

PERSONALISED ADVENTURE

A Special Mission for
Your Name Here
in (your chosen location)



DISCOVERY
GAMES UK



MISSION BACKGROUND

Memo Received from MI5



TOP SECRET

Intelligence received regarding level 2 breach to National Security. Rogue agent attempting to sell top secret British data to foreign nationals. Coded message intercepted via unusual channels. Assistance required to discover 2-char cypher key so we can decode the message and take action.

Coded message reads: _____3N66A25Q.72.52CNY.
ON1X.NPP2817.EMIFR5.V6.VY29RTR25TRK_____End.

Mission Overview

What top secret information is the treacherous agent planning to leak? According to sources, clues to the 2-character cypher key mentioned in the memo are scattered all around the area shown on page 8. Some of the clue locations are marked on the map, others are to be determined from the clue wording. Can you and your team visit the locations, work out the answers to the clues and help MI5 out of this pickle?

There are points to be won for each section of the mission you successfully attempt, and a reward for the team with the most points.

--Good luck! The nation's security is in your hands!--

----- HERE ARE YOUR INSTRUCTIONS -----

- Working in teams, study the clues and the map.
- Work out a plan, a route and a strategy for scoring points.
- Visit the clue locations, solve the clue and write your answers in the grid on page 9.
- Work out the cypher key and decode the secret message.
- Complete as many additional tasks as possible
- Rendezvous at the agreed location by the deadline for a full mission debrief.

Rendezvous location: _____

Deadline: _____

----- How to solve the coded message -----

After you have written your answers into the grid on page 9, some letters and numbers will be in shaded boxes. Delete all of these characters from the keypad to the right of the grid. You will be left with two characters, which may be a letter A to Z or a digit 1 to 9. These two characters indicate an alphanumeric shift cypher, but we don't know which way round it works. For example, if you are left with "AQ" you may need to swap your 'ABC' in the coded message for 'QRS' or you may need to change 'QRS' to 'ABC' and so on.

Use the helper grid provided on page 10 to work out the two possible alphabet shifts. One will allow you to decode the message.

----- Important Information -----

By participating in this event team members accept full liability and understand that they are solely responsible for the safety of themselves and their party whilst engaged in the activity. Discovery Games Ltd cannot be held responsible for any loss or damage to property, or accident or injury to life and limb of participants. You are advised to stay together as a group throughout.

Take care with all road crossings, watching out for bicycles as well as motor vehicles. Some clues are positioned at height, please be careful when looking up. Watch your footing, especially when negotiating steps and kerbs.



Stay away from the water's edge and note the position of life-saving equipment.

Respect the privacy and property of others and in particular any monuments and memorials that are visited.

Task 3: Spy Skills Challenge

Does your team have what it takes to succeed in the high-octane world of espionage? (these are normally scavenger hunt-style tasks and challenges to show how clever you are at finding things, making things and interpreting instructions)

MAX 100
POINTS

SKILL	TASK	DONE (✓)	SCORE
<p>COURAGE</p> 	<p>This is an example booklet This is an example booklet This is an example booklet</p>		/ 20
<p>STEALTH</p> 	<p>This is an example booklet This is an example booklet This is an example booklet</p>		/ 20
<p>COMBAT SKILLS</p> 	<p>This is an example booklet This is an example booklet This is an example booklet</p>		/ 20
<p>RESOURCEFULNESS</p> 	<p>This is an example booklet This is an example booklet This is an example booklet</p>		/ 20
<p>DEXTERITY</p> 	<p>This is an example booklet This is an example booklet This is an example booklet</p>		/ 20
TOTAL			

MISSION INFO

Do not attempt to answer these clues in the order given! You'll need to plan your own route. Not all clues are marked on the map, some you will have to plot yourselves.

CLUE 01

Please note: This is an example booklet so the clues have been selected randomly from various trails and do not correlate with the clue map on page 8.

CLUE 02

Visit FD Roosevelt and identify EIGHT dates nearby. Write in the grid the difference between the earliest date and the one closest to the man himself.

CLUE 03

Hunt for a big cat playing with a ball. Then hunt around for the Devonshire coat-of-arms. The date it was placed here should be written in the grid, using the format mmyyyy.

CLUE 04

Identify this tile and write in the grid the only whole word which appears above it.



Tradecraft Tip:

"Here you will find some kind of incredibly witty quote or tip."

CLUE 05

Spot three black posts to learn which town in Kent SLB is from. Write in the grid the consonants only from this place name.

LIE DETECTOR 01

An interesting spy themed / client themed / location themed "fact" which could be:
TRUE OR FALSE?

CLUE 06

Outside the ROUND CHURCH, find a cube. Write down the name of Thomas and Mary's eldest son.

