

GC-code	Name	Owner	Diff	Terr	Size	Swe	Eng
GC442GD	Arga Fåglar	TFLC	★★★★☆	★★★★☆	Sma	Web	Web
GC452GV	Bakverk	team@	★★★★☆	★★★★☆	Mic	s 6	p 5
GC44HZ4	Cheops	fredrikr	★★★★☆	★★★★☆	Sma	s 1	p 1
GC44VFK	Disco-trail	fredrikr	★★★★☆	★★★★☆	Mic	s 2	p 2
GC442GF	En prima cache	TFLC	★★★★☆	★★★★☆	Mic	s 5	-
GC470TH	Harry Potter	FamiljenSjodin	★★★★☆	★★★★☆	Sma	s 3	p 3
GC3YYDA	Kobolder	fredrikr	★★★★☆	★★★★☆	Mic	s 4	p 4
GC45AQZ	Plockepinn	mtekla	★★★★☆	★★★★☆	Sma	s 5	-
GC44XCE	Ytläge	TFLC	★★★★☆	★★★★☆	Mic	s 6	-

Cheops i Guldskogen (MMDO13)

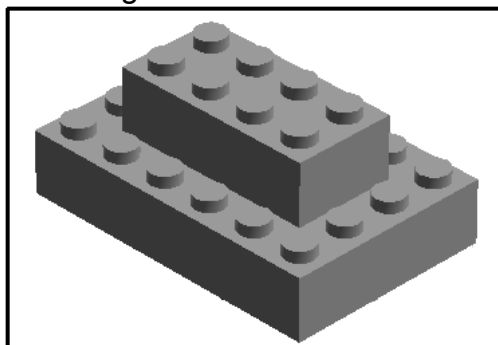
GC-code: **GC44HZ4**

Coordinates: N 59° 19.500 E 017° 48.150

Attributes: Not available during winter

Sven won a competition in a shopping center, where you had to guess how many lego bricks there were in a glass jar. The price was a big bucket containing 10kg of Lego. The bricks were all identical, four units long and two units wide. Sven put 25 bricks on the scale, and found that they weighed 58g.

Sven immediately started to build a pyramid from some of the bricks. His pyramid can be seen in the picture. He proudly showed it to his father, Benny. Daddy praised Sven for the fine pyramid, but said, what if you built the largest pyramid you can? How big would it get?



Sven did not seem so interested in this, but Benny could not stop thinking about it. He built the highest pyramid he could build with the pieces that were in the bucket. It had no floor, but consisted only of four walls. Then he bought more lego, and kept building on the inside until the pyramid was completely solid, all with the same kind of bricks.

Benny's pyramid consisted of X floors and weighed Y grams (round to whole grams).

The cache is located at:

N 59° AA.AAA E 017° BB.BBB

AAAAA = $2 * X * X + 154 + Y / 10$

BBBBB = $X * X + 126 + 2 * Y / 5$

Disco-trail i Guldskogen (MMDO13)

