

Little Friends of Roundhay Park presents...

Age
6+



The Secret of Roundhay Castle



An Adventure Trail in Roundhay Park for
Brave Young Adventurers



Follow the trails if you dare,
And the secret of the castle will be laid bare.
The forest fairies have decreed,
That only the bravest adventurers will succeed...

Can YOU unlock the secret of the Castle?

The forest fairies of Roundhay Park have been keeping a deep, dark secret for hundreds of years. It is kept locked away in the depths of the forest, protected by a lock, a password and a spell. They only share their secret with the very best Adventurers, those that can complete three tricky tasks. To unlock the secret, you will need to identify the key that fits the lock, work out the password to activate the lock and help the forest fairies complete the spell. Only then will the secret of the Castle be revealed...



What to do

To unlock the secret of the Castle, you need to complete three tasks. Each task requires you to explore a different area of Roundhay Park. Follow the instructions for each task carefully. When you've completed all three, submit your answer online to reveal the secret!

Route info

There are three task routes marked on the map on the back page. The gardens for Task 1 are open daily but may be closed on Christmas Day, Boxing Day and New Year's Day. Tasks 1 and 2 are suitable for both pushchair and wheelchair users. Tasks 2 and 3 may be muddy, and Task 3 involves some steep paths and steps, so is for strong and adventurous pushchair pushers only! Sturdy shoes are recommended on all routes in case you want to head off the paths to explore further!

Advice for parents

You can complete these tasks at any time throughout the year. We recommend completing the three tasks in order. You could choose to do all three in one day, or save some for another visit. Younger children may need help reading and understanding the instructions and clues, so be prepared to get involved in the adventure!

Children must be supervised at all times. You will be exploring on paths next to open water as well as paths and areas which may be slippery or have trip hazards.

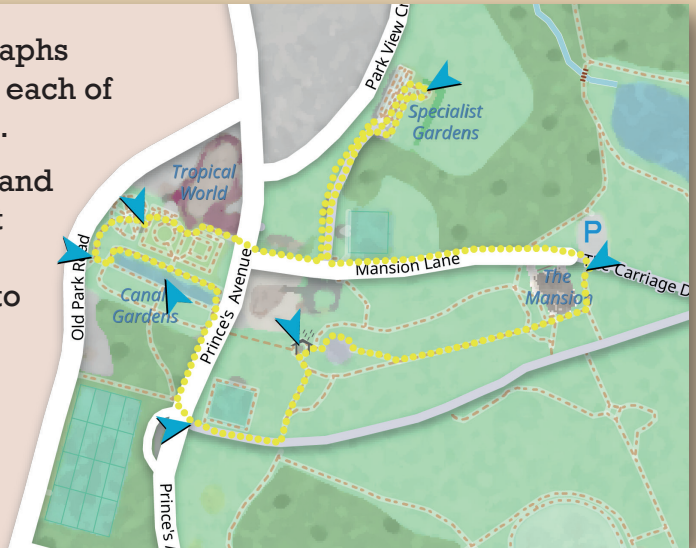
TASK 1 - Identify the Key that fits the lock!

Only the most observant adventurers will succeed in this task. There are 8 possible keys - seven of them are decoys and will not open the lock. To identify the correct one, you must visit all seven locations marked on the map and use your powers of observation and deduction! Good luck Adventurers!

One of the photographs below was taken at each of the seven locations.

Visit each location and look around to spot one of the photos. Cross off each photo as you find it.

The remaining photograph will reveal the correct key.



