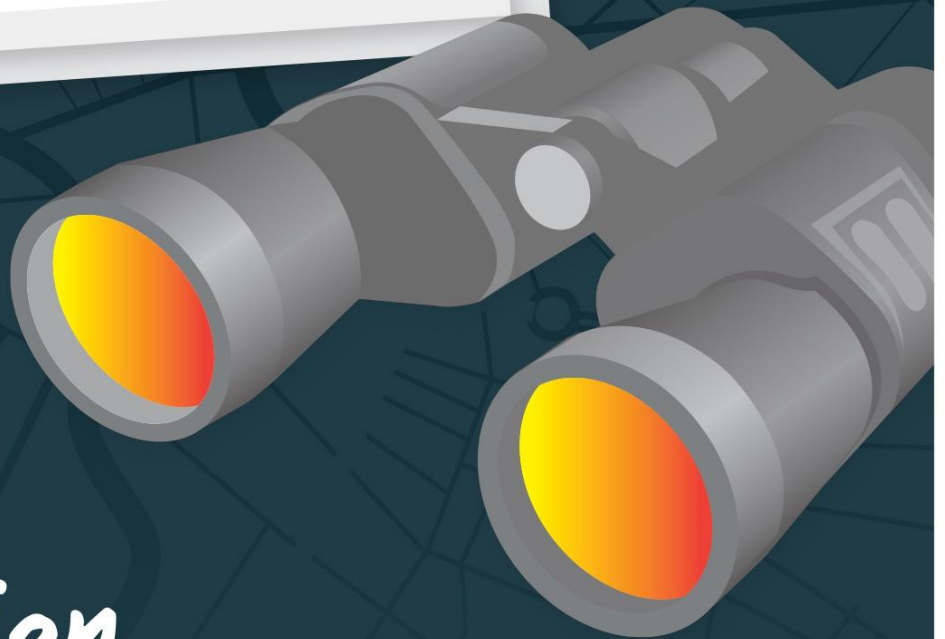




VIRTUAL TRAIL

Foul Play at Buckingham Palace



TOP SECRET

Spy Mission Documents Enclosed



THEME



DURATION



SUITABLE
AFTER DARK



SNACKS
IN FRIDGE



CRYPTIC
CLUES



GOOGLE MAPS
REQUIRED



JUST FOR
FUN

Mission Brief

Agents, you've read the brief, and now we need you to crack the case! We've supplied you with a drone disguised as a duck so you can fly around and solve the clues on this mission.

Your mission begins outside Buckingham Palace's main gates (SW1A 1AA). Get quacking!

Directions

Check that all appears well at the palace, then leave Streetview and use the overhead map view to locate the playground in nearby St James's Park. It's called St James's Park Playground! Once found, reactivate your Streetview mode to stand on the path alongside it.



Clue 01

It appears that whoever set the signal stopped off here for some snacks and left a clue. Act naturally as you try to peek at what you can purchase in between Ice Cream and Hot Dogs.

You only need the letter that appears twice in this word. Pop it in your grid and shuffle away.

Directions

Continue waddling on this path with the lake on your left. Stop when you reach the crossroad of paths by The Park Bridge.

Did you know ducks can make a lot of different noises besides a quack? Let out a couple of hoots, so passers-by don't get too suspicious or too close.



Clue 02

You'll have to hop around a bit to get a decent look at the signposts here.

If your route came this way, how long would it take you to walk from Buckingham Palace to the Churchill War Rooms? Record your answer as a word.



Directions

The swans have heard the high-pitched sound and are already making their way to the palace! Can you see them? Time to get ducking and diving. You'll need a birds-eye view for this one. Fly off in the same direction to the end of the park, but sail off to the left to Ducks Island Cottage before you leave.



Clue 03

Perfect. What better place for you to blend in!? Quickly land yourself on the path near the cottage and examine the access bridge.

Below private, multiply the number of letters in the shortest word by the number of letters in the longest one. Record your answer as a word.



Directions

Can you see that police car behind the trees? They're on your side keeping a lookout, so it's safe to leave the park now.

Shake your feathers again and fly just over the road to reach Horse Guards Road, by the Horse Guards Parade.



Clue 04

See the chap in the next image? How many soldiers, including him, are standing in a row? Convert your answer to a Roman Numeral. Then, below the soldiers, find the shortest word that contains this letter. If A=1, B=1, C=3, etc., convert the first letter of this word into a number and enter it into your grid.



Photofile



Directions

Toddle off across Horse Guards Parade. The arch ahead leads to Whitehall, but you'll need to exit Streetview to get to the other side. Once through, head left to Trafalgar Square. Remember to hiss if anyone gets too close! At the roundabout before the square, pop left down The Mall but stop at the arches.



Clue 05

Looking up, if the A in Anno is 1 and the S in Regis is 29, what are 14, 27, 6, 3 and 21?

Pop this very fitting word into your grid and patter back to Trafalgar Square.

You're doing brilliantly, ducky spies! Mr Greengrass is super impressed with your progress.



Clue 06

In Trafalgar Square, find the one who stands holding the scroll and scabbard you can see in the next photo. If there's a pigeon on his head, approach with caution!

You simply need to work out the oldest possible age he was when he passed away. Only you'll see it's not that simple, is it?? Good luck!

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Clue 07

Hoot hoot! We need you to activate satellite view and hover over The National Gallery to locate the exact part of the building in our image. Then, drag your Streetview figure to this spot, or press and hold on your phone to bring up the Streetview window. You should land in a hexagonal red room. Continued...

Photofile



From Room 11, follow the Way Out sign to reach Room 12. Locate the lady in red who is holding a yellow fan. Face her and count three paintings to your left. It seems our device setter came through here and left a coded message on this painting! Enter the first letter of each of the five words on the inscription on this painting into your grid.

Directions

You'll have to come back and admire the paintings another day - you've got a dastardly device to deactivate and a garden to save!

Let's get back outdoors. Exit The National Gallery and fly off down Cockspur Street, but not too fast, or you'll miss the next clue.

Clue 08

Keep a beady eye out for this Saint in the next surveillance image, and you're one step closer to quacking this mission.

Write the word after ST and the word before HOUSE into your answer grid without a space in between. Good work; there's no fowl clue here.

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Clue 09

Continue swooping down this street, joining Pall Mall, to spot another feathery friend...or maybe not!

Three guards and a female figure stand behind a Nightingale. Who is Nightingale's neighbour? You only need his surname for your grid.

Directions

Agents, it appears we missed a clue earlier, right near the start! It's back at the Victoria Memorial Fountain in front of Buckingham Palace.

Spread your little ducky wings and take flight once more - land by the fountain to solve your final clue.

Clue 10

Approach the Victoria Memorial Fountain with caution. What animal was chosen to guard this queen? There are four of them in total.

Record your answer, but don't get too close. We know you're a drone and not a real duck, but they don't!

Ace work!

Mission nearly complete! It's time to crack the code. See the shaded letters in your answer grid? Cross them off from the Combination Box. The remaining letters, in column order, are the code we need. Submit your answer online, and Mr Greengrass may reward you:

<https://bit.ly/43y0xym>