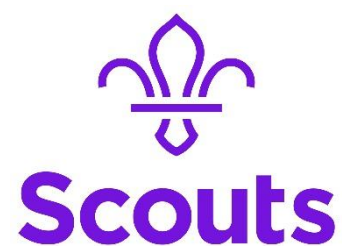


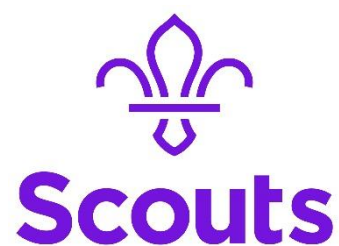
# Destination: Egypt

**This place of wonder, where pyramids rise out of the sand, is home to the ancient writing system of hieroglyphics.**

































# Hieroglyphics code

Can you decode the words written in hieroglyphics?



English – hieroglyphic alphabet

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



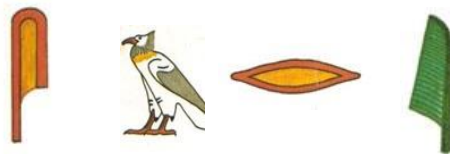
\_\_\_\_\_



— — — — — — — — —



— — — — — — —



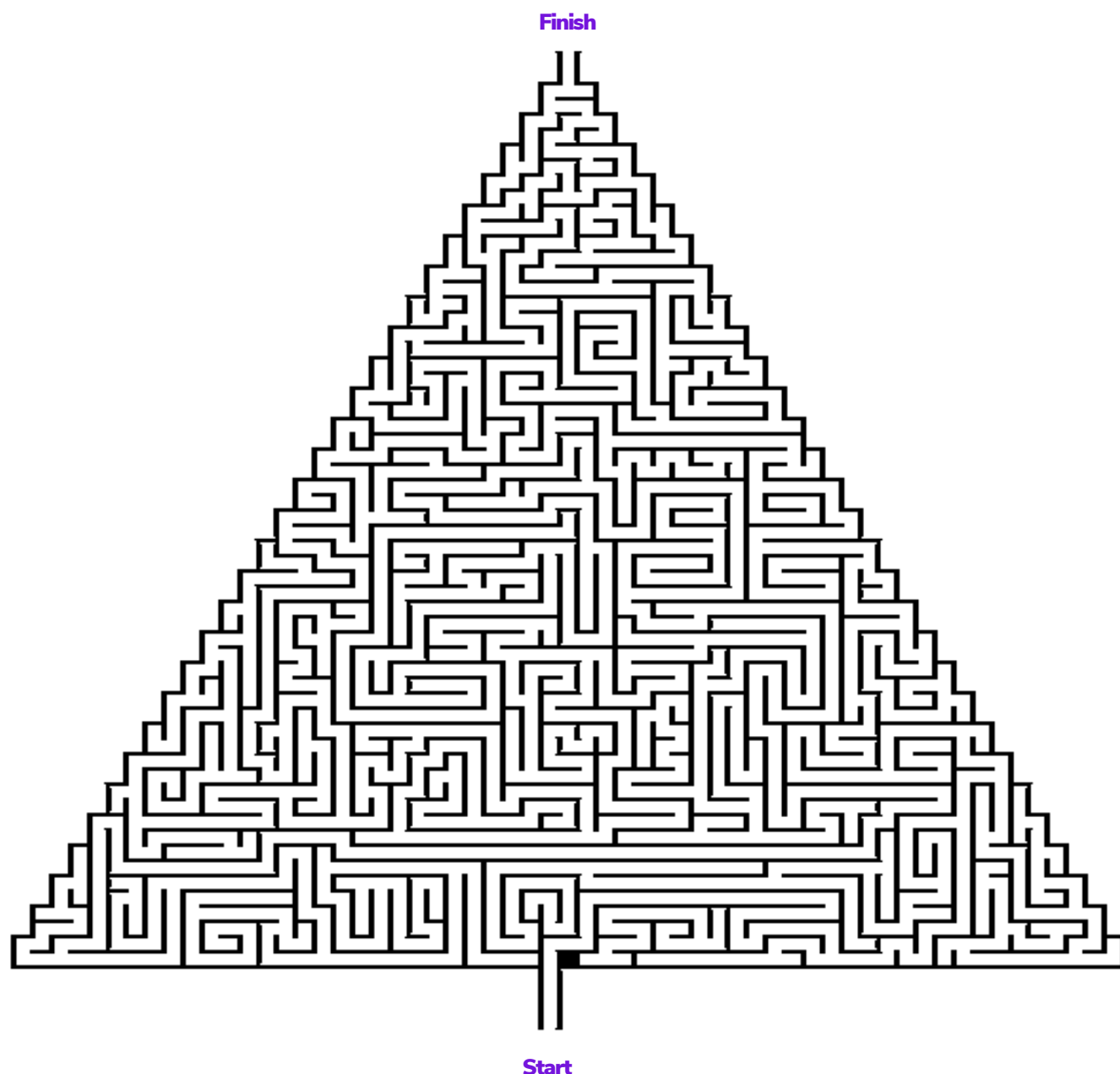
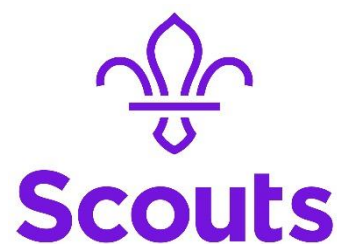
— — — —



