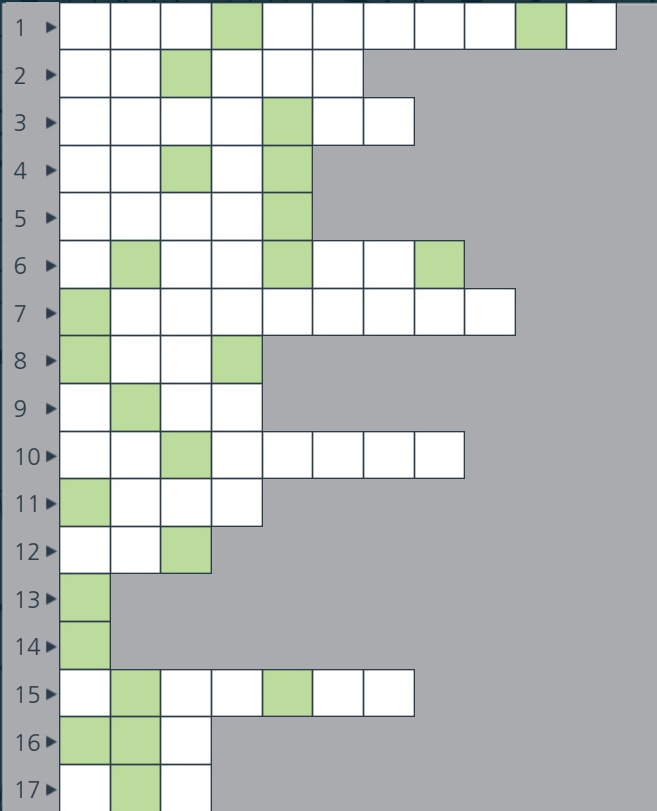


## The Mission Answer Grid



Help save this hidden little gem  
of a market town from the evil  
plans of a fiendish genius.



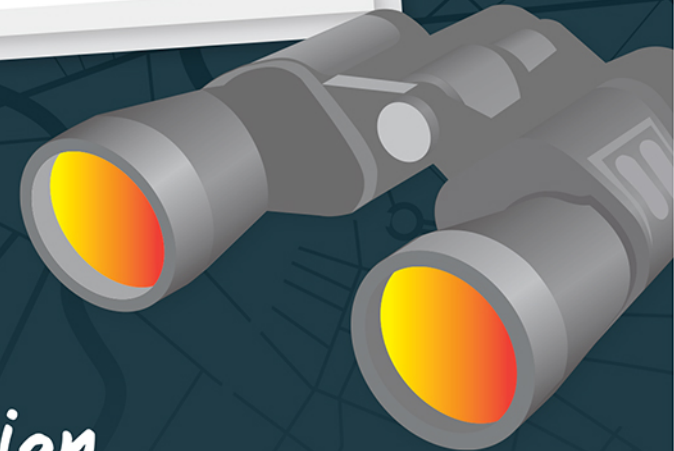
Unique  
Reference  
Number:

0376048183



CHESHIRE

## Lymm Ducks and Drakes



TOP SECRET

## Spy Mission Documents Enclosed



THEME



DURATION



WALKING



SCENIC



SOME STEEP  
HILLS



ACCESSIBILITY



ACCESSIBILITY

## Shhhh.... Top Secret Spy Information



### Save the ducks from becoming homeless!

Special Agent Lucinda Woods has uncovered a quackers plot by evil property developer Ivor Newhome! He has designed a mini submarine equipped with a supersonic, gigantic screwdriver to drill a hole in the bottom of Lymm Dam and let out all the water. His evil plan is to then build lots of houses on the empty site and make pots of money. Lucinda is on the case to work out the code to deactivate the mini sub and save the ducks and drakes.

Can you assemble a crack team of agents to help Lucinda solve the Clues in time? Better get going now before Ivor's goons spot what you are up to!

### Ready to save the day?

We need super-secret agents to prove their amazing clue-solving skills. Your mission brief is above, your instructions are below. This is a real-life self-guided adventure!

