

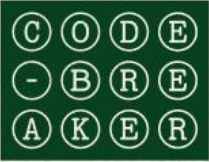
1. FLAGGING FOOTWORK

You have been assigned a grid map, a set of instructions, some flag markers and a drone.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45								
A																																																					
B				X																																																	
C																																																					
D																																																					
E																																																					
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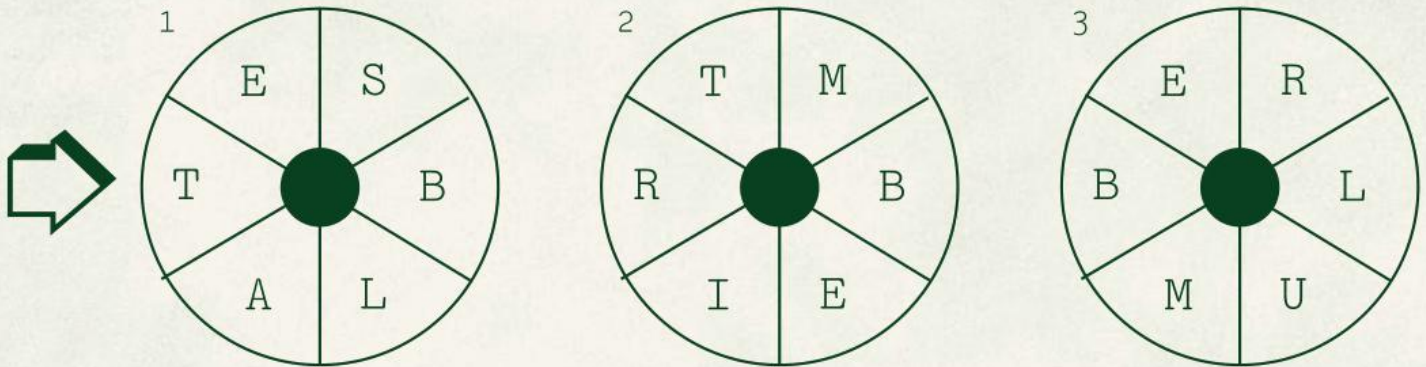
Follow the instructions below, placing a marker at every pace, unless otherwise instructed.

- From the starting point at B4, walk south 16 paces.
- With no markers, walk east six paces.
- Plant your next marker and walk north 16 paces.
- From your current position, locate coordinate R18 and proceed to it as the crow flies, placing a marker at every grid line you cross on your way
- From R18, walk 16 paces north
- Walk east for 12 paces, and south for three paces, with no markers.
- Plant your next marker, walk north three paces
- Take eight paces west, then 16 paces south
- Walk eight paces east, and then three paces north
- With no markers, walk four paces east and three paces south
- Plant your next marker, then walk north for 16 paces
- Retrace your steps for eight paces with no markers, before heading east for six paces
- Turn north, and without planting any markers, walk for eight paces
- Plant a marker, and walk south for 16 paces
- Plant your final marker and send your drone up to relay an aerial image of your keyword to base



2. ROTATION STATION

Rotate the wheels below so that the letters reading across from the arrow can be unscrambled to spell out the answer to the given clue. The letters in the wheels can each form a six-letter word that, along with the central word, can either precede or follow your keyword.



Clue: One who commands

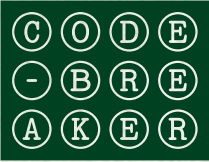
CENTRAL WORD: _ _ _ _ _

WHEEL 1: _ _ _ _ _

WHEEL 2: _ _ _ _ _

WHEEL 3: _ _ _ _ _

Answer: _____



3. CYPHER SQUARE

Use the key grid provided to crack the cypher. Once you have revealed the message, enter it into the solution grid and your keyword will be revealed.

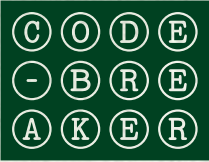
5133512345 41511141 1132511141.
4233424442114451 435351241144424333
2113425555112441 215112432451
53244331515141423322.