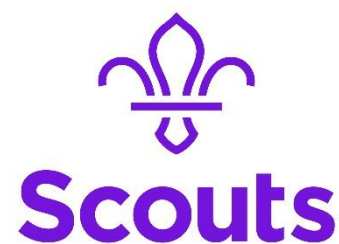
— — — — — —

# Pyramid maze

Start at the bottom of the pyramid – can you navigate your way out of the top?



# Pyramid puzzle

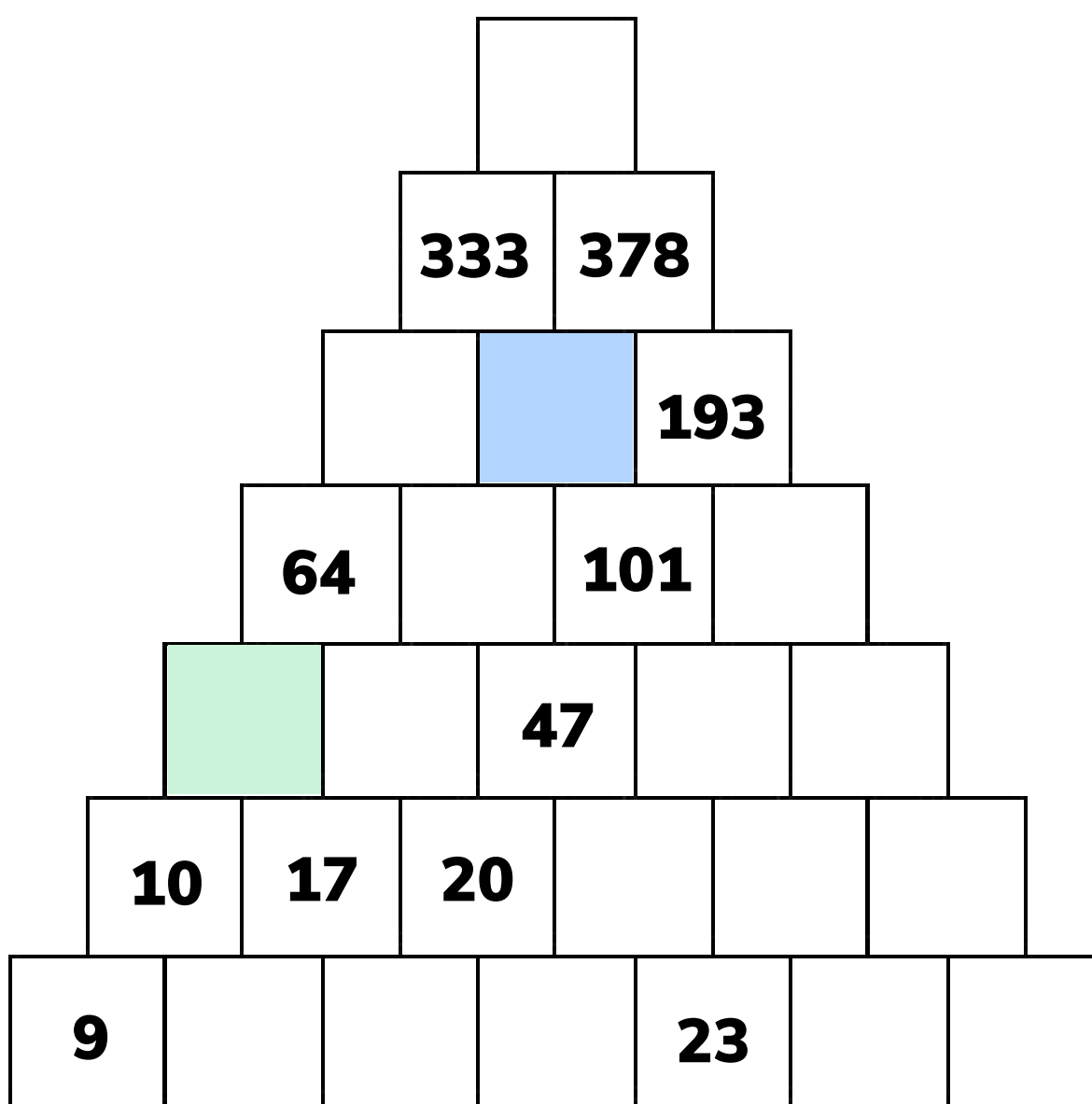


Find the number that belongs in each brick, by adding up the two bricks underneath it.

For example, to find out the blue box, you should do the sum  $378 - 193$ .

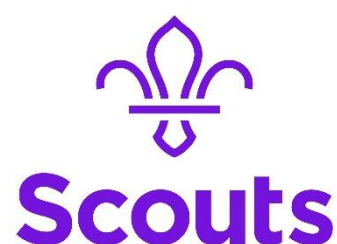
To find out the green box, you should do the sum  $10 + 17$ .

You can use a calculator to help.



# Code name

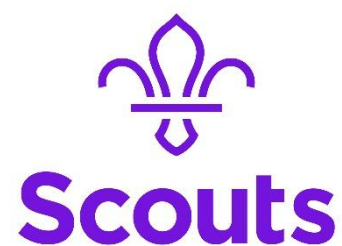
Now you've completed all of the puzzles,  
use your initials to find your code name.



First name		Last name	
A	Phoenix	A	Powers
B	Flash	B	Reacher
C	Neo	C	Yellowfinger
D	Spartan	D	Nitro
E	Winchester	E	Liberty
F	Lazer	F	Skyfall
G	Chip	G	Quicksilver
H	Lightening	H	Orange
I	Blaze	I	Ultra
J	Zed	J	X
K	River	K	Wonder
L	Quentin	L	Goldeneye
M	Vic	M	Thunderball
N	Ace	N	Espionage
O	Rogue	O	Bond
P	Gunner	P	Firestar
Q	Harper	Q	Zapman
R	Trigger	R	Danger
S	Kraven	S	Knight
T	Indigo	T	Archer
U	Xavier	U	Hunter
V	Kai	V	Carter
W	Jan	W	Moonraker
X	M	X	Viper
Y	Everton	Y	Jones
Z	Ulysses	Z	Instinct

# Destination: Peru

**Journey back in time to the Inca Empire,  
and uncover what's hiding in plain sight.**



# Colour coding



# Scouts

**Stop! One of your pair needs to turn this page over, so they're looking at the other side.**

The first person should read their code, while the second person writes it down.

Then, swap.

Once you've finished all three codes, share your sheets, and check whether you've got them right.

## Player one's codes to read

The code is the colour that the word is written in – not the word itself. For the example column, you should say 'yellow, green, brown'.

