

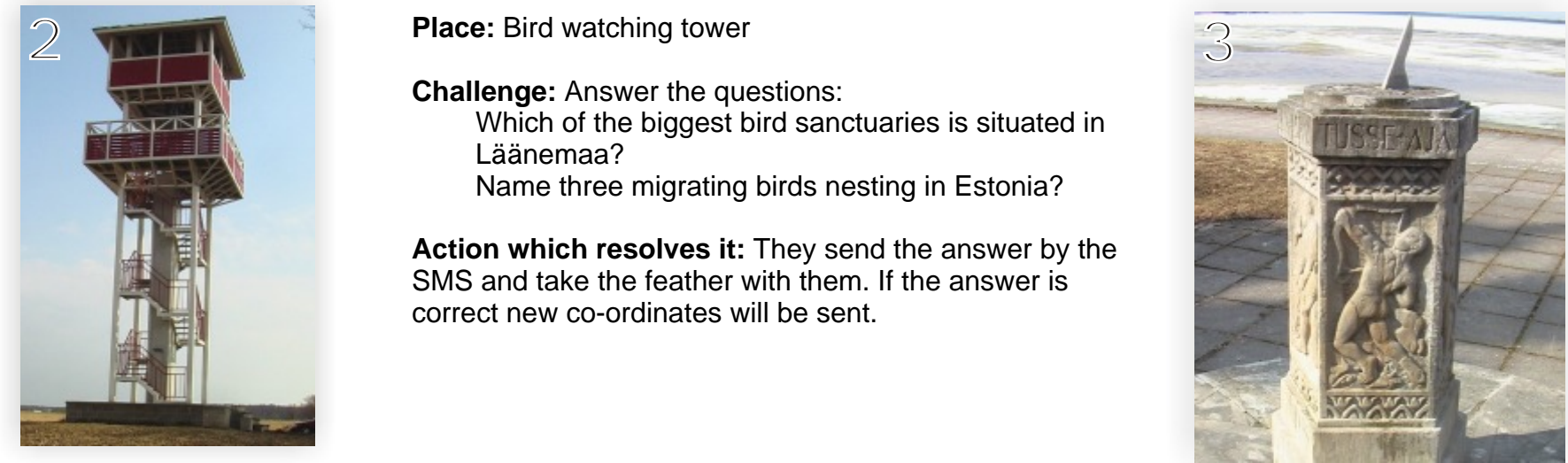
Saving of Haapsalu



Place: The window of the white lady

Challenge: written addition and subtraction (subject: math)
Baptistry chapel traditions (presenting a silver spoon for the new born) (social studies)

The answers are sent to the headquarters by SMS, in case the answer is correct they get the co-ordinates of the next target and hint to look for the question (for example: A tin egg up in the nest a tin with a new question and feather up in the bird-watching tower)



Place: Bird watching tower

Challenge: Answer the questions:
Which of the biggest bird sanctuaries is situated in Läänemaa?
Name three migrating birds nesting in Estonia?

Action which resolves it: They send the answer by the SMS and take the feather with them. If the answer is correct new co-ordinates will be sent.

Place: Sun dial

Challenge: Solve a puzzle concerning geometry (compile something from matches or branches or any natural items available in the neighbourhood) No harm should be caused to the nature!

Action which resolves it: The answer photo of the image must be sent to the headquarters, in exchange they get new co-ordinates and a hint (for example: go and visit Bullerby kids)



