

Q4T 2009 Hunt & Solution

The teams had all arrived by 11am at the Field Head hotel near Markfield, Leicestershire and were chatting over coffee – We’d supplied name badges with board names and real names on them, along with the name spelled out in navy signal flags!



The hunt was called to order and the attendees sorted themselves into teams, each team was given an envelope. The hunt setter brandished an archery arrow and said “Follow the arrows”.

Inside the envelope they found the first piece of a map, a piece of paper with a sketch of a bolder on it and a parking ticket (they were told it was valid for all the locations they needed – it also had ‘Bradgate Park’ printed on it).

The “Follow the arrows” comment referred to the map, which marked out their route with arrows. The piece of map also had a phrase written on it to guide them to their next location.



We then dispatched the teams at 10 minute intervals, so they would not be on top of each other as they carried out this first part of the hunt.

The phrase read:

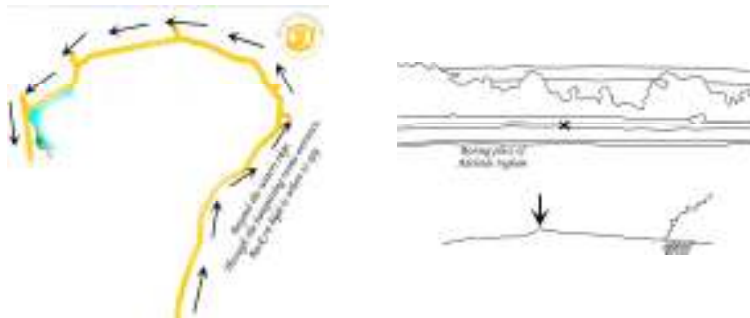
“Find a fresh colony, And run with Mr Christie, Go on a tour,
Between a rock and a holy place, You’ll find me, where I’m not whole.”

‘Fresh Colony’ and ‘Mr Christie’ lead them to Newtown Linford, where there was one of the main Bradgate Park car parks. The ‘Tour’ was really at ‘Tor’ (rocky hill) where they would find their next envelope on a line between the bolder (as sketched)

and the local church. On the sketch there was a small 'X' marking a spot that was a tree with a large knot hole on it – hence “where I’m not whole” (a little homage to ‘A Treasures Trove’).



The 2nd envelope contained a silver pen - which didn't appear to work, but it had a blue LED on one end that lit up when a button was pressed, the next piece of the map and another sketch.



The phrase on the 2nd map piece read:

“Beyond the waters edge, Through the banqueting rooms entrance, Rock on high is where to spy.”

The map showed that they had to pass some water, but this was not what the phrase was referring directly to. There was a house just before the next location called ‘The Waters Edge’!

By standing on the rocky outcrop on the low hill near the car park, as indicated by the phrase and the sketch, they could line up the tree line with the sketch and pinpoint the location of the third envelope. The sketch also showed ‘Resting place of Adelaide Ingham’ which actually referred to a bench dedicated to her, rather than her grave.

The 3rd envelope contained the third piece of the map, a pencil and eraser and yet another sketch.



The phrase on the map read:

“You’ll find it’s with land’ of timber (Antarctica), Between the toes of the second twin, Directly beyond the furthest static electric”

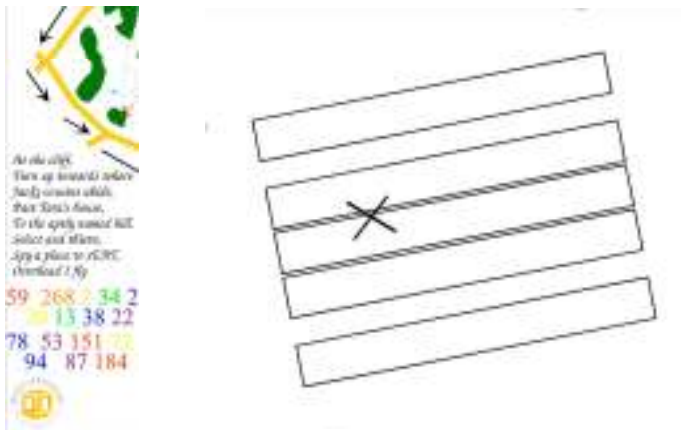
This was designed to lead then to the next car park and then to the roots of the 2nd tree behind a notice about the £1.00 Parking Charge – see photo of signs.