Now, read these three codes to your partner.

Example	Code 1	Code 2	Code 3
1. Green 2. Pink 3. Purple	1. Blue 2. Yellow 3. Red	1. Green 2. Orange 3. Purple 4. Orange	1. Blue 2. Yellow 3. Teal 4. Green 5. Purple

This space is for you to write your partner's codes:

Code 1	Code 2	Code 3
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.



### Player two's codes to read

The code is the colour that the word is written in – not the word itself. For the example column, you should say 'yellow, green, brown'.

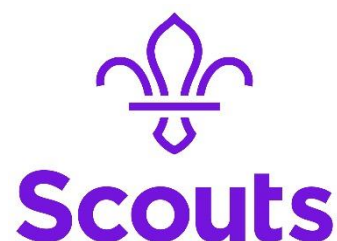
Now, read these three codes to your partner.

Example	Code 1	Code 2	Code 3
1. Green 2. Pink 3. Purple	1. Purple 2. Green 3. Green	1. Blue 2. Green 3. Grey 4. Teal	1. Orange 2. Purple 3. Green 4. Green 5. Yellow

This space is for you to write your partner's codes:

Code 1	Code 2	Code 3
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.

# Pigpen tapestry



Can you decode the hidden message on the tapestry? It uses the pigpen cipher, a really famous geometric alphabet.

The pigpen cipher is made by giving each letter of the alphabet a shaped bracket (or 'pigpen'). To write a message in this code, you draw the shaped bracket, without the letter in.

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

For example, the word 'ant' would look like this:

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

**ANT** =

Use the pigpen cipher to write out some of your own messages if you want some more practice.

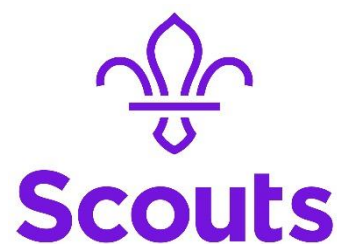
**When you're ready, decode the tapestry**



**The code is:**

# Invisible ink

**Now you've completed all of the puzzles, here's a top secret recipe for invisible ink.**



## **You will need**

- Half a lemon
- A few drops of water
- A spoon
- A bowl
- A cotton bud
- White paper
- A way of heating up the paper (for example, a lamp or a hairdryer)

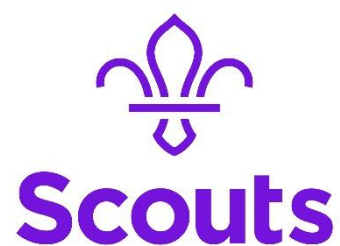
## **Make invisible ink**

1. Squeeze some lemon juice into the bowl, and add a few drops of water.
2. Mix the water and lemon juice together with the spoon.
3. Dip the cotton bud into the mixture and write your message onto the white paper.
4. Wait for the juice to dry, so it becomes completely invisible.
5. When you are ready to reveal your secret message, carefully heat the paper by holding it close to the lamp or hairdryer.

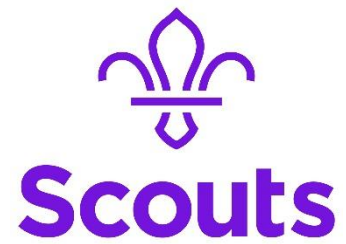


# Destination: India

Explore India's rich and vibrant history  
using logic and memory.



# Translation equation



This might seem like a simple sum, but all the numbers are written in Sanskrit, a classical Indian language.

First, you'll need to translate the problem. You can use a calculator for the maths.