A



B



C



D



E



F



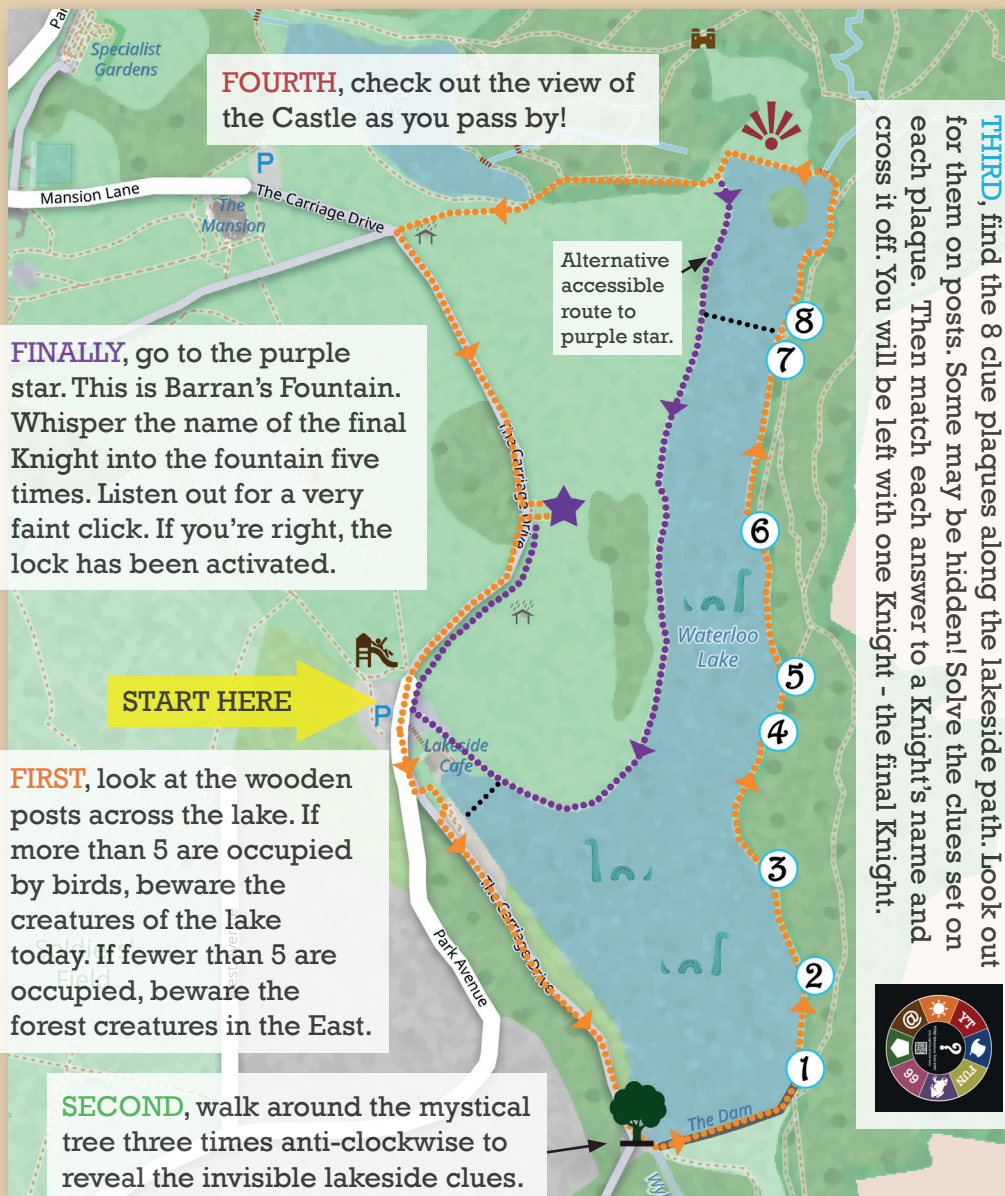
G



H

Task 2 - Get the password to activate the lock

The Knights of Waterloo Lake hold the password you seek.
Solve the clues and said password you will speak!
Be bold, be brave, but most of all be smart.
Study the map fully before you start!



The Knights:



Sir Samwell



Sir Nifty



Sir Træstar



Sir Bighcart



Sir Rock



Sir Spike



Sir Hurrup



Sir Vælwæt



Sir Askalot

The Clues:

1 Start at the three letter word. Move your finger two steps anti-clockwise on the plaque. Switch these two letters around and you have the start of a knight's name to cross off.

2 How many letters are in the red section? Add this to the number opposite. Spell out your answer and then jumble up the letters to match a knight's name.

3 Take the first letter of the animal, the middle letter of the three letter word, and the first letter in the red section. Match this to the start of a knight's name.

4 Start at the star and move six steps anti-clockwise. How do you spell this object? The middle letter of this word is the first letter of a knight's name.

5 Take the first two letters of the animal in purple. Put them in front of the two letters in the red section. This is part of a knight's name.

6 What is the fish looking across at? From this item, move two steps anti-clockwise. Match what you find to a knight's name.

