

The lord of the rings – The forest of Fangorn [NC]

The Forest of Fangorn is located at the south-eastern end of the Misty Mountains near the Gap of Rohan. The mountains formed the western border of Fangorn. At the end of the mountain range stood the stronghold of Isengard near the southwestern corner of the forest and this was where Saruman lived. To the east and south of Fangorn was the land of Rohan, and Lothlórien lay to the north and slightly east. Fangorn Forest stretched for many miles and held many paths.

Merry and Pipin escape from being imprisoned by the Uruk-hai and meet the Ent Treebeard, the ancient keeper of the forest. Together with him, they stroll through the forest to get to the secret gathering place of the Ents.

Your task is to follow Merry and Pippin's track and discover the secret gathering place of the Ents.

In order to do so, you have to solve six problems, getting one part of the puzzle each time. Having found all parts, you can move to a prefinal, where you can find the formula identifying the gathering place.

There will be a four kilometers walk and the cache should be found within two to three hours.

White and red reflectors mark the way. The white reflectors show you where to go. A red reflector means: "Watch for a problem." Three red reflectors mean, that the problem is very close by.

Reflectors, no matter whether red or white, that are arranged like this mean:



The following equipment is necessary to solve the problems:

- 1 strong flashlight
- 1 UV light
- 1 Laser pointer
- Walking shoes
- a bit of imagination

If you don't have a UV light and/or Laser pointer, lamps are stored at

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for you to borrow. Please don't forget to bring 3 batteries (AAA) if you need the lamps. Please handle the lamps with care and put them back after the cache to make sure that other cachers will enjoy this night cache.

Please take one lamp per team only.

The problems:

Stage 1: (Gandalf's rocket)

The box needn't be opened. It'll show you the number that equals A.

$$A = _$$

Stage 2: (Sauron's eye)

Get number B by finding a Nano.

$$B = _$$

Stage 3: (Crossroads)

Find number C by choosing the right way.

$$C = _$$

Stage 4: (Magic dice)

Examine the dice and they'll tell you their secret and number D (Add up!).

$$D = _$$

Stage 5: (Puzzle)

Solve the puzzle to get number E.

Clue:

A=1 ; Z=26

Puzzle = ??

E = ??

$$E = _ _$$

Stage 6: (Crossroads)

Find number F by choosing the right way.

$$F = _$$

Stage 7: (Prefinal)

Having solved all problems, you have reached the prefinal. In the box, there is the formula for calculating the coordinates you need for the final and the gathering place of the Ents.

Stage 8: (Final)

You have reached the gathering place and the big box is right in front of you now. But you have to master another small problem before you can make your entry into the logbook.

Note:

The logbook will also tell you the way to the Bonus Cache.