However, all the teams had a problem with this and needed a nudge to connect ‘Static Electric’ with ‘Parking Charge’.



The 4th envelope contained another silver pen fitted with a blue LED along with yet another sketch and section of the map.



The map contained the phrase:

“At the cliff, Turn up towards where Jacks cousins abide, Past Tara’s house, To the aptly named hill, Select and thief, Spy a place to sEAT, Overhead I fly.”

This lead them along the road to ‘Roecliffe Crossroads’ where the left turn would take them onto a road called ‘Warren Hill’ and past a house called ‘Tree Tops’ (quite pleased with these Masquerade references ☺).

The next car park on this road was called ‘Hunts Hill’ where the teams had to park up and follow the map through the woods to the location indicated by the ‘X’. Here they could see a folly called ‘Old John’ on top of a hill, as well as a number of benches and a picnic table (Select and thief – Pick Nick!), the next envelope had been taped to a branch of the tree above the picnic table. The last team was a little over zealous and the branch came off in their hand!



The 5th envelope contained a piece of the map and a length of golden string that was 30.05 metres long.



The phrase on the map read:

“Return to the top of the meadow”

To take them back to the Field Head Hotel.

The teams now had 5 of the 6 pieces of the map – we withheld the 6th (central) piece so that we could even things up and ensure that the first team didn't have a time advantage over the later teams.

The reverse of the map contained 8 coded cryptic instructions/phrases, without the 6th piece of the map the teams could only solve 3 of the 8, so we handed over the central piece of the map, along with a quiz paper about the Tudors, once all the teams had solved the three codes. The map and codes were then complete.



It was a race to crack the remaining codes and figure out what the hunters needed to do next. We had clues available, but none of the teams wanted to get the time penalty associated with getting a clue, so it took about 2 hours before the first team had solved all eight.

Henry's second daughter's royal title colloquially.
Ingredient of mead.

Royal surname.
Lethal weapon.
Good – Henry, poor man's asparagus.
6 son of 8.

Real game played at HC.
The first of the Tudors.
Merrie - , opera.

Latin royal.
The Virgin Queen.
The cinque-pace, the galliard, the pavane, the roundel, the tordion and the volta.

By answering these questions about the tudors you end up with a list of answers:

Tudors etc, answers.

Francis Drake
Rose
Oak
Mary I

Tower
Head
Execution

Fifth
Last
Anne
Grey
Othello
Nine days

Of
North

Hose
I
Good Queen Bess
Honey

Tudor
Axe
King
Edward VI

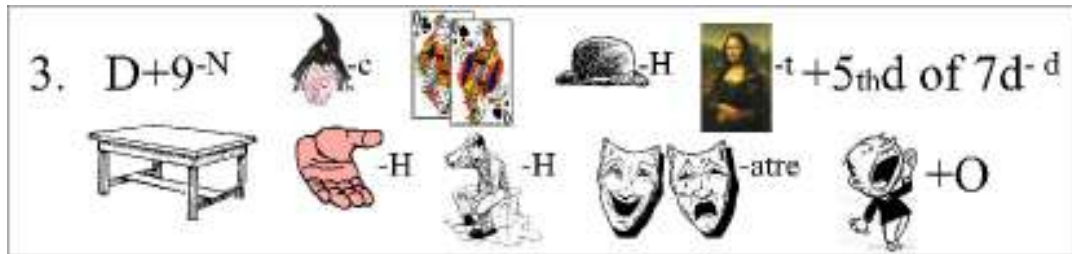
Tennis
 Henry Tudor(Henry VII)
 England

Rex/Regina
 Elizabeth I
 Dances

Taking the first letter from each answer gave the teams the next cryptic instruction:

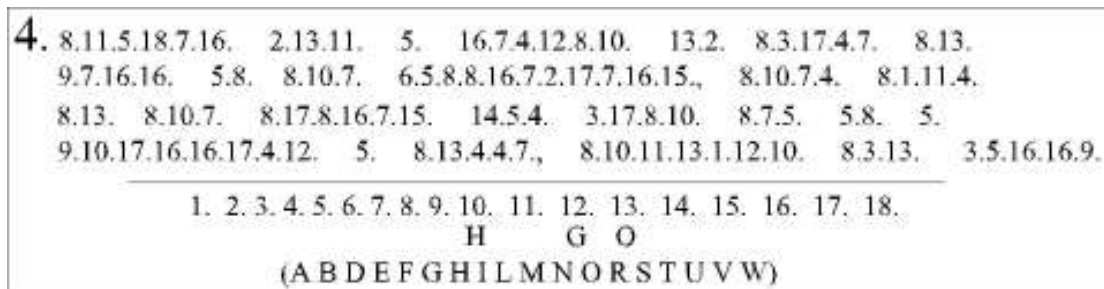
“From the flaggon on high take the red.”

