



# Blue-Light Hunt

Jen Hurler & Mike Gruber



# What is a treasure hunt?

- A treasure hunt is one of many different types of games which can have one or more players who try to find hidden articles, locations or places by using a series of clues. This is a fictional activity; treasure hunting can also be a real life activity. Treasure hunt games may be an indoor or outdoor activity. Outdoors they can be played in a garden or the treasure could be located anywhere around the world.
- [http://en.wikipedia.org/wiki/Treasure\\_hunt\\_\(game\)](http://en.wikipedia.org/wiki/Treasure_hunt_(game))

# What is Blue-Light Hunt?

- ❑ A treasure hunt utilizing the unique locations of The College of New Jersey
- ❑ Players will be lead across the campus based on the emergency blue-light telephones



# Emergency Blue-Light Telephones, you say?

- Have been placed in strategic locations around TCNJ campus for use by the public and provide a direct link to the Communications desk.



One of the many Blue Emergency Light Telephones on campus.



## CAMPUS MAP



- Map of campus with all of the locations of the Blue Emergency Telephone Lights
- from Annual Security & Fire Safety Report 2010
- originally 18, now over 50



# Why Blue-Lights?

- ❑ Perfect for night time play as they are meant to be easily seen at night
- ❑ Locations will bring players across the small TCNJ campus
- ❑ Students will receive the added bonus of learning the locations of lesser known lights



# Set Up

- ❑ Clues will be attached to blue towers before the game begins, and marked as to which team it belongs to.
- ❑ Not every blue light will be used as part of a team's treasure hunting path (checkpoints)--there will be some orphaned ones
- ❑ There will also be tokens on every tower, including orphans



# Gameplay

- ❑ Players split up into two teams & given a starting clue, a map of the campus with blue lights marked, and a pencil. Clues lead players from one blue light to the next. At each light, there is a clue to the next one, until a final clue leads both teams to the same building. Points are awarded for each light checkpoint, as well as for detours, side quests, and tokens. When both teams (containing all players) reach the final destination, points are counted and the team with more points wins.
- ❑ Detours & Side Quests
- ❑ Time Stealers & Time Guards
- ❑ Point System



# Detours & Side Quests

- ❑ Some towers would have detours, where a team must travel to a different location in the TCNJ mythology to pick up their next clue
- ❑ abandoned house, lion statue, bamboo forrest, etc.
- ❑ Side Quests are packaged with some of the clues to the next checkpoint. Teams can either do them or skip them and move on to the next clue.
- ❑ Recommended that you send a member of the team while rest move on, but then it becomes difficult to find each other at the end.



# Point Collectors & Guards

- ❑ Teams can choose to make certain players Point Stealers. It's their job to track down blue towers that belong to the other team and take the tokens attached.
- ❑ Can also compete with the other team to seek out tokens from orphaned towers
- ❑ If there is an opposing player stationed at a tower (guard), you cannot steal the token.
- ❑ Teams can decide if they want to have players stay behind to guard towers



# Point System

- ❑ Each checkpoint & detour reached earns a team 5 points.
- ❑ First team to reach goal gains additional 20 points
- ❑ Side Quests earn teams extra 5-15 points
- ❑ Tokens earn teams extra 5 points
- ❑ So even if your team finishes first, you may not win!



# Strategy

- ❑ Because this spans the whole area, teams must use their knowledge of the TCNJ campus
- ❑ Teams must decide what points are worth getting and leaving
- ❑ Teams must devise a way of determining how to regroup when players are sent to steal, guard, and go on side quests, such as creating a central meeting location or a certain call



# Example Clue

- "AIMM for a touchdown"
- You know that the blue light is located somewhere where both the Art & IMM building and the football field are visible. This is an example of a very easy clue.
- clues vary in difficulty



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**Questions?**