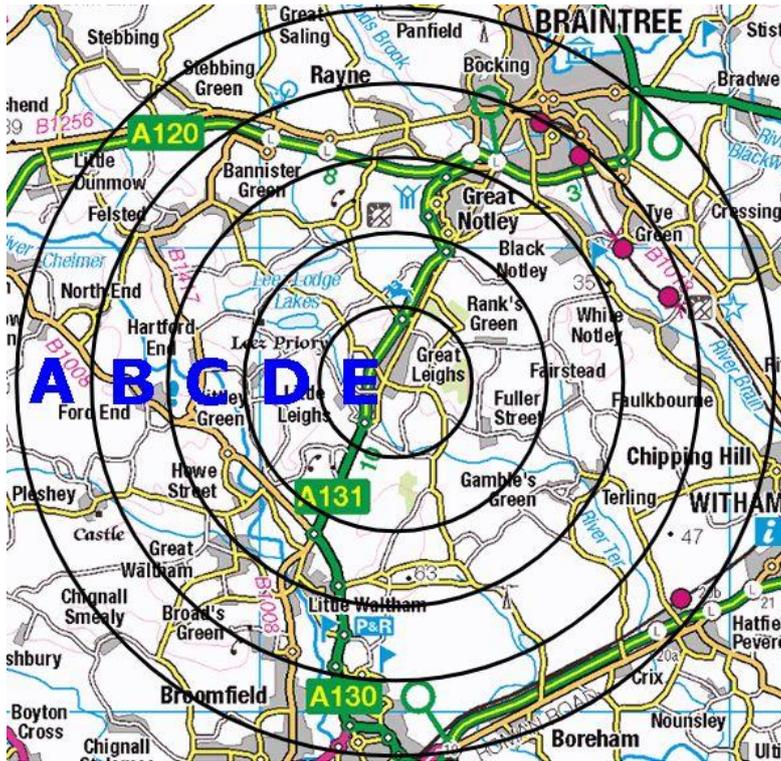


QRaken Navigational Scatter Format



Your objective will be to find QR codes hidden in a five-mile radius of map reference TL 72888 17115 (the start at Leighs village hall).

Locations

If you draw circles of 1, 2, 3, 4 and 5 miles radius from the start on map 167 they will look like this (large scale). The rings have been assigned letters: A is the outer ring to E as the innermost ring. Very, very roughly there will be 16 possible locations to visit in ring A; 8 in ring B; 4 in C; 2 in D; and 2 in E – a total of 32. In line with Scatter rules, you will only have to visit 75% of these i.e. 24 locations to get a maximum score.

You don't have to draw the circles on your map, it's just a guide to the approximate spacing of the Locations.

The 16 locations in ring A are designated A1, A2 ... A16. They will be spread (roughly) evenly around the ring.

Hidden at each location there will be a tag containing a QR code. The "A" locations will be paired A1/A2, A3/A4 A5/A6 etc. The QR code clues at A1 and A2 will provide identical information to find location B1, but will contain the name of a unique monster which you'll need to enter on your Score Card to score points.

In ring B the locations are designated B1, B2 ... B8. When you have found the pair A1 or A2, you will have the information for you to find the location of B1. A3 or A4 will lead you to B2 and so on to A15 or A16 giving B8. At "B" (and "C", "D" and "E") locations there will also be monster names to record on your Score Card.

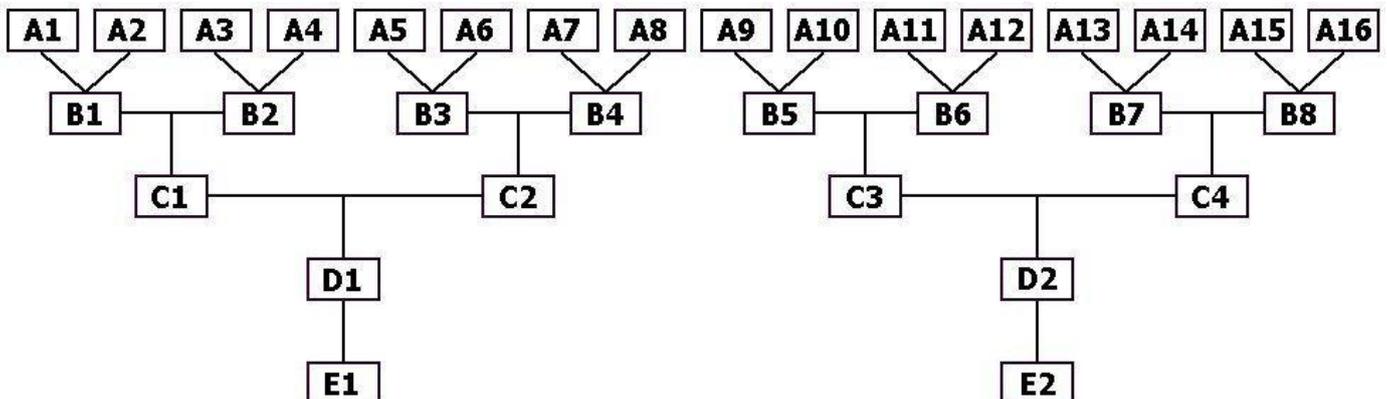
The pattern continues for ring C with 4 locations. Pair B1 and B2 will lead you C1 ... pair B7 and B8 will lead you to C4.

