

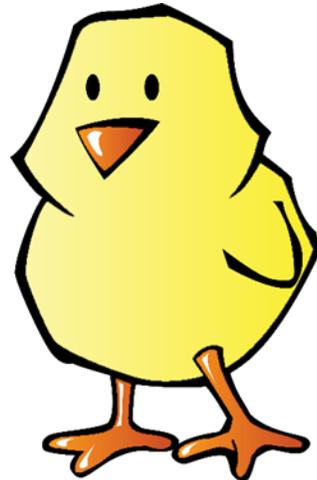
An Amazing Race Explained

Introduction...

I challenged myself with creating a no-phone-needed series of puzzles for the family. The theme of this one is Easter since I prepared it for the week of Easter at the house we all stay in. I used elements that 'The Amazing Race' from CBS uses but kept the pieces on the 15-acre property. This one took quite a bit of time to prepare, because each step was repeated seven times to make sure everyone could participate if they wanted. When setting up everything throughout the property, I was running around early in the morning and using what tools I could get my hands on to set it all up to my liking.

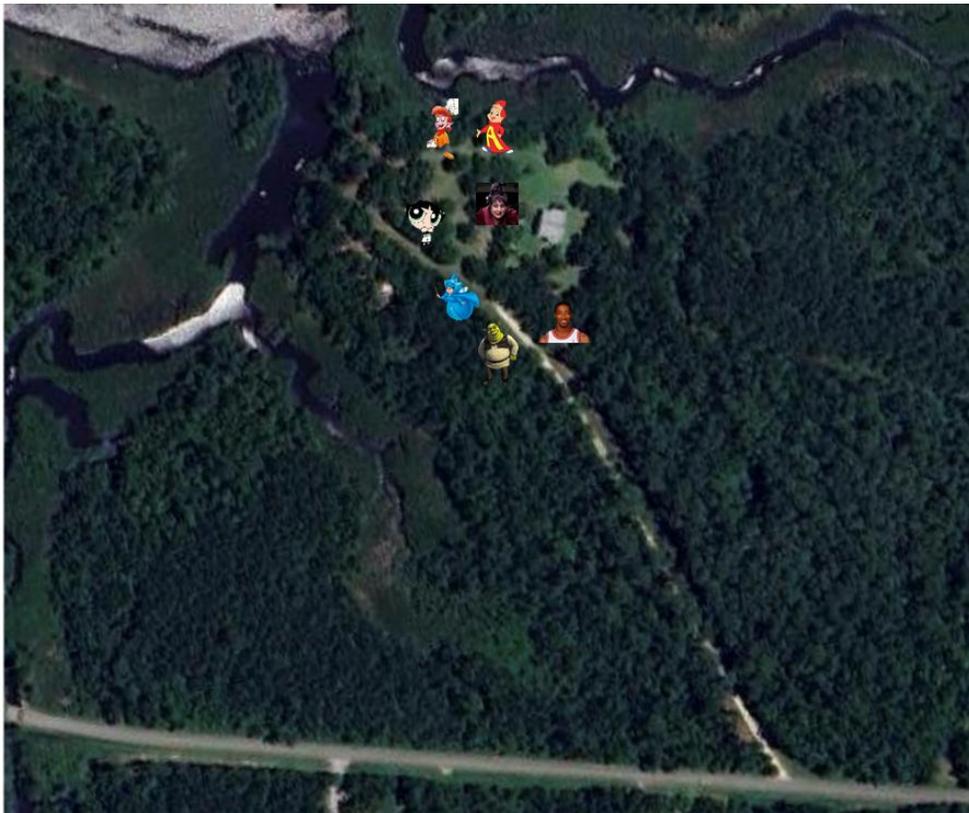
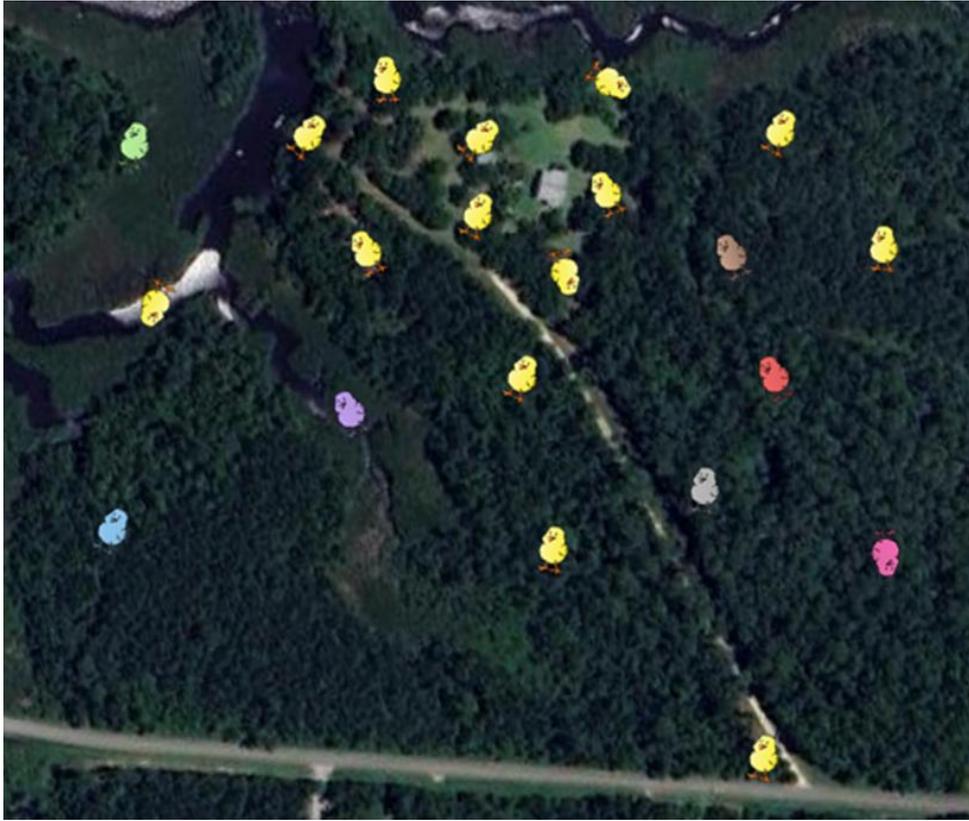
Contents...