Place: Ilon's Wonderland

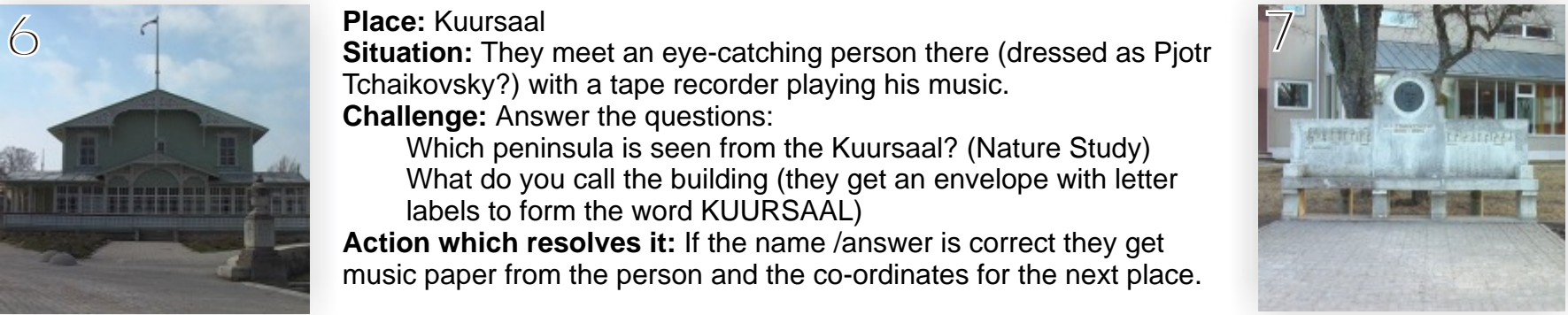
Challenge: Answer the questions:
Who is the world famous writer (you have read her books in the 3rd grade) Wikland worked together?
Who is the most translated children's writer in the world?

Action which resolves it: Again the paper with the correct answer is given to the museum worker, she instructs them about the next destination an also gives them Karlsson's favourite coin (5 ören)



Place: Viieristi Square (Five Cross Sq.)

Challenge: With the help of cardinal points and conventional signs they go to Kuursaal (Kurhouse)



Place: Kuursaal

Situation: They meet an eye-catching person there (dressed as Pjotr Tchaikovsky?) with a tape recorder playing his music.

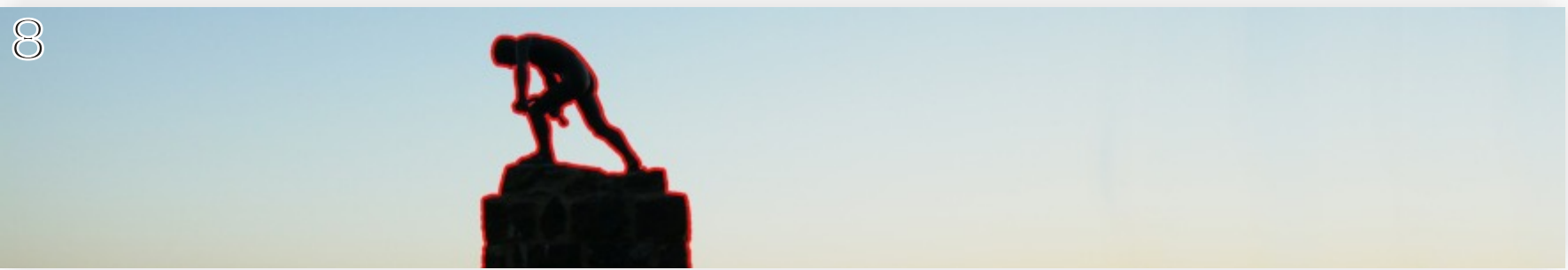
Challenge: Answer the questions:
Which peninsula is seen from the Kuursaal? (Nature Study)
What do you call the building (they get an envelope with letter labels to form the word KUURSAAL)

Action which resolves it: If the name /answer is correct they get music paper from the person and the co-ordinates for the next place.

Place: The memorial bench of Tchaikovsky

Challenge: With the help of the music heard at the previous place and co-ordinates they find the bench.

Action which resolves it: They have to write the notes from the back of the bench to the music paper, take a photo of the team sitting on the bench and send it to the headquarters. They get the co-ordinates, take the music paper with them and go to the next place.