And for ring D: pair C1 and C2 will lead you to D1 and C3 and C4 to D2.

At the "D" locations you have to work a bit harder to gain access to the QR code and thereby the monster name and instructions to find the corresponding "E" location.

At the "E" locations there will be something different to get access to the QR code and final monster names.

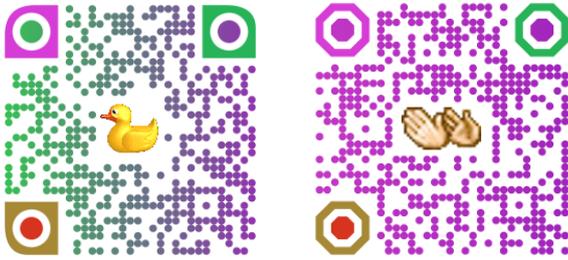
The diagram below shows how the locations link together.



You will record each monster name that you find on a Score Card. Every “A” monster will score 1 point; “B” monsters – 2 points; “C” monsters – 4 points; “D” monsters – 10 points; and “E” monsters – 20 points. The maximum score you can achieve will be 100 points if you visit half of the “A” locations and all of “B”, “C”, “D”, and “E” ($8 \times 1 + 8 \times 2 + 4 \times 4 + 2 \times 10 + 2 \times 20$). If you exceed 100 points, by recording more than “A”s than necessary, your score will be capped at 100.

Multi-Occupancy!!

QR Codes



You will need a QR Scanner App on your phone to read the data in the hidden QR codes. There are many Apps available. I use [this ad-free one](#) on an Android mobile phone. QR codes can take many forms and colours, and can also include images.

The “duck” QR code is a typical ‘A’, location message; it says “A1. Your monster name is GOLLUM. You’ll find the B1 monster at map reference TL 72888 17115. Look behind the green box.”

Record GOLLUM at A1 on your Score Card. You are also given the location of B1. Note: As A1 is paired with A2, A2 contains the same B1 information **but** the monster name will be different.

The “hands” QR code is a typical ‘B’ location message; it says “B1. Your monster name is SHELOB. You’ll find the C1 monster at map reference TL 72632 ??????. Look behind the road sign.” Note: You need to visit location B2 to get the second half of the map reference for C1.

Strategy

Obviously, you need to visit one of each pair of “A” locations in order to reach “B”, “C”, “D” and “E”. However, if you can’t find some of the QR codes your search in the next inner ring will be compromised. For example, if you can’t find A1 or A2, you won’t have location information to get you to B1, C1, D1, E1 and E2. If that happens, you’ll have to supplement your score with some extra “A” locations.

Finding Locations

At signing-on you will receive a Score Card (see [example here](#)) where you need to enter the monster names you find at each location.

At the start time you will receive clues to the location of points A1 to A16, which will resolve to map references and a description of where to look (e.g. Behind the grit bin)

Each “A” location will have a QR code containing a monster name and the **full** information you need for the next “B” location.

Each “B” location will have a QR code containing a monster name and **half** the information you need for the next “C” location. The paired “B” location will contain the other half.

Each “C” location will have a QR code containing a monster name and **half** the information you need for the next “D” location. The paired “C” location will contain the other half.

Each “D” location will have a QR code containing a monster name and the **full** information you need for the next “E” location. However, you will need to open a container to get access to the QR code. You may need to walk a short way to reach the container.

Each “E” location will have a QR code containing a monster name. However, you will need to open a container to get access to the QR code. You may need to walk a short way to reach the container.