- A booklet of puzzles created by yours truly (attached at the end)
- A plethora of cutouts of characters, instructions, and maps laminated
- Fabric scraps
- Envelopes
- 7-day pill box with holes drilled to lock each day
- 7 3-digit combination locks
- 8 mini-Lego kits of Disney characters
- Printout of instructions for the Lego kits
- Toolbox
- Not inflated balloons
- Yarn
- Different lengths of string
- Marbles
- Plastic dinosaur figures
- Nails
- Plastic pink balls
- 7 golden eggs



The setup...

I pre-made maps for the players to use so I was able to use those as references to run around the yard and place objects. One thing I depended on was some of the woodsier areas being cleared up to make the playing field much larger.



The two pictures above are the same map, but with different indicators that I would need to place puzzles and props at. The easiest way to continue through this explanation is walking through each step that the players had to go through.

On your mark, get set, go...

The players started in the living room in the house. They saw on the table three laminated cartoons that each had a place labeled on the back of them and instructions to choose wisely:



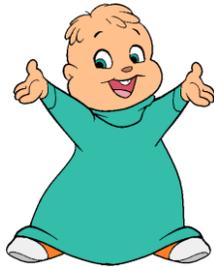
The locations on the back of each were barn, mailbox, and dock. I then handed them a booklet which is included at the end of this document that had a few puzzles and the introduction to this race. The puzzles included a word search, a maze, a crypto-quip, and a map with the little chicks like the one above. When the word search was completed the remaining letters in the grid spelled: I WONDER WHAT THE SHAPE OF THE MAZE IS. IT WILL BE USEFUL! The completed maze is the shape of a bunny and then the crypto-quip says: TO BE USED THROUGHOUT: IF YOU RECEIVE A CLEAR CARD, LINE A SYMBOL UP ON THE MAP.

