

WILD RIVER STATE PARK HISTORY CACHE I



IN THE TRADITION OF "THE DA VINCI CODE" BY DAN BROWN AND THE MOVIE "NATIONAL TREASURE"

A PUZZLE GEOCACHE

(THINK OF IT AS A "TREASURE HUNT".)



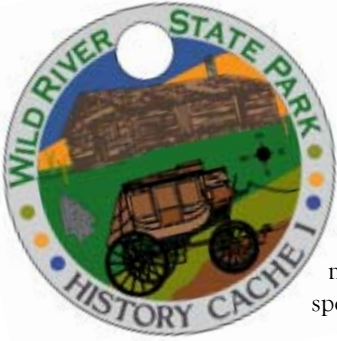
CAN YOU DECIPHER THE CLUES THAT LEAD TO THE "TREASURE"? PIT YOUR INTELLECT AND YOUR PUZZLE-SOLVING ABILITY AGAINST THE CLUE-WRITER.



EACH CLUE, solved correctly, leads to another location in the park, and another clue to solve. At the next-to-the-last location, if you've solved all the preceding clues and avoided false trails, you'll be able to **DECODE THE COORDINATES OF THE FINAL CACHE**. At the final cache, you can take a token which you redeem to receive a specially-designed enameled mini-medallion (a "PathTag").

Can you find all the locations and solve all the clues? Who will be the first to find Wild River State Park History Cache I? Go to the next page to obtain full instructions and clue sheet!

Wild River State Park History Cache I



Welcome to Wild River State Park History Cache I. In the tradition of “The Da Vinci Code” by Dan Brown and the movie “National Treasure”, this challenge offers you the opportunity to collect the solutions to a series of clues by visiting a sequence of locations and obtaining information needed to proceed to later clues and, ultimately, find the “treasure” to which the clues lead you. All you are given is the clue sheet below. The clues only make sense if you’re standing in the right spot. It’s up to you to do the thinking, figure out the spots and do the legwork and brainwork needed to solve each clue and move on to the next.

You will need to spend some time in Wild River State Park. It may take you several visits. Solving the clues does not require any purchases but, like all visitors to a Minnesota State Park, you must have a valid Minnesota State Park vehicle permit, available at the park office, to enter. One-day permits cost \$5 per vehicle. A 12-month permit allowing unlimited entry to all 72 Minnesota State Parks and Recreation Areas costs \$25. A motorcycle permit costs \$20. Entry on foot or bicycle is free. If you will be using a horse or cross-country skis on state park trails, a Minnesota horse pass (\$21 annual fee) or ski pass (\$5 per day or \$15 per year) is required. Some History Cache I locations are on trails which, during winter, are groomed for traditional style cross-country skiing, and these trails are off-limits to horse, foot, snowshoe, or skate-ski use during winter. Trails are off-limits to motorized use year-round.

The Challenge must be completed without violating any Minnesota State Park rules. None of the clues require digging, placing marks, damaging vegetation, entering restricted areas, or any other activities which are prohibited in Minnesota State Parks. Please be considerate. This is a game. If you find yourself becoming aggravated, you are treating it much too seriously. Relax, enjoy, and have fun.

While you are pursuing this History Cache, you may wish to take advantage of the other recreational opportunities to which your entry permit allows you access, such as hiking, fishing, picnicking, canoeing, wildlife observation, and naturalist programs. Camping and other overnight accommodations are also available at Wild River State Park for a fee. (See http://www.dnr.state.mn.us/state_parks/fees_2008.html)

You may solve the challenge individually or as a group. If you have a disability which makes it difficult for you to get to some of the locations, consider forming a group with at least one person of greater mobility.

Park staff may be able to help you with some of your questions. If you ask “What’s the answer to the first clue”, that’s not a fair question. An example of a fair question is something any park visitor might ask, such as “Is there a place in the park with lots of steps?”

You’ll need a GPS receiver to locate the History Cache, though not for tracking down most of the clues. You may also find it useful to make use of the Internet to research unfamiliar terms. A trail map for Wild River State Park is a must. Get one at the park or at http://files.dnr.state.mn.us/maps/state_parks/spk00254.pdf

All the places you need to visit can be accessed within Wild River State Park. Most are easy to get to. One of the places you are not directed to go to may prove to be a valuable friend. Clues must be solved in the order in which they appear on the sheet. The solution to most clues depends on finding a corresponding location in the park and gathering information there. Not all clues should be taken literally – sometimes words have more than one meaning. If you do not successfully complete a clue, the following clues may not make sense or may lead to an incorrect solution. Print the clue sheet, take it along, fill in the clues as you go, and bring it to the park’s visitor center or park office when you’re done to prove you’ve completed the challenge. You will receive an award recognizing you as a successful challenger.


It’s intended to be hard. The satisfaction of solving each clue correctly will be greater as a result. Don’t expect to uncover any startling truths, but do expect to learn about Wild River State Park, and about some of the past people of the St. Croix River Valley, and have fun!


Wild River State Park History Cache I

Clue Sheet


Complete each clue to obtain the information you need in order to proceed to the next clue location, and ultimately, to solve the puzzle and find the cache! Errors in spelling and grammar are intentional, and are part of the clue. Keep your clue sheet - you will need it in order to receive your award.








On 163 steps, a place to rest. A seat, three boards, on the end of the middle, two letters stand for where to go. Once you go there, if the town of your heart's desire had become what you read, some of its buildings would still _____. It will by a relief for you to know this.


Go to town, stand on wood, look down on river. Find a position and three words: The Upper Tamarack River is the _____ label. In the jelly caption, the unluckyth word. What follows engineers (but not Engineers)? Antonym of Tchaikovsky's Overture + 100 trip.




Change word order to get the place that fits best. They left only clues, an important number of which are illustrated together. Before the fragments, add H, change a vowel, fill the next clue.

In the middle of a _____, under windows, the singular of a noun in the first line will be useful later. In the background, imagine me fully present.

Me again. What am I and what happened to me? Climb to the top of the tallest remainder you can find locally, get the measurement, then look in the Olsons. If feet were spaces, what's left after I end?




You can't walk, sail, fly, swim, ride, ski, drive, or boat to what you need next. Go to the logger's curse on line of  _____. Read. Get the missing compass direction , and the only noun immediately in front of heads not dead. While you're on, you might find an eventful clue: On May 17, 2008, what was the road past the park office? (Also true May 19, 2007 and June 1, 2008, and expected to be true May 16, 2009). The naturalist can help you with this, if you know what you're looking for.


You might have seen me along the way, having a picnic rest. You've seen pictures of my big brothers at work in the forest. Yes, they carried more than me. My present load is only _____.

Look in the middle of  _____ for end of  _____. The  _____ end of the best road is wrong. If a map says it started in Paul's holy city, ignore it. You're looking for a different end.

When you read about the beginning and the end, we are described as new. Go learn all about us. Find one finished casing, nearby, a music star family. Remember the surname.

Go where it ended before it was finished. Get the following letters. In a single frame, from the surname find the first in something restricting, the 2nd in a forest, the 3rd in a cross, the fourth in a Minnesota-Wisconsin twin, and the last in a cheesy river in caps. Get the following letters. One vowel must change identity, no longer equals one, instead equals three. Scramble all to make the most sense, once you need it.

 _____ on  _____, step inside, look to  _____, go for ride. Count how many stone tools were first on a rainbow, take that color, and go, using the next clue.

You need it. _____* me no numbers (except ) and I'll telly ou it lies (by ddegree). But not precisely. For that, you need the Vitruvian Man.

*Google it or ask the naturalist. If you scrambled correctly, you'll get a critical clue.