1	2	3	4	5	6	7	8
१	२	३	४	५	६	७	८

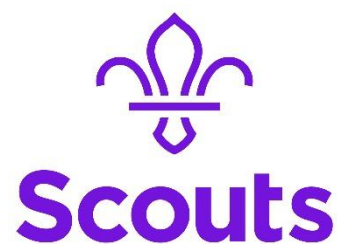
9	10	11	12	13	14	15
९	१०	११	१२	१३	१४	१५

Work out the correct answer in English:

$$१० \times ७ + १४ - ९ = ?$$

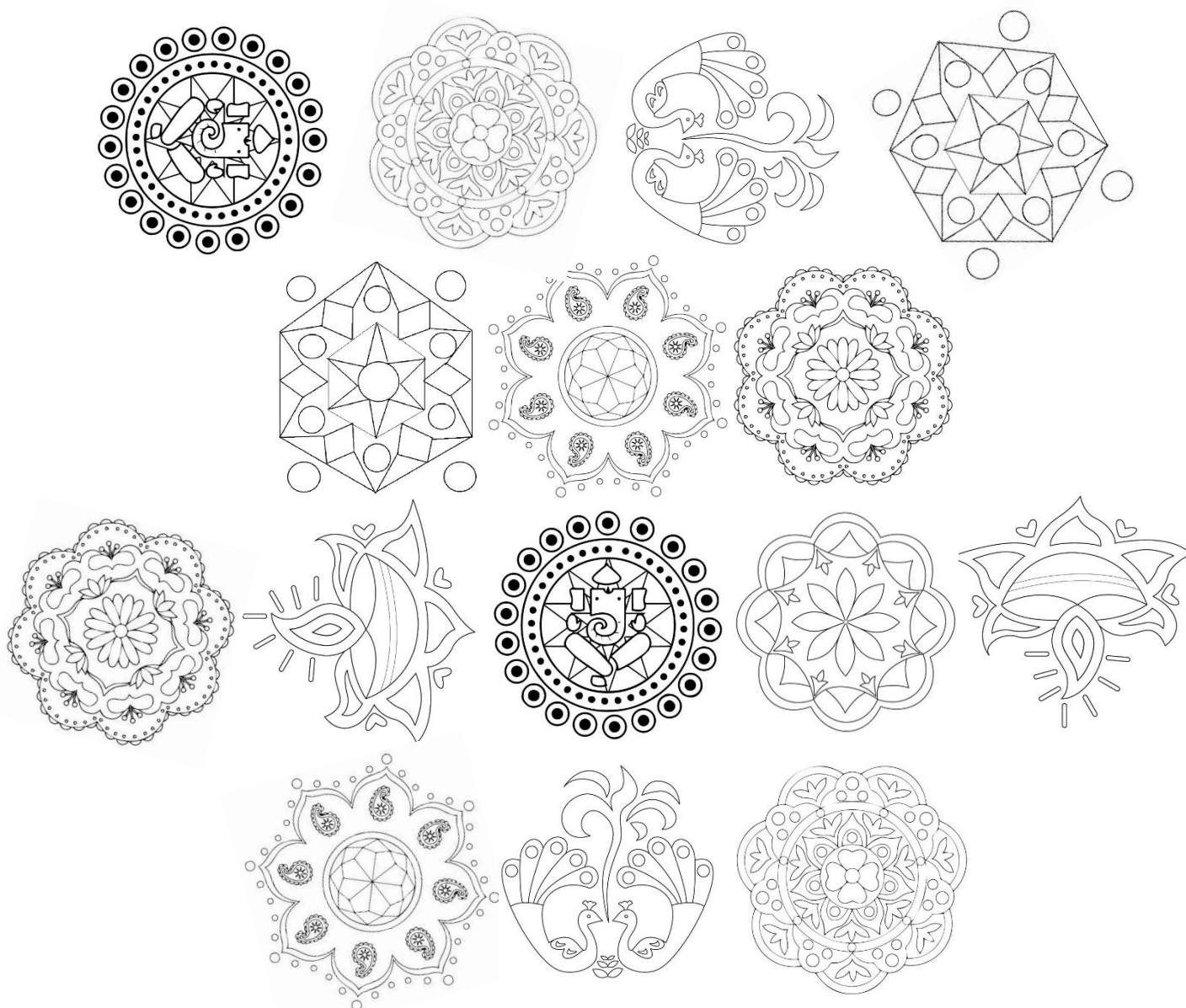
# Odd rangoli out

Rangoli patterns are made on the floor as part of festivals, including Diwali.