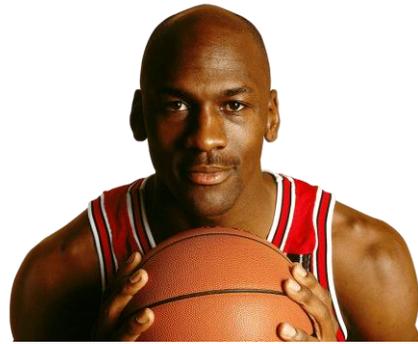
Now the players look at the cutouts on the table and deduce they should go to the barn and thank goodness because the mailbox and the dock are quite far away compared to the barn. When they make it to the barn, they will find a toolbox containing instruction booklets for different Lego figures, a clear card with two small chicks, one red and one yellow, on them tied to the toolbox, and instructions telling each player to only take one booklet and leave everything else. Based on their previous instructions, when they line the red chick up with the red chick on their map, the yellow one lines up with one that is on the other side of the house. Here I have set up a table and placed myself here as a checkpoint for everyone.

When the players make it to the table, they find several small baggies with Lego pieces. Each baggy has a number written on it that would match the booklet they took from the toolbox. When each player completes the instructions, they present the final product to me, and I hand them their next clue.

The player is handed an envelope with a day of the week written on the outside. The contents of the envelope include a clear card with two chicks and a sheet of paper with three rows of varying fabric scraps taped to it. The players line the chicks up according to the color and then go off to the part of the woods that are marked. There they will find four trees marked with a larger chick that they have come to know. At the base of one of them is a seven-day pill box with three-digit combination locks locking each box. The other three trees have pieces of fabric nailed to them in a 2-by-3 grid and a piece of yarn fastened to the upper right corner. To know which tree each player needs to go to, they can see that one of the fabrics they have taped to their paper is only on one of the trees. When they find the correct tree, they need to take the yarn and wrap it around the corresponding nailed fabric. If they do this for each row, they will get three numbers. Think of it like this, let's convert a row of fabric to a row of letters: A, C, D, B, F. Now instead of fabric in a grid, it is letters:

Upon solving this crossword, the players needed to unscramble the highlighted letters from the puzzle which is FRONT PORCH. When they race back to the house to the front porch, they will find another map on the table. This map, however, is the one from above with all the characters on them. There is also another red herring ball and a UV light on the porch just for some added fun for me. At this point the player recognizes that the character taped to their envelope goes with another on the map which should lead to the third, because I chose trios for this part...





