FOTO-MAP

This variation works just like the normal treasure hunt. The players all leave at the same time and go from clue to clue in search of the treasure. The group that gets to the treasure first wins.

Foto-Map is played similarly except that the clues are photographs. At the starting place each group or team receives a photograph. The photo is a picture of the first clue location and the group must identify that location by looking at the picture. Obviously, you can make these photos either easy to recognize or almost impossible to recognize. Groups should be traveling by car (or bikes, etc.) and they might have to just drive around until they spotsomething that looks like their picture. When they figure it out, they go to the location pictured, and there they are given the next photo. A good game can consist of anywhere from five to 10 clue locations, depending on their difficulty. The group that arrives at the final destination first is the winner. You might give each group a sealed envelope revealing the final destination in case they haven't reached it before a specified time. Before that time each group must turn in that sealed envelope in order to win.