All of the rangoli below have an exact match, except one.  
Can you find the odd rangoli out?

Circle the rangoli which doesn't have a matching pair:



# The jewel in the crown

**You have been tasked with retrieving a stolen jewel. Thankfully, your contact has located the precious item, and they'll meet you to deliver it.**



They have sent you four messages, to let you know:

- when they'll meet you
- where they'll meet you
- what they'll be wearing
- the code to unlock the briefcase containing the jewel

Your contact has sent you extra messages, in case they fall into the wrong hands. They've also sent a cipher, so that you can figure out which messages are true, and get the jewel.

## Circle the correct message:

### Message one

- a) I'll meet you on Monday at midnight.
- b) I'll meet you on Friday at 3pm.
- c) I'll meet you on Sunday at sunrise.

### Message two

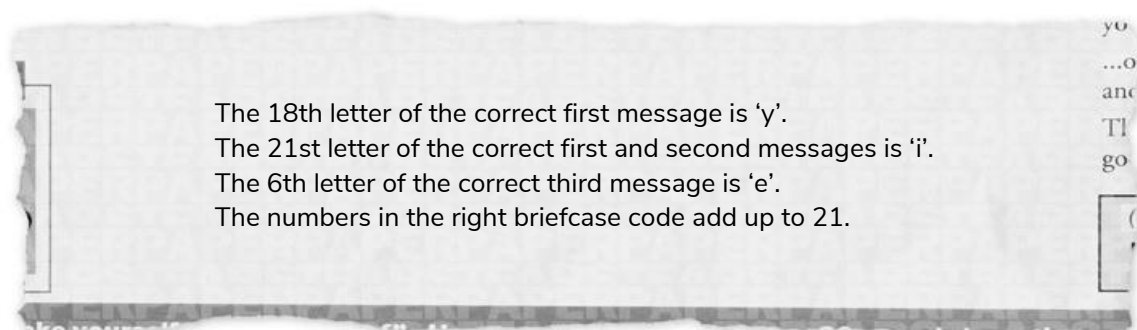
- a) If you want to save the jewel, we need to meet outside the Taj Mahal.
- b) I've retrieved the jewel, meet me outside the Taj Mahal restaurant in New Delhi.
- c) There's no hope for the jewel, but we still need to meet by the elephant outside the New Delhi restaurant.

### Message three

- a) I'll be wearing a bowler hat and carrying apples.
- b) I'll be wearing sunglasses and a scarf.
- c) I'll be eating strawberries and carrying an umbrella.

### Message four

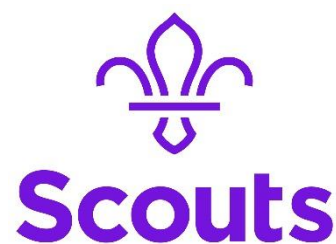
- a) The code for the briefcase is 3657.
- b) The code for the briefcase is 6875.
- c) The code for the briefcase is 2978.





# Fingerprint fun

Now you've completed all of the puzzles, here are top secret instructions to find fingerprints.



## You will need

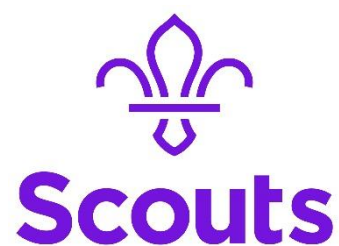
- Cocoa powder
- Plain white card
- Clear sticky tape
- Small paintbrush

## Instructions

1. Sprinkle the cocoa powder onto the surface you're testing for fingerprints.  
For best results, find the smoothest, flattest, part.
2. Use the small paintbrush to gently brush the powder. This will make any fingerprints appear.
3. Place a piece of clear sticky tape directly over the fingerprint.
4. Carefully peel up the tape to lift the print, then press the tape firmly onto the white card to transfer the print.

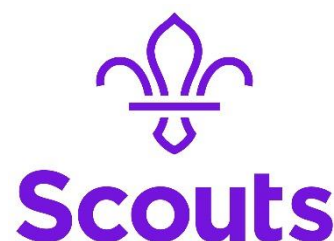
# Destination: Siberia

Welcome to Siberia. The snow can cover many things, so you'll need to dig deep to solve these puzzles.