CLUE 07

Look for the bloke with the beard and do the arithmetic above his head!



CLUE 08



Look up! How many triangles in total inside the two innermost concentric squares? Count carefully!

LIE DETECTOR 02

An interesting spy themed / client themed / location themed "fact" which could be:
TRUE OR FALSE?

CLUE 09

Find a mother and child in the Market Place and they will tell you the surname of the man who was the Mayor of Kingston upon Thames in 1878.

CLUE 10

In Memorial Square, discover who is welcome below number three and write it in the grid.

CLUE 11



Find out what is missing from this picture. Enter it into the grid without spaces.



CLUE 12



Find the White Knight. If 8/5 is salvaged and 2/1 is continuous then 10/3 should be put in the answer grid.



REMEMBER

You have several other challenges to try and fit in too. Don't forget about the Spy Skills and the Coded Poem to gain the maximum points!

LIE DETECTOR 03

An interesting spy themed / client themed / location themed "fact" which could be:
TRUE OR FALSE?

CLUE 13



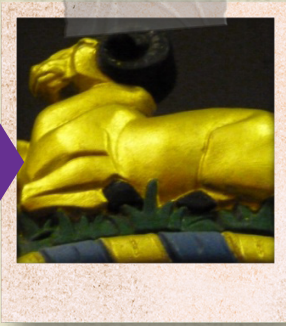
A Golden Castle Tower will lead you to discover the year that a structure was put up.

*Tradecraft Tip:
Here you will find some kind of incredibly witty quote or tip.*

CLUE 14



This is an example booklet This is an example booklet This is an example booklet This is an example booklet



CLUE 15



This is an example booklet This is an example booklet This is an example booklet This is an example booklet

LIE DETECTOR 04

An interesting spy themed / client themed / location themed "fact" which could be:
TRUE OR FALSE?

CLUE 16

This is an example booklet This is an example booklet This is an example booklet This is an example booklet

CLUE 17



This is an example booklet This is an example booklet This is an example booklet This is an example booklet

CLUE 18



This is an example booklet This is an example booklet This is an example booklet This is an example booklet

CLUE 19



This is an example booklet This is an example booklet This is an example booklet This is an example booklet

LIE DETECTOR 05

An interesting spy themed / client themed / location themed "fact" which could be:
TRUE OR FALSE?

Tradecraft Tip:

"Here you will find some kind of incredibly witty quote or tip."

CLUE 20



This is an example booklet This is an example booklet This is an example booklet This is an example booklet



The grid on page 9 should now be complete. Use your answers to work out the cypher key.

CLUE LOCATIONS MAP



WORK OUT THE CYPHER CODE

--Write your answers to clues 1 to 20 in the rows below --

01																				
02																				
03																				
04																				
05																				
06																				
07																				
08																				
09																				
10																				
11																				
12																				
13																				
14																				
15																				
16																				
17																				
18																				
19																				
20																				

---- KEYPAD ----

D	Q	K	3
G	Y	H	W
A	9	L	S
B	T	J	7
V	X	5	M
F	8	C	E

CYPHER KEY

Delete any shaded letter or number (left) from the keypad above. There will be two characters remaining. Write them in the two bigger boxes. This is your cypher key!

Your cypher key (which may consist of letters or numbers) will help you decode the secret message, but we don't know which way round it works. For example, if you are left with "AQ" you may need to swap your 'ABC' in the coded message for 'QRS' or you may need to change 'QRS' to 'ABC' and so on.



Alphanumeric Shift Cypher

Use the grid to the left to try out the two potential shifts. One of these will unlock the coded message!

Example

If your cypher key is **EB**, either E decodes to B, F becomes C, G is D, etc, OR B decodes to E, C to F, D to G, and E to H, and so on (see example, right).

Imagine the coded message began with **EFDE**.

Take the first character and find it in the purple column. The decoded message could either start with **H** or **B**.

Continue with the remaining letters. Decoded it would read either **HIGH**, or **BCAB**. The correct answer will become clear!

A	D	7
B	E	8
C	F	9
D	G	A
E	H	B
F	I	C
G	J	D

Space for notes / working out

Notes

Reminder of coded message: 3N66A25Q.72.
52CNY.ON1X.NPP2817.EMIFR5.V6.VY29RTR25TRK

MISSION REPORT

Team Name: _____

Decoded message: _____

FINAL SCORES

Lie Detector Challenge	/50
Coded Poem	/50
Spy Skills Challenge	/100
Correct Cypher Code	/200
Correct Decoded Message	/100
TOTAL	/500

Emergency Contact: _____

Let's stay friends:  @DGUIKClueHunts  DiscoveryGamesUK

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