

Interreg - IPA CBC Greece - Albania



Treasure Hunt - EC DAY 2019

The Script

In the burst of WWII a little boy lives in the heart of the stone city of Gjirokaster, Albania. It is the époque of drastic changes as the primitive Albania was awakening into the modern world. The little boy grew to be a great “chronican” of the stone city and his “Chronicle in Stone” is the testament that hides a great value treasure to be discovered.

The Procedure

1. A 12 years old boy in 1930's outfit delivers a map of the stone city that hides a treasure by solving coded messages.
2. A maximum of 10 teams of min2–max5 players each (50 total players) will meet at Bashteja e Teqese
3. Registration will be available at the starting point and at <https://greece-albania.eu/events/day-2019-treasure-hunt-gjirokastra-region>.
4. All players (max 50) will split in two big groups of 5 teams each.
5. The treasure hunting will develop within the UNESCO area of the city so the participants will have to walk the alleys of the stone city, no vehicles are needed.
6. The Head of the Team has to be more than 20 years old.
7. Food and water supplies will be given to each player along with the maps, while throughout the game the players will be indulged with local food and deserts.
8. 2 (two) different loop itineraries starting from Bashteja e Teqese are designed for the 2 groups of teams.
9. Each of the 2 loop itineraries includes 10 spots to discover connect to each other, without overlap.
10. Two teams from each group will set off to their different directions at a time, thus 5 couples of teams will kick off their start in a time distance of max 5' from each other. See rules below.
11. Teams of the same group may go through the same spot, but the clues will be different for each.
12. Organisers will engage extras to play roles in each spot (Chronicle in Stone's characters women or more). Each extra will act as a clue bearer by citing a line/sentence from the book or city facts to each team that will orient teams towards clue solving. Representatives from the organizing committee will be in each point of the Treasure Hunt.
13. Upon finding the clue each member/team will receive a section of a drawing/mosaic that will reveal the treasure.

14. Photographing and videotaping of players and game will be prior agreed
15. Upon reaching Bashteja e Teqese as the start and finish spot, the teams will compete between them for a final award aka THE TREASURE

The rules

1. There is one puzzle to be solved in each spot for each team, therefore 100 clues that will reveal 100 facts about the city (5 teams x 10 spots in each itinerary x 2 =100).
2. Every puzzle earns the team 10 points if solved in 5 mins, in less than 5 minutes, it gets additional 15 points, but for every additional minute, the team loses 1 point.
3. The team spends a max 15 mins at each spot in order to find the clues, that is 2 ½ hrs for the whole game.
4. After 15 minutes the time has passed so the Team will get to the next spot, but no points.
5. With the participation in the event you agree to be photographed or taped for the needs of the Programme and Project.
6. You will be informed for any changes to the Rules of the event.

Equipment provided

1. Backpack
2. Notebook
3. Pen
4. No internet access