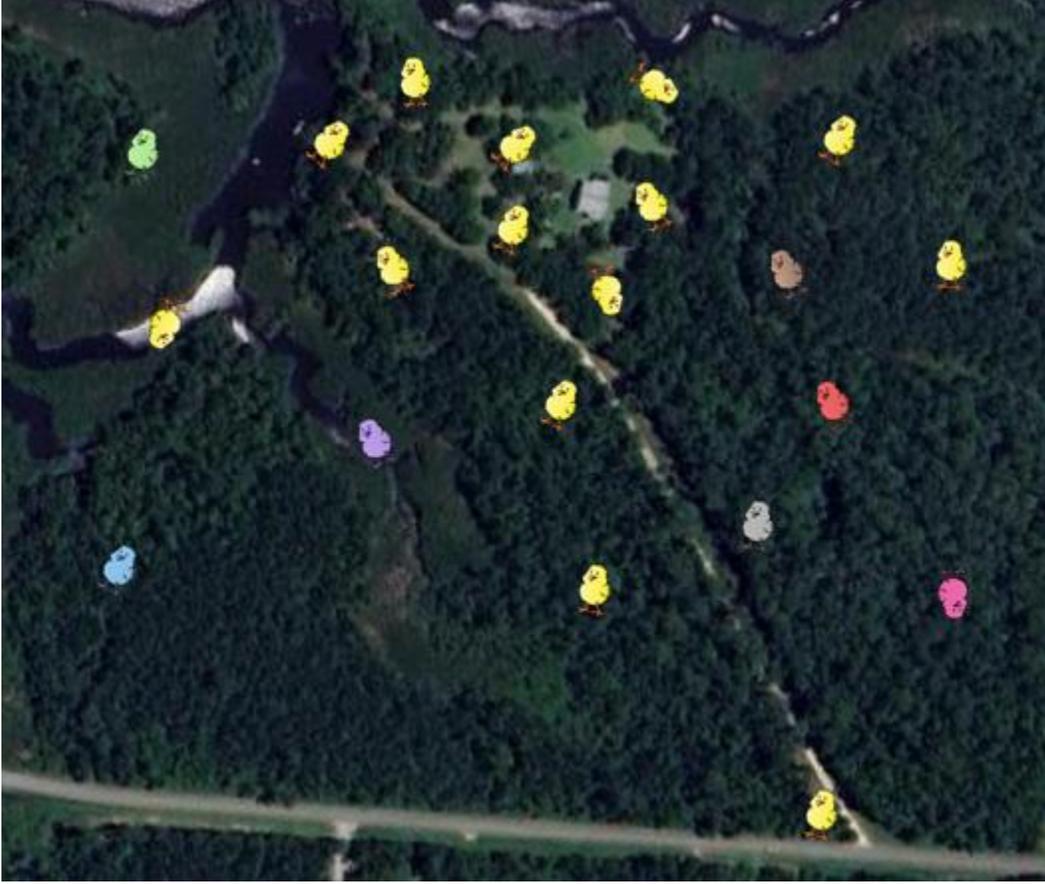
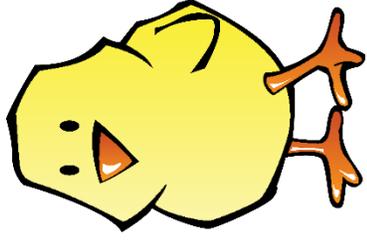
Each player runs back out to find their third character who happens to be in the golden egg. When they discovered this, they were instructed in the beginning to touch the bird feeders with their egg, which I would check is the right egg by checking that they had two of the three characters with them.

The race ended with a couple racers running to the bird feeders, which was exciting! I enjoyed this format, but it did have a lot of prep work done beforehand. I also was better about having prizes which were a gift card for first, a bottle of wine for second, and a crisp five-dollar bill for third. If someone finished with a red herring then the places would swap up a little bit or a prize could get claimed, but the only person to finish with one also came in first and kept her prize.



And below as mentioned a couple of times, the workbook as printed...

*An
Amazing
Race!*



It's the AMAZING RACE! You all have teamed up or are flying solo and your objective is to be the first to find a GOLDEN EGG. This is a twist on CBS' competition show The Amazing Race. The premise is simple: Find the tasks, complete the tasks, and get handed the next clue! Once you have found the location of YOUR golden egg, you will race to the bird feeders. The first team to have all members step on the mat with THEIR golden egg wins! Feel free to help each other out, but no sabotaging. If you're told to take one clue, take just one so the teams behind you have a chance. If you find a golden egg that you know is not yours, keep it where it is so everyone has fun!

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

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BARN

BASKET

BAYOU

BUNNY

BUSHWHACKER

CANDY

CHURCH

CRAWFISH

DOCK

EASTER

EGGS

FAMILY

FOOD

GAMES

GOLDEN

HATS

HIDDEN

HORSESHOES

HUNT

JELLY BEANS

LAUGHTER

PASTELS

PEEPS

PICNIC

PUZZLE

SWING

TREES

Z J K L Z H
↓ ↓ ↓ ↓ ↓ ↓
E A S T E R

LS WZ XKZF LRHSXERSXL:

TQ NSX HZYZTCZ J YOZJH YJHF,

OTAZ J KNPWSO XD SA LRZ PJD!