GC-code: **GC44VFK**

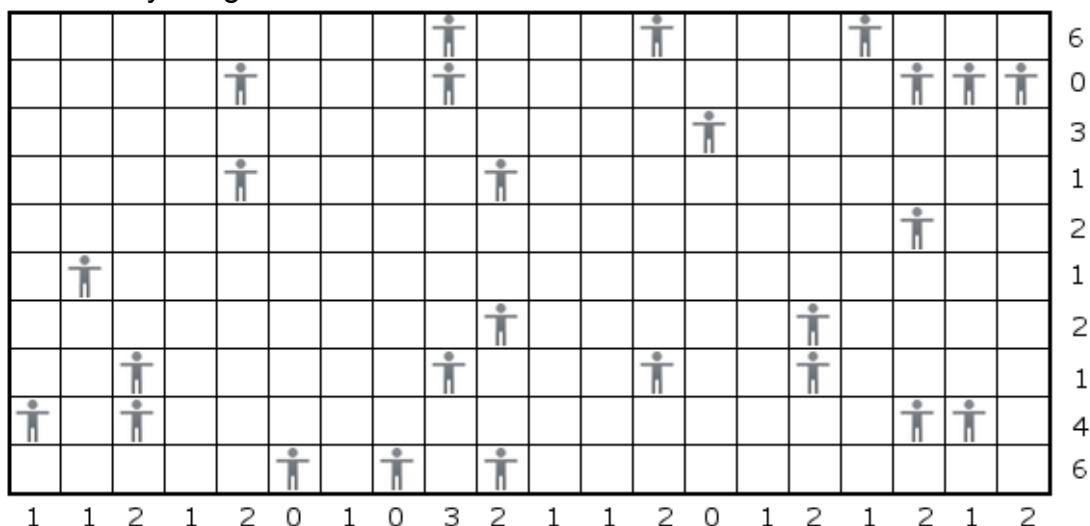
Coordinates: N 59° 19.600 E 017° 48.225

Attributes: Available During Winter

There was a young man called Kaj, who lived in a cabin in the woods on Lovö. He had admired Disco queen Donna Summer since he was three apples high. In May 2012, she passed away, and Kaj was inconsolable.

Good friends took him to the Nationaldagsevent (National Day Event) near Södertälje, which did make him a little happier. He thought Ragnhild Trail was powerful. Now he knew that he had to make a Disco trail in the woods on Lovö, where all caches together would form a portrait of Donna Summer on the map. His first sketch included 1,529 caches, but he removed the caches he thought were the least important for the portrait until he was down to a more reasonable number of caches, 26 to be precise. He divided the map into a grid, where he drew up each cache in a separate square. Then he put a sheet of transparent film over the map, and on the film he copied the grid and wrote how many caches there were in each row and column. Then he drew a symbol depicting a man on the film for each cache, showing from which square he thought the geocachers would approach the cache. Caches were placed subject to the 0.1 mile rule, with the result that two caches could never be in adjacent squares. Unfortunately, Kaj's dog, Donna, ate the map showing where the caches should be placed, but at least he had the transparent film left.

Now, Kaj has to rebuild the cache map. Can you help him? The map now shows only a number of men - they denote the map squares from which caches are to be approached. For each man, there should be exactly one geocache, and it is located directly above, below, left or right of the man. Two caches are never next to each other, not even diagonally. A cache is never off the map, or in the same square as a man. Can you figure out where the 26 caches are located?



Truth be told, it didn't end up looking very much like Donna Summer. Maybe it looks like something else instead.

The cache is located at:

N59 1A.AAA

E17 4B.BBB

AAAA = 9060 - XXX

BBBB = 8745 + XXX

Harry Potter i Guldskogen (MMDO13)

GC-code: **GC470TH**

Coordinates: N 59° 20.000 E 017° 48.525

Attributes: -

Harry has not hidden the cache at the above coordinates.

After months of searching, the horcrux was located and the three friends Harry, Ron and Hermione was searching for a safe place to hide it. The woods had been calm and quiet, but suddenly it all turned into chaos.

A Death Eater arrived at the spot, casting a spell that enlarged a spider som much that Ron dropped his wand. Hermione, much less arachnophobic than her friend, torched the beast with a quick burst of fire that filled the air with the foul stench of burned insects.

Voldemort himself arrived and threw the most unforgiveable of all spells, the one that kills, against Hermione, but at the same moment Harry Potter arrived at the scene. Harry saved her by casting the first spell that came to his mind, a rather weak one that was meant to tie Voldemort up with ropes, but the dark lord cast a blasting curse that made the ropes explode in flames.

The unforgivable death spell was again cast by Voldemort, but a curse that caused tripping, freezing, binding and knocking back caused him to once again miss his target, so that the three friends could flee to another part of the building.

Harry retrieved Ron's wand with a quick spell that made the wand fly to his hand and quickly passed it on to him, while Hermione managed to flatten the steps on a stone stairway so that Voldemort and a Death Eater slipped and fell all the way to the bottom of the stairs, away from the group. By mistake, Ron sent a spell on the Death Eater that enlarged his teeth at an alarming rate to everyones amusement.