Code 3 was a rebus puzzle of sorts.



Which decoded to give “Dine with two queens at Arthur’s table and eat the yellow.”

Code 4 was a numeric substitution code.



Which could be solved by elements of frequency analysis using english word patterns and decoded as:

“Travel for a length of twine to sell at the battlefield, then turn to the titled man with tea at a shilling a tonne, through two walls.”

Code 5 was made up of navy signal flags.



By using the flags on the various name badges the hunters could put together enough of the alphabet to solve code 5 to give:

“Seek the scientific twins, that stand back to back, risen from the wholesome earth, find the one with just one below, from which read blue.”

Code 6 was another rebus puzzle.



Which read “Weave the three together and find the answer.”

Code 7 was a set of letters with a picture of ET the extra terrestrial.



ET’s catch phrase was “Phone home” this made the hunters look at their mobile phones and they soon figured out that the code was what you would end up with if you turned off predictive text messaging when you typed in the instructions they were looking for.

Working backwards they soon had “View the map away from fishy light”. As most treasure hunters know anything fishy is usually a red herring, but this code was actually an instruction to look at the map under UV light (opposite end of the spectrum from red light).

This revealed the true instruction for no. 7 written in UV ink across the central portion of the map:



“From the yellow corner to the last you found, for as long as a piece of string, till you reach rock bottom, walk then talk.”

Code 8 was another rebus puzzle.



Which read “Holy smoke! It was about Lady Jane”.

Now the hunters had all eight instructions but they didn’t make much sense, but they knew they needed to go back to Hunts Hill (Up and Stalks):

1. “Creep up behind him as you stalkes albert and his brother.”
2. “From the flaggon on high take the red.”
3. “Dine with two queens at Arthur’s table and eat the yellow.”
4. “Travel for a length of twine to sell at the battlefield, then turn to the titled man with tea at a shilling a tonne, through two walls.”
5. “Seek the scientific twins, that stand back to back, risen from the wholesome earth, find the one with just one below, from which read blue”
6. “Weave the three together and find the answer.”
7. “From the yellow corner to the last you found, for as long as a piece of string, till you reach rock bottom, walk then talk.”

8. “Holy smoke! It was about Lady Jane”

At Hunts Hill the hunters discovered a person wearing a bright yellow ‘Albert Einstein’ T-shirt, the back of which bore a message “Find the other, It’s my brother”, thus making sense of instruction 1.

Now, Albert Einstein’s brother would also be called ‘Ein-stein’ or ‘Beer Mug’, which tied into the ‘flaggon on high’ in instruction no. 2.

Looking up the hill the hunters saw the ‘Old John’ folly, which has an archway on its side making it look like a beer tankard.

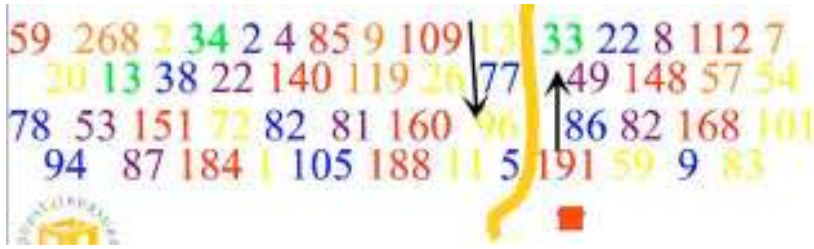


Leading up the hill to the folly were four navy signal flags attached to archery arrows (“follow the arrows” from the initial briefing), which spelled out ‘G R E Y’.

On the side of the folly was a plaque.



From which the hunters had to ‘take the red’, the red referred to the coloured numbers on the front of the map.