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I/J	K
3	L	M	N	O	P
4	Q	R	S	T	U
5	V	W	X	Y	Z

	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								

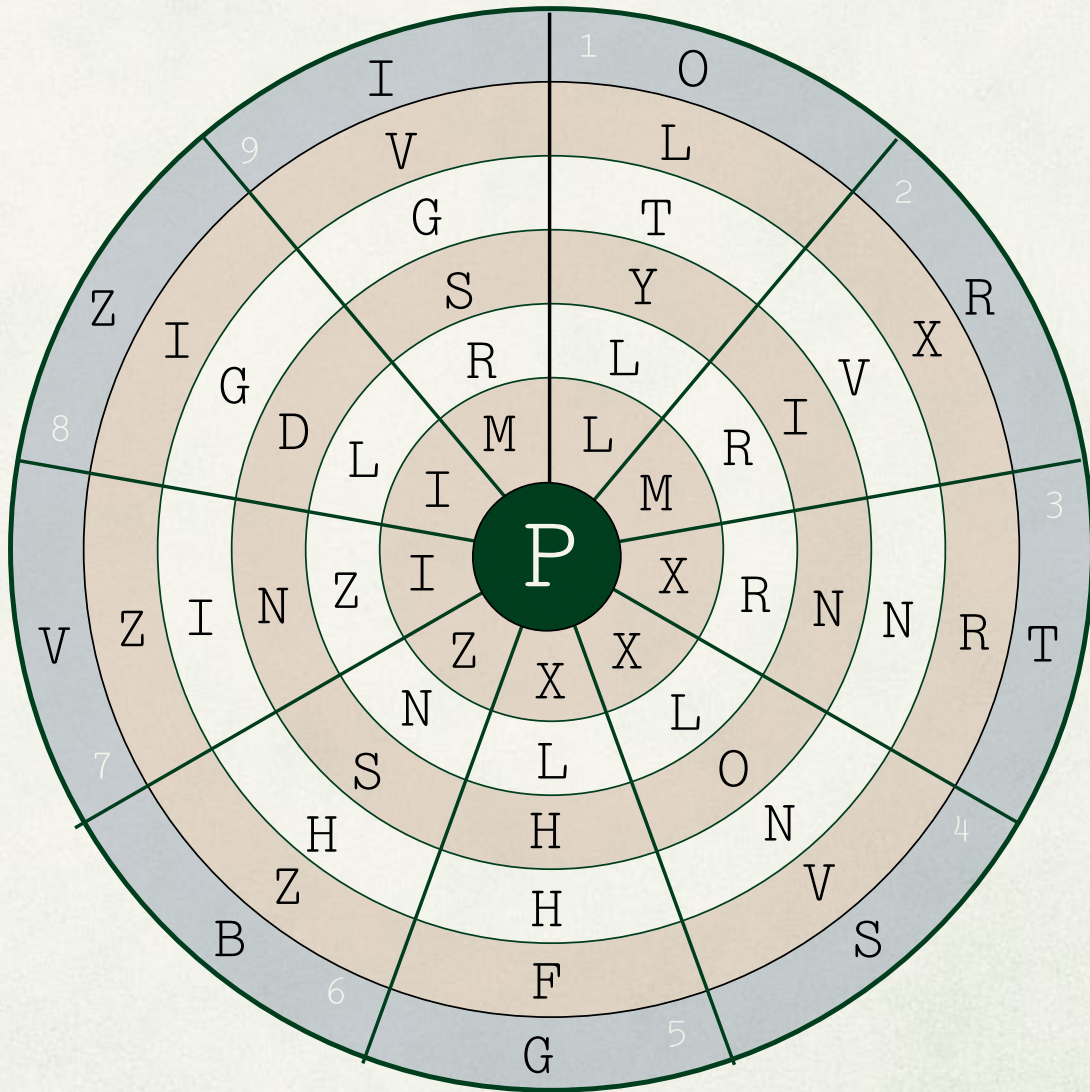
KEYWORD: 417217247367

Answer: _____

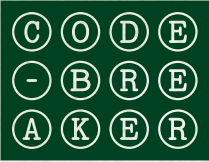


4. TARGET PRACTICE

All of the encoded words around this board end in the target letter. Crack the code and your keyword will be revealed in the outer ring of the target. To help you get started, the target letter is P=K.



