

Printable Scavenger Hunt

Buyer's Bundle

A 14-page kit to evaluate any seller, pick the perfect theme, and run your first hunt this weekend.

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1. 15-Point Quality Checklist

Print this page and bring it to any seller's product description. A quality printable hunt scores at least 12 / 15. If a seller cannot answer one of these questions from their listing, move on.

- **01.** The listing names a specific story or narrative, not just "clues".
- **02.** The age range is stated as a 3-year band (e.g. 6–8), not "kids".
- **03.** A setup guide is included and the page count is disclosed.
- **04.** Suggested hiding spots are mentioned in the description.
- **05.** Duration is given as a range (e.g. 20–30 min), not vague "fun for hours".
- **06.** Indoor and outdoor variants are described or one is clearly marked.
- **07.** Themed printable extras are listed (map, certificate, character cards).
- **08.** Preview images show real PDF pages, not stock photos.
- **09.** Number of clue stations is stated (e.g. 8–12).
- **10.** Difficulty calibration is acknowledged (one age, multi-age, mixed).
- **11.** Reusability / reprint license is explicit.
- **12.** Refund or update policy is visible somewhere on the site.
- **13.** Recent customer reviews mention the actual hunt, not just delivery.
- **14.** A contact email or support channel exists, not only a form.
- **15.** Last-updated date is shown for the kit (not just the listing).

Total score: ___ / 15 **Verdict:** 12+ buy 8–11 ask questions under 8 skip

2. License Comparison Cheat Sheet

The license is the most-skipped section on every printable listing. It is also the line that determines whether you save or lose money long term. Use this table to translate license jargon into what you can actually do.

License Type	You Can...	You Cannot...
Personal, unlimited	Reprint forever; share files inside your home.	Sell, print, share, or repost the PDF.
Personal, single use	Print once for one event.	Re-download or reprint without a new purchase.
Classroom / small group	Print one copy per child in a single classroom (up to 25-30).	Use for multiple classes without buying again.
Commercial	Run the hunt as part of a paid party-planning service.	Resell the PDF, library, or business.
Editable template	Change names, change colors, add inside jokes.	Resell or use the PDF for profit.

Red flag: any listing without a written license at all. Default to the strictest interpretation — and choose a seller who states the terms clearly.

3. Seasonal Buying Calendar

Buy at the right moment and you save money, dodge stockouts, and get the freshest version of the kit.

Theme	Buy By	Why It Matters
Valentine's Day	Late January	Discounts disappear in the final 5 days.
Easter	3 weeks before Easter Sunday	Sellers refresh hunts a month ahead — you get the updated edition
Summer / Outdoor	Mid May	Memorial-Day bundles often appear; nature kits peak June–August
Halloween	First week of October	Inventory stable; by Oct 25 best sellers cap downloads.
Christmas	Mid November	Annual refresh hits early November; servers slow late December.
Birthday hunt	2 weeks before party	Time for test print + edits without panic.
Pirate / Detective / Unicorn (evergreen)	Anytime — watch August + Back-to-School	Back-to-school; promotions cluster around back-to-school and BFCM

4. Theme-to-Group Decision Matrix

Use the rows to match a theme to your specific group in under a minute.

Theme	Best Age	Energy	Setup	Pick If...
Pirate	5–10	High	Med	Outdoor, mixed ages, treasure-chest finale.
Detective	8–14	Med	Med	Rainy day, indoor, logic lovers.
Unicorn / Fairy	4–8	Med	Low	Magical birthday, costumes welcome.
Dinosaur	3–8	Med	Low	Curious kids who like learning facts.
Space / Alien	6–12	Med	Med	STEM-leaning, longer attention.
Forest / Nature	5–12	High	Low	Park trip, summer camp, outdoors.
Murder Mystery	14+	Low	High	6–12 adults, dinner-party evening.
Christmas / Easter / Halloween	4–12	Med	Low	Holiday-tradition activity.