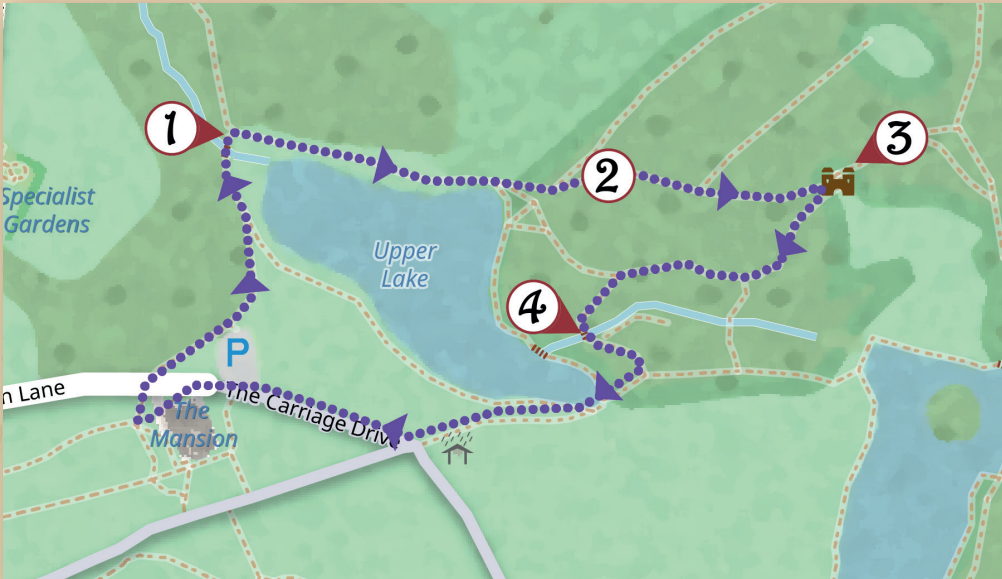
7 Start at the castle. Move four steps clockwise. Add the number of legs to the number in pink. Your answer rhymes with a knight's name.

8 Find the octopus and look opposite it. If you spell this item, how many letters do you need? This is also the number of letters in a knight's name.

Task 3 - Prepare the spell for the fairies

If you have completed tasks 1 & 2, you will have identified the correct key and activated the lock. The fairies are pleased. All that remains is to help them prepare the spell. If you are able, the fairies need you to explore their woods and complete FOUR mini missions. Good luck Adventurers!

Mission locations 1-4:



Challenge Record:

TASK 1: Circle the correct key

- A 
- B 
- C 
- D 
- E 
- F 
- G 
- H 

TASK 2:

The password is

I confirm that I have whispered this at Barran's Fountain:

TASK 3:

I confirm that I have completed all four missions:

Mission One:

Admire the Stumpery. These are the stumps of the forest elders. Every forest fairy has their own stump. The spell will only work if the elders approve of you. To gain their approval, give them your biggest smile as you bow or courtsey as low as you possibly can.

Mission Two:

As you walk through the woods, search the ground to collect a leaf bigger than your hand and a twig smaller than your little finger. Wrap the twig in the leaf, place it in your left hand, close your eyes and squeeze your hand closed as tight as you can for 12 seconds.

Mission Three:

Find the large rock concealed below the roots of a tree near the Castle. Tiptoe up to it and whisper your names to the fairies within. Then tap the rock three times with the middle finger of your right hand. When you've done this, walk away and don't look back.

Mission Four:

Stride bravely down to the Mystical Bridge over Gremlin Gorge. As you cross, it is most important that you do not wake the gremlins below. The fairies need their snores for the spell. Cross the bridge, one at a time, in as few steps as you possibly can. When everyone is safely across, stop and listen. Can you hear the gremlins snoring?
FACT - gremlin snores sound very much like running water.

Final Task - Reveal the secret...

Contact the forest fairies via their enchanted portal at **forp.org/little-friends-trails**

Enter your key letter and password and, if correct, the secret of the Castle will be revealed!

The forest fairies would also love to hear from you and see how you got on. Tag any photos you post on social media with #littleforptrails and they'll get them!



Roundhay Park



ROUTE INFO:

Task 1 ●●●●●
1.8km / 1 hour



Task 2 ●●●●●
2.5km / 1.5 hours



(May be muddy)

Task 3 ●●●●●
1.5km / 1 hour



(Some steps and steep paths)

FACILITIES:



Toilets



Café



Pub / Restaurant

(Toilets and cafés subject to daytime opening hours)

Don't forget to add #littleforptrails to any photos you share online so that the fairies can see your progress!

With special thanks to the Year 5 pupils at Gledhow and Talbot Primary Schools who created the clues for Task 2 and provided inspiration for the trail story.



This trail was funded by Friends of Roundhay Park, registered charity no: 1097692. If you enjoyed this trail, we'd encourage you to support our charity's running costs. Text SECRET to 70085 to donate £2. This costs £2 plus the cost of a std rate msg. Or opt to give any amount up to £20 by texting SECRET plus the amount. E.g., SECRET5 to 70085 will donate £5. For information on how to join FoRP and access discounts on family friendly activities visit www.forp.org/little-friends