Answer: _____



5. WORD SLEUTH

Use your powers of deduction to work out the four-letter mystery word in each of the grids. The four different letters in the mystery word can be worked out by comparing the scores of the clue words. Every letter in a clue word that is in the mystery word is scored with a circle, black if the letter is in the correct place, red if it isn't. So, for example, NODE in puzzle 4 shares two letters with our mystery word, but only one is in the correct position. When you have worked out all four mystery words, you will then need to use your answers to reveal the keyword.

PUZZLE 1

CLUE WORD	SCORE
R E A M	● ● ●
G L U M	● ●
M E A L	● ●
R A G E	● ● ●
B R A G	● ● ●
G R U B	● ●

MYSTERY WORD

				● ● ● ●
--	--	--	--	---------

PUZZLE 2

CLUE WORD	SCORE
R I N D	● ● ●
G I R L	● ●
G A R B	● ●
B O L D	● ●
R O A D	● ●
B I D E	● ● ●

MYSTERY WORD

				● ● ● ●
--	--	--	--	---------

PUZZLE 3

CLUE WORD	SCORE
L O C H	● ● ●
K O H L	● ●
O P A L	● ● ●
P O L E	● ●
C A K E	● ●
C L A P	● ● ●

MYSTERY WORD

				● ● ● ●
--	--	--	--	---------

PUZZLE 4

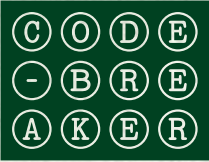
CLUE WORD	SCORE
S N O W	● ●
L A W N	● ●
W E S T	● ● ●
S E A T	● ●
N O D E	● ●
H E A D	●

MYSTERY WORD

				● ● ● ●
--	--	--	--	---------

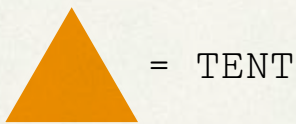
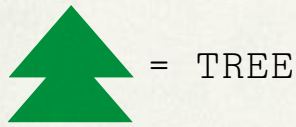
Keyword: 4242

Answer: _____



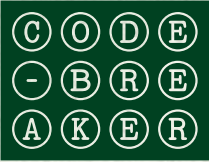
6. CAMP CODE

Every tree has one tent found horizontally or vertically adjacent to it. No tent can be in an adjacent square to another tent (even diagonally). The numbers by each row and column tell you how many tents are there. Can you locate them all? Once complete, the letters of the squares containing tents, read from top to bottom, will spell out your keyword.



C	N	H	D	K	L	I	R	2
S	L	J	T	U	W	Y	B	1
D	N	C	X	D	G	S	X	0
O	M	G	S	O	M	G	B	2
R	Q	M	F	N	E	I	Y	0
O	E	J	P	L	T	C	W	2
J	Y	M	R	K	R	X	I	1
R	S	C	X	N	U	G	E	1
1	2	0	1	1	2	1	1	

Answer: _____



7. RULED OUT

If Nero is I II III IV and Honorius is V IV I IV III VI VII VIII, what are the other Roman Emperors listed below? You will identify more letters as you go along. When you have finished, use the grid below to reveal your keyword.

