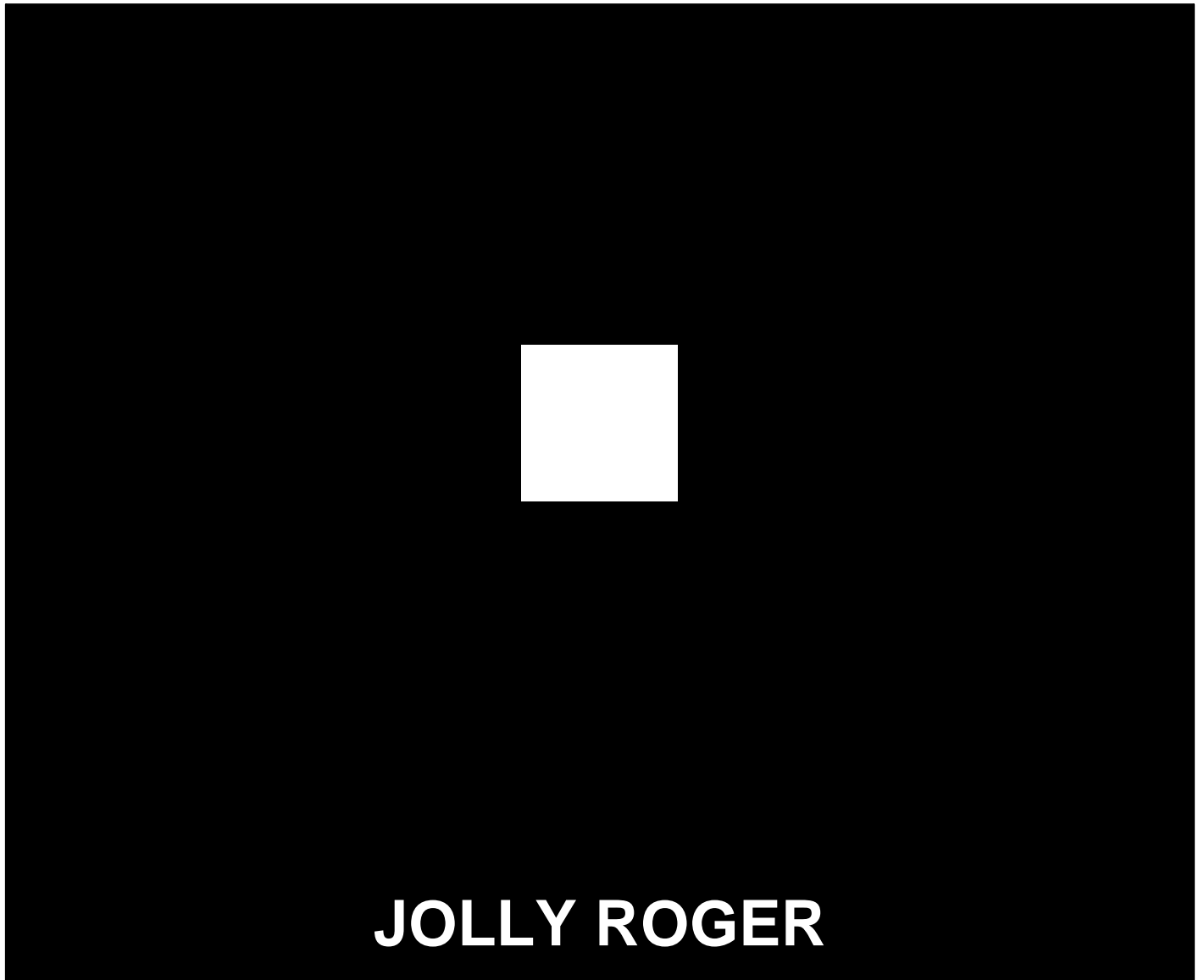
Print, crumple, coffee-stain, dry, burn edges. See the guide for the full method.



Sketched by: _____

Jolly Roger Flag

Cut along the outer line. Tape to a stick. Plant at the start of the hunt.



WANTED Poster

Print one per kid. Have them write their pirate name, draw their portrait, and post on the wall.

WANTED

DEAD or ALIVE

Portrait:

Name: _____

Crimes: _____

Reward: ____ Doubloons

Crew Role Cards

Hand one role card per kid. Cut along the dashed lines.

<p style="text-align: center;"> Captain</p> <p>Reads briefings. Makes final calls. Owns the treasure key.</p> <p>Pirate name: _____</p>	<p style="text-align: center;"> First Mate</p> <p>Captain's deputy. Reads next clue aloud each time.</p> <p>Pirate name: _____</p>
<p style="text-align: center;"> Quartermaster</p> <p>Carries the treasure-bag. Counts doubloons.</p> <p>Pirate name: _____</p>	<p style="text-align: center;"> Navigator</p> <p>Owens the treasure map. Points the way.</p> <p>Pirate name: _____</p>
<p style="text-align: center;"> Lookout</p> <p>First to spot the next hiding spot.</p> <p>Pirate name: _____</p>	<p style="text-align: center;"> Powder Monkey</p> <p>The runner. Sprints ahead, comes back with news.</p> <p>Pirate name: _____</p>

Pirate Cipher Reference Card

Captain's Cipher: shift each letter forward 3 positions. A→D, B→E, ... Z→C.

A	B	C	D	E	F	G	H	I	J	K	L	M
D	E	F	G	H	I	J	K	L	M	N	O	P
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Q	R	S	T	U	V	W	X	Y	Z	A	B	C

Skull-and-Crossbones Cipher: each letter is replaced by a pirate symbol. Sample key:

A	B	C	D	E	F	G	H	I	J	K	L	M
■	■	■	■	■	■	■	■	■	■	■	■	■
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
■	■	■	■	■	■	■	■	■	■	■	■	■

Map-Grid Cipher (Polybius square): find a letter by its row + column. Example: B=12, R=42, E=15.

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

The Pirate's Code

Read aloud before the hunt. Every crew swears to it (or walks the plank).

- I. Every crewmate gets a turn at the wheel.
- II. A clue spotted shall be shouted, never hoarded.
- III. The youngest pirate gets first dibs at the treasure peek.
- IV. No running with the cutlass (or any sharp prop).
- V. A pirate who quits walks the plank.
- VI. Doubloons shall be split fair and square.
- VII. The captain decides — but listens first.
- VIII. A pirate's word is bound by the parrot.
- IX. Help a crewmate stuck on a clue, but never solve it for them.
- X. The treasure belongs to the crew, not the captain alone.

Signed: _____

Captain's Briefing Card

Print and read aloud at the start of the hunt. Performance over precision.

"Avast ye, brave sailors! Gather round and listen close, for I have a tale to tell ye. Three centuries past, the legendary Captain _____ sailed these waters with a chest full of doubloons, jewels, and one cursed compass. A great storm cracked their ship in two, and the treasure was lost. We have found a fragment of his map — aye, this very one in my hand — but to find the rest, ye must follow the clues, solve the riddles, and prove yourselves worthy.

Your first clue waits at _____. Set sail, me hearties — and remember the pirate's code: he who quits, walks the plank!"

Certificate of Bravery

Hand this to each pirate at the end of the hunt. Photo opp guaranteed.

CERTIFICATE of BRAVERY

This certifies that

(Pirate Name)

did, on this day, sail the seven seas, follow the treasure map true, decode the captain's cipher, and recover the lost doubloons of Captain

_____.



Signed: Captain _____ Date: _____