They were now alone in the wood clearing again. Hermione produced a charm that would reveal all humans nearby. A Slytherin first-year showed up, having a strange look in his eyes. Obviously a victim of another unforgivable curse, the one that forces the victim to obey its caster, but the poor kid was wandless and hurt, with a broken arm.

Out of pity, Ron created a bandage and a splint with a quick spell, while Harry and Hermione performed a spell that strengthens an enclosure from enemies, in order to be able to hide the horcrux that Voldemort wanted so much.

They managed to escape, but had to leave the place and the valuable horcrux behind them. Voldemort is since then looking for it, but hasn't found it yet. Please try to find it before he does.

Hint for Final: svegerr

Kobolder i Guldskogen (MMDO13)

GC-code: **GC3YYDA**

Coordinates: N 59° 19.900 E 017° 48.750

Attributes: Available During Winter

Elena and her group of brave warriors had broken through the outer defense perimeter, and reached the area where they thought the kobolds had their base of operations. Elena went ahead of the group to recon, when she fell down a hole in the ground. She landed with a loud noise, and looked up. There stood Njord, the much feared kobold leader, and his personal bodyguard, one very large kobold, and one shorter, but very beefy. She quickly assessed the situation. Njord had a twohand sword (damage 2D10), the large one had a wooden club (D6), while the short one had a twohand axe (2D8). She drew out her trusty old morning star (2D8+1) with her right hand, och her elven broadsword (2D6) with her left hand. She would have to fight for her life.

Njord emitted a low-pitched growl, prompting the large one to throw himself at her and slam her hard with his club. The quick attack took her by surprise, and she couldn't help but being hit. The die showed one point below maximum damage. The injury made her raving mad, and she delivered a devastating blow to her opponent, with her morning star. He received the maximum damage from her weapon, and she thought she had seen the last of him. Now, the shorter one attacked, and he scored a good blow on Elena. He got the maximum score on one die, but only a one on the other. Elena screamed with pain, but swung her broadsword and hit! She only got twos on the dice, but it was enough for the kobold to bend over in pain.

Now Njord had pulled out his enormous sword, and he launched an attack. Elena didn't parry fast enough, so she got a massive blow over her chest. The dice showed just one point short of maximum damage. Once again, the pain gave Elena an incredible strength. She swiftly delivered one blow with the broadsword and one with the morning star. She got fours on the dice for the sword, and a one and a six for the morning star. That was enough to put an end to Njord's life.

The body guards didn't seem to have any intention of giving up though. The large one was, surprisingly enough, back in action. He landed a hard blow in Elena's back. She received the maximum possible damage, and she screamed ferociously while she spun around and swung the broadsword against her enemy. He took a good hit in th belly. The damage was just average for that weapon, but it was enough to put the badly injured kobold out of his misery.

Now the short one attacked her, and scored a massive hit. The dice showed just one less than the maximum damage, and Elena swiftly returned the blow using her morning star. She scored a far from perfect hit on his right arm, the dice just showing one and two. However, the power was enough for the short kobold to lose hold of his weapon, while Elena was ready to follow up with the sword. He stared for a moment into Elena's furious eyes, before he turned around and ran.

Badly injured, Elena managed to climb back to the surface again, where she reunited with her group. With Njord gone, they knew that the kobolds would soon be scathered, and stop terrorising the people in the woods. They returned to the village, where they were hailed as heroes.

Bakverk i Guldskogen (MMDO13)

GC-code: **GC452GV**

Coordinates: N 59° 19.400 E 017° 48.075

Attributes: Available at all times, No tree climbing, No field mystery.

N59 20.@ E17 48.Æ

Decryption Key

A|B|C|D|E|F|G|H|I|J|K|L|M

N|O|P|Q|R|S|T|U|V|W|X|Y|Z

(letter above equals below, and vice versa)