### Sneaking around on your mission

You don't need a map to solve your Treasure Trail. The directions will lead you from start to finish. If you miss an answer along the way, simply retrace your steps and try again.

### Completing the mission

Every sneaky clue you answer on your Trail can be entered into THE MISSION ANSWER GRID on the back page of your Trail booklet. There are green shaded boxes in the grid, matching numbers or letters in THE COMBINATION BOX that can be crossed off. At the end of the Trail, you should be left with just four - THE SOLUTION CODE. Mission accomplished!

### Stuck on a clue?

If you can't solve a tricky clue, text us at HQ. We'll use our intel to track down the correct answer and text it back to you (small network charges may apply). So that your phone isn't triangulated by enemy forces, you can only use this Secret Messaging Service three times.

Text the word CLUE to 88802, followed by a space then your 10-digit unique reference number (found on the back of this Trail) and the 2-digit clue number that you are stuck on. e.g.

CLUE	0	1	2	3	4	5	6	7	8	9	0	7
------	---	---	---	---	---	---	---	---	---	---	---	---

Space      Clue No. (2 digit)

Keyword      Example Unique Reference Number

POST INVESTIGATION NOTES: CASE NUM

### MISSION DEBRIEF

Phew! Good job agents. We have a programmer standing to transmit the code to deactivate the mini sub once you have successfully passed it to HQ via the website. Even better news, Lucinda managed to collect photographic evidence of the Lesser Spotted, Crested Whoop Whoop bird nesting on the lake. Lymm Dam has been declared a site of Super Special Interest. Ivor Newhome is furious and was last seen chasing his goons away but who knows where his evil gaze will fall next... we might need you again!

### SPY DECODER

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



We hope that you enjoyed this Treasure Trail and we'd love to hear your feedback. Please email us at [enquiries@treasuretrails.co.uk](mailto:enquiries@treasuretrails.co.uk). To find out what other Trails you can do in your area, and what other services we offer, please visit [www.treasuretrails.co.uk](http://www.treasuretrails.co.uk) or call us on 01872 263692

### NOW SUBMIT YOUR ANSWER!

Every great secret agent needs to report back to HQ, so make sure you visit the Treasure Trails website to submit your answer.

If you're correct, we'll enter you into our monthly £100 prize draw and there will also be some goodies for the young agents!



For full terms & conditions go to [www.treasuretrails.co.uk/prize](http://www.treasuretrails.co.uk/prize)



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### Clue 13

Find a building where a 'Fire Engine' used to live.

Up on high, a white date on black will help you to fulfil your mission. Add the four digits together. Counting down from A, find that number's equivalent letter in your spy decoder.

### Directions

Sneak over Whitbarrow Road and head down the right side of Dane Bank Road.

After crossing the stream, turn right through the metal gate into the gorge and solve a Clue. Follow the path but beware of the booby trap in the stream.

### Clue 14

Pay attention now agents! Lucinda has left you a secret number on the green gate. Can you spot it?

Craftily multiply this number by itself and enter it into the grid. Now find two more Clues in the gorge.

### Fact File

We have learnt that this steep sided-gorge is formed of Wilmslow sandstone and red Helsby sandstone. It was laid down as a sedimentary rock during the late Triassic period about 220 million years ago. Slitern Brook flows on to join the River Mersey.

### Clue 15

Use your navigational skills on the map on the Lymm Slitting Mill board. Start at 7 and head north along the red dots. Pass 6, 5 and 4. Fork left under 3 and keep following the dots. Enter exactly what lies between BR and ER into your grid.

### Clue 16

Agents, immediately turn around and count the steps now in front of you. You may need to sneak up them to check you are right.

Now head up to the wooden bridge ahead. Look directly over the bridge...

### Mission Brief

You're in for a few twists and turns on this figure of eight shaped Trail around the centre of Lymm. There are steps in places (some steep) and uneven sections, so watch your footing and make sure you have suitable footwear. Also, stay alert along any narrow pavements and busy roads.

### SAFE ZONES

There are picnic spots around the dam itself, usually vans selling snacks and ice-creams beside the dam and pubs/cafes in the village centre.