Place: Laine Spa

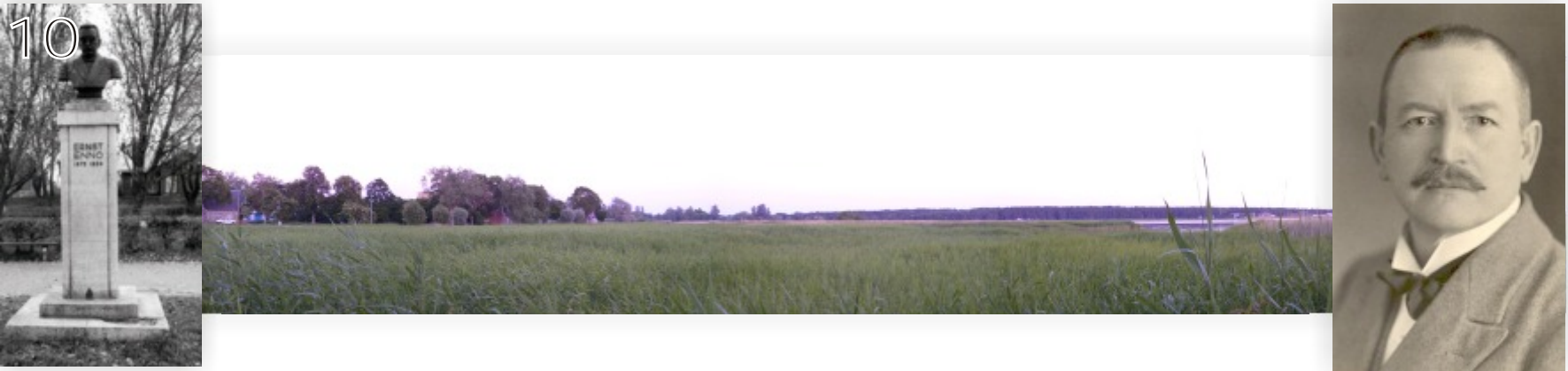
Challenge: a task concerning health study.

Action which resolves it: The answer is sent by SMS, then they get the task to find a curvy cane or a chocolate medallion which they take with them.



Place: At the corner of Suur-Liiva and Väike-Lossi

Challenge: there's another eye-catching person with a dictophone. The teams get a task (subject Estonian) to invent a legend of how Suur-liiva got its name, tell it to the person. In exchange they get the coordinates and hints for the new destination.



Place: The monument of Ernst Enno

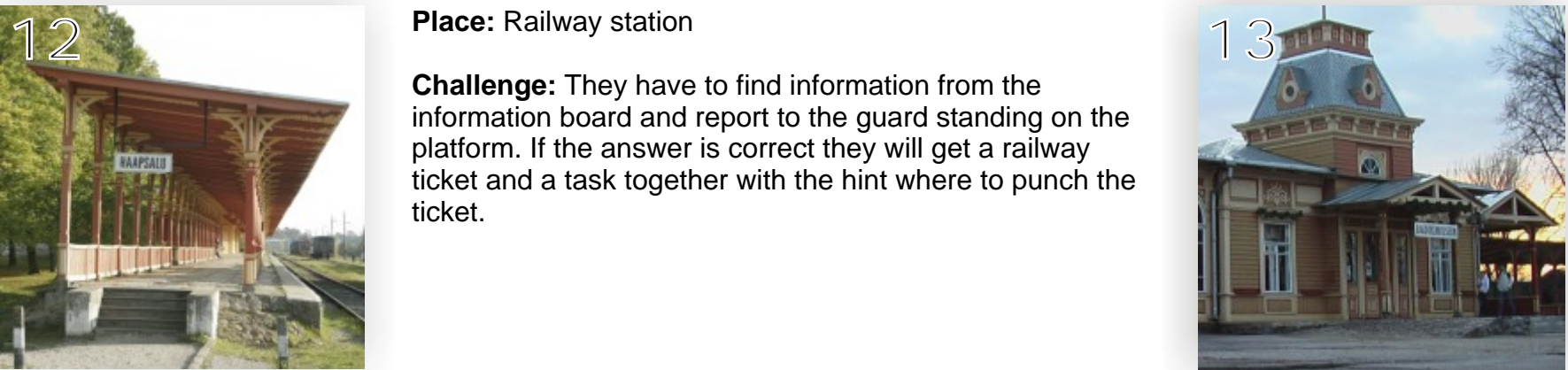
Challenge: another person (ghost of Enno?) gives an envelope with rhyming words and paper/pen.

Action which resolves it: The competitors have to create a 4-line poem, perform it. After that they will be given a new task by 'Enno' + the coordinates for the next destination.



Place: Embankment

Challenge: The task they got (math) is a written one, which asks them to figure out the length of their trip by the embankment to the final destination.



Place: Railway station

Challenge: They have to find information from the information board and report to the guard standing on the platform. If the answer is correct they will get a railway ticket and a task together with the hint where to punch the ticket.

Place: Railway Museum (the final destination)

Challenge: They punch the ticket, after that they a let to the station master's room where the conclusions are drawn and the winner is stated.

The winner will get the jar with the sea mud, which will be handed over to the representatives of Old Nick.