60-Second Decision Tree

Q1. Oldest player under 6 → Q2. 6–12 → Q3. 13+/adult → **Murder Mystery**. Done.

Q2. Indoor → **Unicorn** or **Dinosaur**. Outdoor → **Nature** or simplified **Pirate**.

Q3. Logic / mystery → **Detective** or **Space**. Action / outdoor → **Pirate**. Birthday party → **Birthday Scavenger Hunt**.

5. The "Kitchen Detective" Starter Hunt

A complete 6-clue indoor hunt for ages 6–10. Runs in 20–25 minutes. The only props needed are six envelopes, a roll of tape, and a small final prize (snack, certificate, or trinket). Print pages 7–13 and follow the host briefing below.

Story

The neighbourhood's favourite cookie has been stolen from the kitchen. The Kitchen Detective (your child) must follow six clues hidden around the home to find the missing treat — and the thief.

Setup (10 minutes)

1. Print pages 7–13. Cut along the clue card lines.
2. Place each clue in an envelope and label the outside with the clue number.
3. Hide the envelopes following the table below. Adjust to your home.
4. Hide the final "stolen cookie" prize where Clue 6 directs.
5. Hand the player **Clue 1** to start.

Clue #	Hide it...
1	Hand to player directly to start the hunt.
2	Inside the fridge — taped to the milk or juice carton.
3	Under a sofa cushion in the living room.
4	Inside the bathroom sink cabinet or near the toothbrushes.
5	Inside a book on the nearest bookshelf.
6	Taped to the inside of the front door.
Prize	Wherever Clue 6 sends them (a kitchen drawer is classic).

CLUE 1

Welcome, Detective

A cookie has gone missing — but the thief left a trail!

Your next clue is hiding where milk is kept cold,
beside the carton, look closely and bold.

CLUE 2

The Cold Case

Well done, Detective!

Now sit and rest, but only for a beat —
lift the cushion where families take their seat.

CLUE 3

Soft Couch Secret

Nice work!

The next clue's hidden where toothbrushes grin —
open the cabinet and peek within.

CLUE 4

Bathroom Breakthrough

You're getting close, Detective.

Find a quiet shelf where stories are stacked,
between two pages your clue is packed.

CLUE 5

Between the Pages

Almost there!

The thief was last seen heading outside —
check where guests enter and goodbyes collide.

CLUE 6

The Final Door

Final clue, Detective!

The cookie was hidden by someone quite sly,
open the drawer where the silverware lie!

6. Host Briefing — Read 5 Minutes Before Play

Before You Hand Out Clue 1

Pre-walk the hunt. Solve every clue yourself in the actual rooms before the player arrives. Make sure the fridge, sofa, bathroom cabinet, bookshelf, front door, and silverware drawer all hold what you expect.

Set a soft timer. Tell the detective they have 25 minutes before the cookie "vanishes for good". A phone timer is enough — the urgency is in the framing.

If the Player Gets Stuck

After 90 seconds of no movement, hand them a verbal hint — read the second half of the rhyme out loud. **After 2 minutes,** point at the room. **Never** point at the exact hiding spot — they should always uncover the clue themselves to feel the win.

If the Player Finishes Too Fast

Add a "case report" step: ask the detective to retell the case in three sentences before the cookie is "released" from evidence. Buys five satisfying minutes and turns the win into a small ceremony.

Award the Title

Hand the player a piece of paper that reads "**Official Kitchen Detective — Case Closed**". Sign it, date it, and stick it on the fridge. This is the moment most parents say their kids remember three months later.

Loved this starter hunt?

Browse 27+ complete story-driven scavenger hunts at riddlelicious.com/shop — pirate, detective, unicorn, space, dinosaur, holiday, and murder mystery editions. All include a setup guide, suggested hiding spots, themed printables, and the same unlimited-reprint license you found in this checklist.