Engelska, söndag kl 10, Möte Med Det Okända 2013, 20-21 april

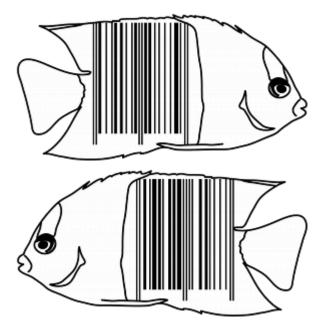
GC-code	Name	Owner	Diff	Terr	Size	Swe	Eng
GC442GM	Quidditch	TFLC	*****		Mic	s 2	р2
GC44NBW	Unika bokstäver	fredrikr	1000000	fatat	Sma	s 1	р3
GC486J3	Wine bottles	FamiljenSjodin	*****	tatat	Mic	s 3	-
GC486JK	Xylos	FamiljenSjodin	*****	kokot 🖈	Oth	s 3	-
GC442GP	Zebrafiskar	TFLC	\$0\$0\$	£000	Oth	s 4	р1
GC442GQ	Åtta bitar	TFLC	to the total		Mic	Web	-
GC4528M	Äkta guld	fredrikr			Mic	s 5	р4
GC4528N	Örtte med morfar	fredrikr	****	10101	Mic	s 6	-

Zebrafiskar i Guldskogen (MMDO13)

GC-code: **GC442GP** Coordinates: N 59° 19.600 E 017° 49.850 Attributes: May require wading, Special tool required

Zebrafish - Danio rerio

I wonder what these fishes are trying to tell us.



NB! No need to use violence to get the cache. Thanks!

Quidditch I Guldskogen (MMDO13)

GC-code: **GC442GM** Coordinates: N 59° 19.300 E 017° 49.200 Attributes: No field puzzle, Available during winter, Tree climbing required

	Question	1	X	2
1	Since what year have flying broomsticks been a means of transportation in Europe?	276 B.C.	962 A.D.	1256 A.D.
2	Sweden hosts an annual broom race that dates back to the tenth century. Between which two cities does the racer fly?	From Kopparberg to Arjeplog	From Falkenberg to Boden	From Tranås to Gällivare
3	In the Irish broom game Aingingein the Dom (or ball) is made from the gallbladder of a specific animal. Which animal?	A goat	A sheep	A boar
4	Snidgets are small golden-coloured birds, known for their incredible speed and ability to hide. The Golden Snitch used in Quidditch is an artificial representation of a live Snidget. The use of real Snidgets stopped when they became a protected species. When were Snidgets first introduced in Quidditch	1347 A.D.	1487 A.D.	1269 A.D.
5	Anyone trying to sit on a broom knows that it is acutely uncomfortable. What is the name of the charm used to spare the rider's bottom from splinters and blistering?	The Sitting Pretty Charm	The Cushioning Charm	The Comfort Charm
6	Which is Ronald Weasley's favourite Quidditch-team?	Appleby Arrows	Kenmare Kestrels	Chudley Cannons
7	Which Quidditch-team is known for hiring only witches?	Montrose Magpies	Holyhead Harpies	Puddlemere United
8	There are seven hundred Quidditch-fouls listed in the Department of Magical Games and Sports records. All of them are known to have occurred during the final of the first ever World Cup. If a player commits the foul Haversacking, what has he/she done?	Hand still on Quaffle as it goes through goal hoop (Quaffle must be thrown).	Seizing opponent's broom tail to slow or hinder.	Excessive use of elbows towards opponents.
9	Before the use of Snidgets were banned the witch Madam Rabnott witnessed a poor Snidget being chased by all players at an out- of-control match. What spell did she use to help the Snidget get away?	The Petrificus Totalus Charm (thus immobilising all players)	The Bombarda Charm (blowing up the Snidget to end its suffering)	A Summoning Charm (drawing the Snidget to her and running off to release it far away)
10	Where is it considered best to build Quidditch pitches, in order to prevent Muggles from accidentally stumbling onto them?	Deep in a forest	On a deserted moor	Anywhere as long as Muggle-repellent charms are used

To get the coordinates to the cache you need to enter the correct answers in order into Certitude (like 1X21X21X21).

Unika bokstäver i Guldskogen (MMDO13)

GC-code: **GC44NBW** Coordinates: N 59° 19.600 E 017° 49.400 Attributes: Not Available During Winter

X1				A	Y6
	X2		В	Y5	
	С	ХЗ	Y4		
		Y3	X4	D	
F	Y2	Ε		Х5	
Y1					X6

Fill the square with letters

Every column, row and marked area should contain all the letters from A to F.

The cache can be found at: N 59 1X.XXX E 17 4Y.YYY

XXXX = 9000 + Y2*(Y4-Y3)*X1*(Y5-X5)*(Y6+X4) YYYY = 9000 - (X1+X2+X3+X4+X5+X6)*(Y1+Y2+Y3+Y4+Y5+Y6)

Äkta guld i Guldskogen (MMDO13)

GC-code: **GC4528M** Attributes: Available during winter Coordinates: N 59° 19.400 E 017° 49.850

Pelle was out picking berries in Gold forest with his friends, when he suddenly realized that he had strayed from the group. He was very tired, and also completely lost. He sat with his back against a rock to rest, and dozed off. When he woke up again, it had begun to darken, and the forest had changed appearance. Instead of the firs and pines that surrounded him when he fell asleep, there were just gnarled trees with black trunks and large purplish leaves of a type he had never seen before. Pelle stood up and turned to the left. There he saw a strange pond, and it had definitely not been there before. The pond was small and round, and a rather large, deep box floated on the surface. In the box was a shimmering gold bar! Beside the pond there was a sign on a tree. Under the sign hung two shimmering translucent pots, one of which was full of beautiful green glass beads and the other empty. The sign had the following text on it:

This is the forbidden part of the forest. During the day, there is a path in the human world that leads here, but at dusk, no trail leads back again. When night falls, ancient, malevolent beings come to life. You have one chance to get away. The pond is 54cm wide, circular and ten feet deep. The gold bar in the box is a liter in volume and made from 100% pure gold. If you can predict how many mm (correctly rounded) the water level will rise or fall if you pick up the bar from the box and drop it in the water, you must move that many glass beads to the empty pot and then throw the gold bar in the water. If you moved the correct number of beads, you will come back to the human world.

Pelle read the sign carefully, thought the problem through, and put a number of beads in the empty pot. Then he swallowed hard, picked up the gold bar and dropped it in the water. A splash was heard, but nothing happened. He realized that he must have missed his chance, and began to cry in fear of what was coming. In a panic, he got up and just ran along the first path he saw. After a few minutes he suddenly glimpsed a group of people, and he saw to his immense relief that it was his mates! He also saw that that the forest now looked as usual. He had succeeded! His companions were of course happy to see him, and together they walked homeward.

How many beads did Pelle move? This number is XYZ. (X is hundreds, Y is tens, and Z is single units.)

The cache is located at N59° 19.AAA E17° 49.BBB AAA = YXZ - 3 * YZ + 3 BBB = XYZ + 6 * Y - 1