

Embark on a cheerful treasure hunt with Ho! Ho! Hunters!, where your team will enjoy a merry quest through the nooks and crannies of a location of your choice. Equipped with iPads loaded with our cutting-edge Treasure Hunting software, your team will navigate GPS 'hotspots' to complete seasonal challenges and encounter costumed characters along the way. Each hunt is entirely unique and customized to your chosen location, filled with local quirks, and fun seasonal facts. Your adventure will include a variety of challenges, such as Christmasthemed general knowledge questions, festive photo challenges, and seasonal scavenger items.

There's something for everyone, allowing all team members to showcase their skills as you race to the finish. The map shows your location in real time so there's no tricky, old-fashioned map reading; but it also shows the locations of all the other teams too. Our Treasure Hunt technology keeps teams connected and competitive throughout the event. With an interactive scoreboard, you'll always know who's in the lead, and you might even bump into rival teams for some competitive fun.

We provide complete event management from start to finish, assisting you in finding suitable start and finish locations for your quest. Whether you prefer a city or rural setting, the hunt can be tailored to meet your needs. We can even theme it to your company or event by loading your logos and artwork onto the iPads for a personalized touch Our experienced Event Manager will oversee the day, and we'll provide medals for the winning team to take home as bragging rights! No need to worry about the weather—it's an all-weather event, so we've got you covered, rain or shine!

What's Included:

- Bespoke written Treasure
 Hunt
- Apple iPad tablets (1 x per team)
- Medals for the winning team
- Event management and experienced instructors



Optional Extras:

- Themed characters en route
- Upgraded prizes Champagne, Chocolates, Trophies
- Team clothing Shirts, Caps etc.
- Bespoke Tablet graphics/questions