

An interactive walking quest.
Explore Christchurch while solving clues.

CHRISTCHURCH

NZQUEST.CO.NZ

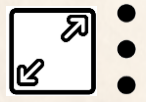
THE LEGEND OF THE LOST PIRATE GEMS



Have you heard the legend of Christchurch's lost pirate gems? 150 years ago, an evil pirate named Captain Goldeye hid three priceless gems in the foundations of Christchurch. They were thought to be lost forever, until now... Staff at the Christchurch museum recently found Captain Goldeye's diary with clues leading to the gems. It's now up to you to solve the clues and find the gems but be careful – someone sinister is also searching for them!

FOR THE FULL STORY DOWNLOAD APP OR VISIT NZQUEST.CO.NZ

TIP & EXTRA PUZZLE SOLVING SPACE



Turn your phone on auto-rotate. Press the 3 dots and the arrows to enlarge the screen.

WHAT IS THIS?

This is an interactive walking quest; you will need this brochure and the webapp. on your phone: nzquest.co.nz.

You will decode messages and solve clues while exploring central Christchurch. Suitable for adults & kids ages 9+ (with parental guidance). Allow for 1-1½ hours to complete.



Free to Take this brochure
\$7 To access the webapp and complete the quest.








THE LOST PIRATE GEMS

Explore Ōtautahi (Christchurch).
Find pirate Captain Goldeyes hidden gems.
Discover who stole Captain Goldeyes diary!

FOR THE FULL STORY VISIT NZQUEST.CO.NZ

You have identified 4 suspects, one of them stole Captain Goldeye's diary and is searching for the gems.

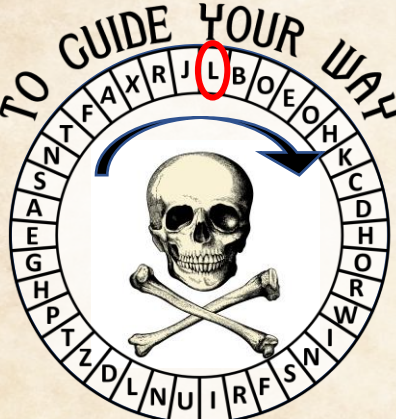
DIARY THIEF SUSPECTS – Cross them off as you go.

		GEMS	WRITE WHERE FOUND
 MAGNUS	 HONEYCOMB		
 IRONJAW	 SONGBIRD		
			

Use the webapp and this guide to help you find the gems and cross off suspects.

YE MUST TREK A FATHOM
TOWARDS KURA-TĀWHITI

TO GUIDE YOUR WAY



WHAT DOES THE MESSAGE SAY?

L _ _ _ _

MORSE CODE MESSAGE

A 0001	N 01110
B 0010	O 01111
C 0011	P 10000
D 00100	Q 10001
E 00101	R 10010
F 00110	S 10011
G 00111	T 10100
H 01000	U 10101
I 01001	V 10110
J 01010	W 10111
K 01011	X 11000
L 01100	Y 11001
M 01101	Z 11010

L _ _ _ _
_ _ _ _ _
_ _ _ _ _





The poem holds
the key.

THE POEM

Over 1** ****18 14**2*9 4**10*13*
 17* 6*11 *15
 ** *7***** ****8*
 5****, **16** ** *** *3****12

T
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

THE FAMILY CRESTS

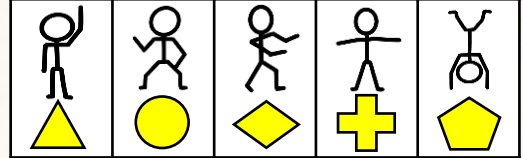
 MAGNUS	 HONEYCOMB	 IRONJAW	 SONGBIRD
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RIVER STEPS MESSAGE. W=WORD, L = LETTER

B
 W1L1 | W1L5 | W1L6 | W3L1 | W1L13
 W13L3 | W15L2 | W15L3 W13L1 | W4L3 | W8L7 | W8L1
 W1L3 | W28L2 | W4L4 | W28L4 | W8L7 | W6L5

HAND SIGNAL CYPHER

Read the poem.
Do the hand signals in the correct order.



Draw the hand signals in the correct order.

UNICORN BUILDING LOCK CODE

Lock 1: If SOIT IS 2, what is PENSE?

Lock 2: If MAL is 6, what is HONI?

Lock 3: If DROIT is 5, what is ET?

Lock 4: If Qui is 8, what is Mon?

Write the
lock code

THE RUBY SKULL & TIME CAPSULE

Charlotte Jane: Bowen, Ann

Randolph: Ferguson, Donald

George Seymour: Hill, James

Cressy: Jones, Henry



Write the cog code