By taking the letters that corresponded with the red numbers the hunters ended up with “WPSTTPKTSOET” which on it’s own makes no sense!

Next to the folly was a circular table with direction arrows pointing to various local towns, its inscriptions mentioned both Lady Jane Grey and Elizabeth II, i.e. the two queens at Arthur’s table from instruction no. 3.



Taking the yellow numbers from the map and selecting the letters from around the edge of the table gave “HREEHAIRTCY”, which was also non-sensical.

The hunters then took instruction no. 4:

“Travel for a length of twine to sell at the battlefield, then turn to the titled man with tea at a shilling a tonne, through two walls.”

One of the towns marked on the table was 'Market Bosworth' (sell at the battlefield), by using their piece of string from the table in the direction of Market Bosworth and then turning in the direction of another town called 'Earl Shilton' (i.e. the titled man with tea [earl grey] at a shilling a tonne). They could then proceed through a doorway in a stone wall, through a wooded enclosure and through the next wall to the next location.

Instruction no. 5 said: "Seek the scientific twins, that stand back to back, risen from the wholesome earth, find the one with just one below, from which read blue".

On coming out of the woodland enclosure the hunters found a rocky hill top with a war memorial on it. At the cardinal points around the memorial were concrete blocks containing plaques reminding people that this was Holy Ground (i.e. wholesome earth).



The memorial was dedicated to the Leicestershire Yeomanry whose crest as displayed on both sides of the monument included the phrase "Albert's own", we had already introduced the well know scientist Albert Einstein earlier, so the 'scientific twins that stand back to back' referred to the two crests on each side of the memorial.

Below the Yeomanry crest there were two plaques on one side and a single plaque on the other side.



Taking the letters from this plaque that corresponded with the blue numbers from the map delivered “OENDERNUTHI” which was also gibberish until they applied instruction no. 6:

“Weave the three together and find the answer.”

By taking the letters alternately from the sets from the folly, then the table and the war memorial:

“WPSTTPKTSOET”
“HREEHAIRTCY”,
“OENDERNUTHI”

The hunters ended up with “WHO PRESENTED THE PARK IN TRUST TO THE CITY”.

The answer to this was ‘Charles Bennion’ (see plaque from the folly).



Laid out around the memorial were more archery arrows with navy flags on them, these spelled out ‘BLAND MIST’.

By looking at the memorial carefully the hunters could spot some yellow lichen growing on one corner.

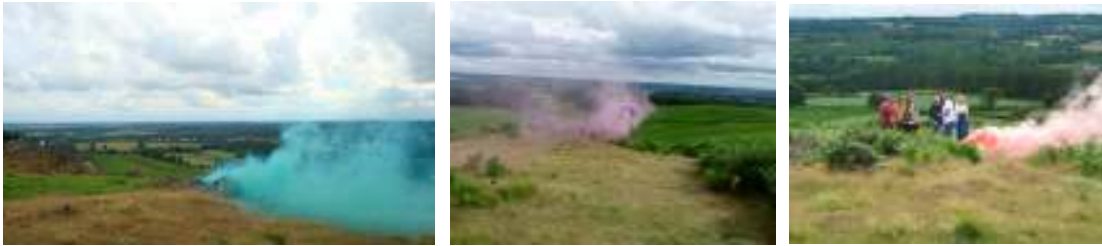


They could now apply instruction no. 8 to the location:

“From the yellow corner to the last you found, for as long as a piece of string, till you reach rock bottom, walk then talk.”

By standing on the corner with the yellow lichen and extending their piece of string in the direction of the ‘N’ signal flag (last letter in Bennion) they found that the string stopped over the top of a large rock. Having rolled the rock over they found a walkie talkie.

After a few false starts the hunters finally spoke the password into the radio “Charles Bennion” at which point the hunt setters who were spread out all around the memorial started setting off coloured smoke grenades, first green, then yellow, purple, orange and red.



However, from the various references to ‘grey’ throughout the treasure hunt and the final instruction “Holy smoke! It was about Lady Jane”. The hunters knew they were looking for grey smoke.

While they were looking the other way the grey smoke grenade was fired by radio control and after a few second the hunters spotted it.



The grey smoke was bellowing from a rocky outcrop where the hunters soon found the treasure – A pewter hare, made by Steve, one of the hunt setters.