IX VI IX VII VIII _ _ _ _ _

V IV VIII IX VI X VI XI I _ _ _ _ _

XII XI X VI XIII VII X XI _ _ _ _ _

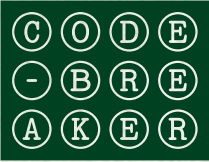
XIV XI X II III VI XI I _ _ _ _ _

XII IV I VIII IX XI I IX VI I II _ _ _ _ _

IX VI XV II III VI VII VIII _ _ _ _ _

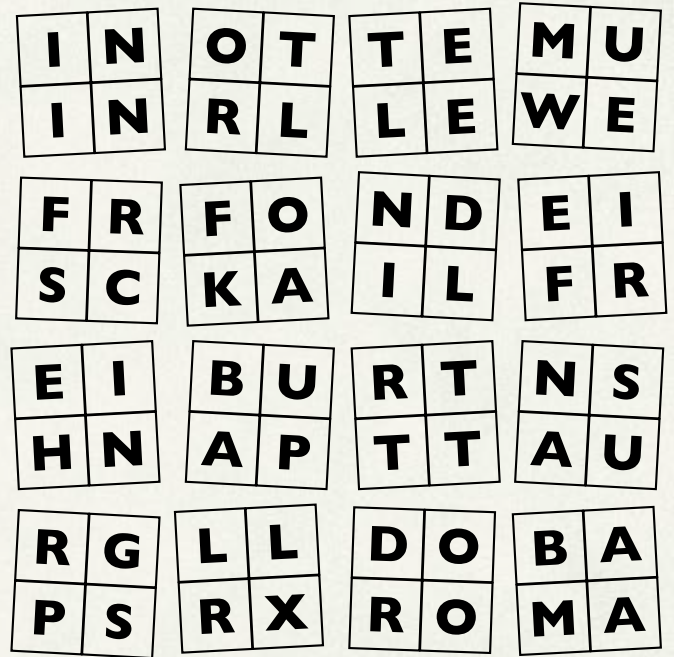
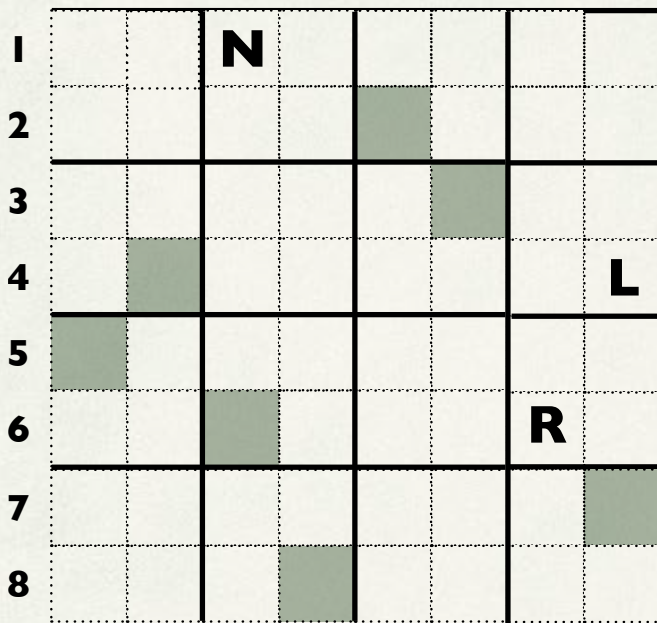
Answer: _ _ _ _ _

D3 F4 B8 C5 A4 E11



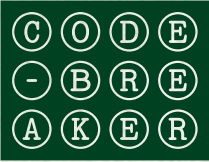
8. THE GERMAN CONNECTION

Fit the tiles into the grid so that a word related to Germany is revealed in each row. Then use the code to reveal your keyword.



KEYWORD: 5362487

Answer: _____



9. LOOK TWICE

Use a well-known cipher to break the code, but you might have to look twice to reveal the message!

UN JAV OLG <A0>G ^JW<

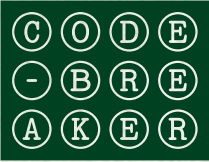
MACT JAV <U00 G0<

JL>G NLA^JAGC ^JLA

JAV> NULG0 0GJ<A>C W<

NLA^JAG

Answer: _____



OPERATION
BLETCHLEY

YOUR CODE BREAKING CHALLENGE

- BERLIN -

SUPPORTING

ABF

THE SOLDIERS'

CHARITY

The Army's National Charity

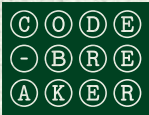
10. FINAL PUZZLE

The answers from the previous nine puzzles can be found as a continuous trail in the grid, but not necessarily in the order in which they appeared. The trail will move up, down, left or right, but never diagonally. Not all of the letters in the grid will be used.

Crack the code to reveal the message.