Sadly Ivor's henchmen have removed all the public toilets in Lymm to stop anyone spending a penny but the pubs/cafes may have toilets for customers.

### Let's Go

Start at The Cross where Pepper Street meets Rectory Lane (WA13 0HR). Pepper Street P & D car park is nearest (WA13 0JB) or seek out free parking a 10 minute walk away at WA13 0AP. (This walk duplicates part of the Trail route.)

### Fact File

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Now head up to the wooden bridge ahead. Look directly over the bridge...

### Clue 01

Information received from HQ says there are some stocks in this area that will help you on your mission. What item was refurbished in March 1997 by Cheshire County Council? Write this word in line 1 of the grid on the back page.

### Fact File

The Cross is a memorial to the Diamond Jubilee of Queen Victoria and sits on red sandstone steps dating back to the 17th century and maybe even Saxon or Roman times! Replica stocks replaced the original ones from 1775 and have been used on failing secret agents in the past!

### Directions

You've been spotted - time to move on agents! Nimble leave this area to the left of Sainsbury's Local and follow the right hand side pavement along Rectory Lane.

SPY INTEL - 'Lymm' means 'place of running water' in Celtic.

...add the total number of horizontal slats/bars on both sides of the bridge to the number of steps.

Find the equivalent letter in the alphabet to your answer and enter it and the following two letters of the alphabet into your grid.

Great job agents!

### Directions

Head over the bridge and bravely up the steps. Turn left at the top, walk down and through the archway heading towards the main road.

Agents, as enemy vehicles zoom down here and there is no pavement, HQ recommends extra care.

### Clue 17

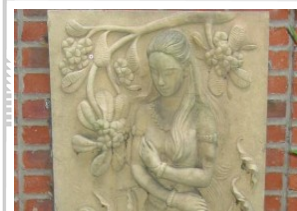
After the archway seek the sneaky pathway almost hidden away to your right. Venture up it to spot the following image. In a window above the print are three brightly coloured initials. Add them to your answer grid for your final answer.

### Clue 02

The following surveillance image has been sent to HQ.

Discreetly locate it and on the building beside it, a red item is what you seek. Write the name of this item into the next line on your answer grid. Good work so far agents!

### Photofile



### Directions

When there are no enemy vehicles in the vicinity, carefully cross over the road and continue to slink up the hill, now on the left hand side. Take extra care along here as we believe Ivor Newhome has been narrowing the pavement in places.

### Photofile



### Ace work!

Fantastic work agents. You've scoured Lymm from top to bottom for all the Clues and now just have to crack the code in time to disarm the mini-sub! HQ have left instructions on how to do this on the inside front cover. Remember to pass the final code onto HQ - there may be a reward!

### Directions

To return to the village centre, go back to the street and turn right. At the T-junction turn left over the bridge and head up the slope. Go over the zebra crossing back to The Cross. Of course, you may wish to have a well earned cuppa or ice-cream on the way!

### Clue 03

Intel just received indicates that this Clue is located at the top of a hill, near a junction. The words 'bench', 'sit down', 'look for' and 'black hand' have been intercepted. Apparently, the word next to the 'point' is the point to this Clue!

### Directions

After your stealthy sit down, safely cross over the main road (Higher Lane) to discreetly tiptoe right. Make sure nobody is watching as you enter the car park for St Mary's. Slink through the lychgate into the churchyard and your next Clue.

### Fact File

We have been informed that St Mary's dates back to the 11th century and has been rebuilt several times. The current church was built in local sandstone in the 1850s and was modified in the 1870s by Chester architect John Douglas who designed the Eastgate Clock in Chester.

### Clue 04

Stealthily bearing right on the path around the church, keep your eyes open for the following image. Make sure enemy agents aren't watching! Once spotted, move right three places for a mythical being that fits into your grid.

### Photofile



### Directions

Leaving the churchyard, retreat back to the main road and continue downhill to track down the next Clue. Make sure you take the path on the left just before the white railings. Don't go as far as the dam as Ivor's team is lying in wait!

### Clue 05

Can you spot the "Welcome to Lymm Dam" sign nestled in the foliage of some trees?