# A helpful brain teaser

**Can you solve this tricky problem and help the farmer get his goods across the river?**



You've just arrived, when you meet a farmer. He'd promised to deliver three items to someone in the next town. The two towns are separated by a cold river, and the journey is far too dangerous for him in this weather.

You offer to help, and he gratefully gives you the three items: a wolf, a goose, and a sack of grain. He tells you that there is a small boat you can use, but it can only hold you and one other item at a time.

If you leave the wolf and the goose together on their own, the wolf will eat the goose.

If you leave the goose and grain together on their own, the goose will eat the grain.

How will you get all three items safely across the river?

**Write or draw your answer below:**

# Unmask the double agent



**There's a double agent on the loose...  
but we don't know who they are.**

We know they live on Orchard Drive, where there are five houses – so we've sent agents out to gather information. We think we know enough to figure out who the double agent is, but we need someone to put all of the information together...

## Information on Orchard Drive residents

The lemonade drinker owns a canary.	Ms Rendell owns a dog.
Mr Fleming likes to canoe. His neighbour plays piano.	The man who watches TV and the person who likes baking both drink water.
The tennis player's favourite drink is tea.	There are five pets on the street: a cat, a dog, a canary, a rabbit, and a tortoise.
The dog owner's favourite drink is water.	The dog owner lives left of the person who plays football. The dog owner's favourite book is Stig of the Dump.
Ms Christie lives at number 12 and plays tennis.	The dog owner and cat owner do not live next door to each other.
The tennis player's favourite book is The Jungle Book.	Number 18 is the only house without a pet.
Ms Hammett likes Harry Potter.	Mr Fleming prefers watching TV to reading.
The pet at number 14 is a dog.	The football player's favourite book is Matilda.
Mr Highsmith lives next to Ms Rendell and Ms Hammett.	The woman whose favourite drink is coffee does not own a pet.
The woman at number 12 has two pets: a tortoise and a rabbit.	The man at number 20 complains about his neighbour when she plays piano.
The woman at number 14 likes baking.	

Fill out the table below with the information gathered on Orchard Drive residents

House number	12	14	16	18	20
Name					
Hobby					
Favourite book					
Favourite drink					
Pet(s)					

The double agent doesn't like TV.

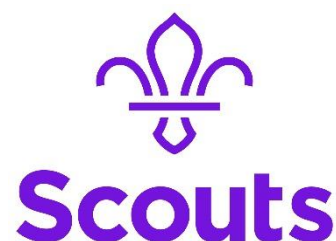
The double agent doesn't like hot drinks.

The double agent doesn't like dogs.

Therefore, the double agent is \_\_\_\_\_

# Secret gadget

Now you've completed all of the puzzles,  
here's the gadget list. What will you get?



Date of birth	Gadget	Date of birth	Gadget
1	A backpack that expands into a dingy	17	An invisible flying drone
2	Extendable grabbing gloves	18	Shoes with springs
3	Expanding watch shield	19	Infrared spy glasses
4	A dog who's trained to eat secrets (and homework)	20	A hat with a secret camera
5	Rocket shoes	21	A coin that hides a tiny memory card
6	Glasses that can read any language	22	A phone that can scan fingerprints from any surface
7	Glasses that can see backwards	23	A key that can open any door
8	A watch that can control time	24	A necklace that extends into a rope
9	Trainers that let you run incredibly fast	25	A bag of disguises
10	A briefcase that magically organises your documents	26	An underwater car
11	An alarm clock that guarantees a full night's sleep	27	Headphones that let you hear other people's conversations
12	A pen that does your homework for you	28	A pen with a hidden recording device and camera
13	X-ray sunglasses	29	Glasses that can zoom
14	Bubble gum that helps you climb walls	30	Gloves that help you do chores twice as fast
15	A GPS location tracking moustache	31	A top secret stamp for official spy letters
16	Shoes with secret compartments in them		