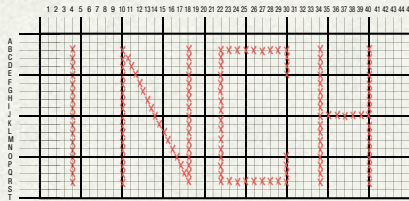
C	H	M	I	Q	P	E	A	R
N	G	R	C	H	T	Y	N	M
I	C	P	R	G	I	G	L	I
M	O	N	O	N	L	C	E	P
T	H	F	A	Y	G	K	F	U
A	P	I	R	G	N	O	L	R
F	X	L	D	K	E	T	R	G
E	T	E	A	I	M	O	E	K
U	G	A	P	L	O	W	V	G

Remember you don't need to crack this code immediately. Take your time, find a quiet moment and have your answers ready by the time you get to the end of your walk. Raise £50 to receive a printed puzzlebook.



ANSWERS

1.
Answer: INCH



2.
CENTRAL WORD: MASTER
WHEEL 1: STABLE
WHEEL 2: TIMBER
WHEEL 3: LUMBER

Answer: YARD

3.

	1	2	3	4	5	6	7	8
1	E	N	E	M	Y	D	E	A
2	D	A	H	E	A	D	I	N
3	I	T	I	A	T	E	O	P
4	E	R	A	T	I	O	N	B
5	L	I	Z	Z	A	R	D	B
6	E	F	O	R	E	P	R	O
7	C	E	E	D	I	N	G	X

Each letter is represented by its coordinates in the square, eg A=11, B=21 etc.

ENEMY DEAD AHEAD. INITIATE OPERATION BLIZZARD BEFORE PROCEEDING

Keyword: 417217247367
Answer: MICRON

4.
The words are encrypted using the Atbash code, so A=Z, B=Y, C=X etc.

The full solution is Logbook, Ice rink, Gimmick, Hemlock, Tussock, Yashmak, Earmark, Artwork, Rethink.

Answer: LIGHT YEAR

5.
PUZZLE 1 - GRAM
PUZZLE 2 - BIRD
PUZZLE 3 - COAL
PUZZLE 4 - NEWT

Keyword: 4242
Answer: MILE

6.

C	N	H	D	K	L	I	R
S	L	J	T	U	W	Y	B
D	N	C	X	D	G	S	X
O	M	G	S	O	M	G	B
R	Q	M	F	N	E	I	Y
O	E	J	P	L	T	C	W
J	Y	M	R	K	R	X	I
R	S	C	X	N	U	G	E

Answer: KILOMETRE

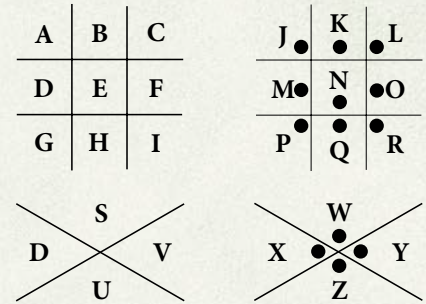
7.
TITUS, HOSTILIAN, CALIGULA,
VALERIAN, CONSTANTINE,
TIBERIUS

Answer: LEAGUE

8.
EINSTEIN, FRAULEIN, DORTMUND,
ROTTWEIL, FOOTBALL, KARL
MARX, FREIBURG, SCHNAPPS

Answer: FURLONG

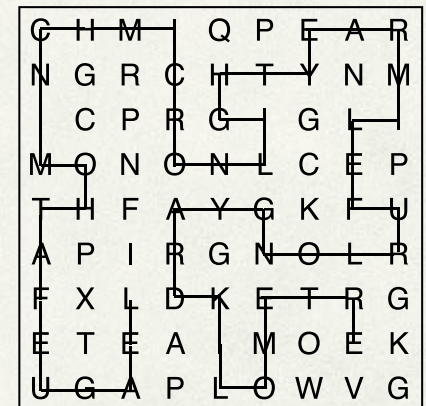
9.
The well-known cypher used here is pigpen cypher. Apply a shift of two to the translated message (as hinted in the intro to 'look twice')



The full solution is IF YOU CAN SOLVE THIS CODE, YOU WILL NOW HAVE FATHOMED THAT YOUR FINAL KEYWORD IS FATHOM!

Answer: FATHOM

10.



Apply a shift of two to the left-over letters, spelling out: ONE PLANE LANDING EVERY MINUTE