In the History of Lymm Dam, if "Turnpike" = 2,1 and "Mary's" = 5,5, write 10,1 carefully into your answer grid.

### Directions

Ensuring you're not spotted, take the path straight ahead away from the road keeping the church above on the left and the water on the right. Your mission takes you near the water but don't go for an early bath as you won't find the sub!

### Clue 06

Put your geology hat on now agents and find some sandstone rocks.

Using the intelligence on the information board, the time period shown by the red dot is the next answer for your mission grid.

### Secret Intel

**\*\*SCENIC DETOUR\*\***  
(approx. 1 mile)

There are no Clues to solve here, just a beautiful walk around the lake! Follow the path and rejoin the Trail at the next directions. Some great places for a picnic. Note any wildlife or birds you spot - Lucinda may need it in her case against Ivor!

### Directions

Or for a shorter route retrace your steps to the main road and turn left to cross over the dam. Weary agents could take a break and feed the ducks. On the far side of the dam, the scenic detour rejoins. Carefully sneak over the main road.

### Clue 07

We spy with our little eyes the following image - can you?

If Arrow equals Arrow and The Cross equals Canal Boat, who does Heron equal?

Careful agents, don't step into the road.

### Photofile



### Directions

Carefully sidle down the steps under the arch and head down the path. No Clues to distract you along here but do keep an eye out for Ivor's motley crew. At the bottom of the path, turn right and cross over the bridge for your next two Clues.

If you had lived in Lymm way back in olden times, you wouldn't have been secret agents - you might have worked in the Slitting Mill lower down this gorge (1 of only 16 in England), or maybe in an early Fustian cutting house, or possibly in the salt extraction works, done some gold beating or even basket making. Who knows? The dam wouldn't have been there either!

### Clue 08

Beside the pond, find some intelligence about the History of Lymm. Using your honed skills, add the number of letters in the type of Festival that took place in 1840 to the year the Bridgewater Canal reached Lymm.

### Clue 09

Exciting news has reached us of an ancient beast in Lymm. We need you to track down its footprint.

Using information beside the footprint, solve the secret puzzle in the next box that the team from HQ have left you.

FIRST work out the difference between the years of finding the footprint and the founding of the Institute. THEN add the digits of your answer together. NEXT, use the code A=1, B=2 etc to convert this digit to a letter. FINALLY, identify the first word that starts with this letter on the plaque.

### Directions

Once you have completed the two Clues beside the duck pond, slip away from the scene on the right-hand pavement, walking up the slope past the zebra crossing to 'The Cross'. Careful now! You may be under electronic surveillance!

### Clue 10

Back at The Cross, the instruction for the sundial that has the number 12 is what you need. Enter your answer into the grid with no spaces.

Take photos of agents on the stocks for your evidence portfolio.

### Directions

Sneak away from The Cross back down to the zebra crossing. Cross over and turn right. Head towards the bridge in the distance but immediately before the bridge, take the canal path to the left. Keep the canal to your right.

### \*\*MISSION LOCATION\*\*

The lovely 39 mile long Bridgewater Canal connects NW England from Runcorn to Manchester and onto Leigh. As a commercial waterway it carried tonnes of traffic every year. Now it is a leisure waterway forming part of the Cheshire Ring and is sometimes used for smuggling secret messages.

### Clue 11

Find where Evening Charges Apply! Then making sure you're not seen, use the Spy Decoder on the inside back page. Convert letters 1, 2, 2 and 4 of the word directly before Board to form a new word for your grid.

### Directions

Remain on the path as it leaves the canal passing buildings (incl. the Library) on the right. Is the ice-cream van here today? Pass the side of the United Reformed Church to the T-junction ahead. Discreetly stop here for a Clue.

### Clue 12

Agents - there's a number missing from the following image.

Multiply it by the total number of letters in the full street name beside the image. Enter your answer in digits into the answer grid.

### Photofile



### Directions

HQ UPDATE: If you detour up Maltmans Road ahead, recent intel suggests you may find a children's playground! Otherwise turn right to join the right side of main road. Cross over the canal and continue straight ahead to find your next task.