

Figure 3. Kingdom of Central Talons



A JOURNEY INTO THE KINGDOM OF THE CENTRAL TALONS

You are a unique set of individuals set out to embark on a challenge. The next activities were specifically chosen for your group to discover and practice your expertise in leadership, communication, problem solving, planning, teamwork, and of course, orienteering skills. You will find all the resources you need within your group. You have been chosen to enter the Kingdom of the Central Talons should you succeed in this quest. Be aware though that the Enchanted Forest is a place of unexpected surprises and magical beauty.

You will be accompanied by messengers of the Kingdom should you need assistance.

-The Wizard of the Kingdom

Open the envelope and proceed.

Figure 4. Poisoned Rope



Oh Nooooo! The Wicked Witch of Hixon Forest has poisoned the rope and this note. The first person that touched either one is now temporarily blind.

1. Please blindfold the unfortunate person(s).
2. Choose two people to be guides, ensuring safety for the blindfolded person(s) across the wretched land.
3. Follow a bearing of _____ degrees until you reach your next clue.

The Wiz

Figure 5. The Retrieval

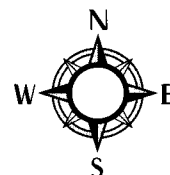


The Retrieval

You are standing on the edge of a pool of toxic waste. The cure for your companion's blindness lies on the magic lily pad in the middle of the pool. It is up to you all to figure out a way to recover the cure. Remember..... the Kingdom will only allow you in if the entire group safely accomplishes the tasks.

1. NO ONE may touch any part of the pool or lily pad. To do so brings down dreadful consequences on you all....especially the unfortunate soul who touched it.
2. The blind person must retrieve the cure by hand. Nothing else may touch the cure.
3. You may use only the tree nearest the pool, the rope, webbing, and the safety equipment.
4. Your plan must be safe (or the messenger will step in.)
5. You have 5 minutes to make a plan, after that the lily pad will sink in 20 minutes. Beginning NOW!!!!

Figure 6. Find Your Way



1. Proceed on a bearing of _____ degrees until you come to Station _____.
2. An orange and white flag will represent the Station.
3. Be sure the orienteering card is stamped in the appropriate box before opening the next envelope.

The Wizard

Figure 7. The Cure

The Cure



Congratulations!!! You have retrieved the cure and your blind companion(s) can now see again!!!

1. Stamp your orienteering card (Station _____).
2. Proceed on a bearing of _____ degrees to find your next station.

Keep up the good work!

-The Wiz

Figure 8. Spider Web



From time to time our little watcher of the forest likes to set her web right in the middle of the pathway to the Kingdom. If she catches you in her web, bad things can happen.

1. The group must pass through the web, without touching any part of it.
2. Your messenger will tell you how many times you may use each space.
3. Should you touch the web while trying to pass through a space, or while trying to pass a person through a space, you must return to the other side and start over.
4. You have 20 minutes before the spider returns for her meal.