



Adventures close to home

STOKE SUAP SQUAP VS. MACPLE MANN adventure at

storyquest.org.uk

Tunstall Park

f – Stoke Reads

Meet the Stoke Squad!

Name: Finn

Likes: stories

Dislikes: bedtime

Superhero name:

Finn-tastic!

Power:

Super strength

Special power:







Name: Izzy Likes: sport

Dislikes: spiders

Superhero name: The Incredible Izzy!

Power: Super speed





Name: Theo

Likes: animals

Dislikes: cheese

Superhero name: Thunderous Theo!

Power: Super brain





Stoke Squad Assemble!

Reader we need YOU! Join our adventures and help us on our quest. Fill in your own Superhero Profile here...

Name:	
Likes:	
Dislikes:	
Superhero name:	

Trail information



Getting here

Catch the 3 or 3A bus from Burslem Town Centre or Hanley Town Centre to Tunstall Town Centre. Walk for five minutes minutes to the entrance to Tunstall Park on the corner of Victoria Road Park and Queen's Avenue – the one by the clock tower.

How to take part

Visit storyquest.org.uk or call 07849 353 729.



Length of time needed

Around one hour, depending on:

- How quickly you solve the riddles
- How long you spend exploring this beautiful park



Who can take part

Most of the route is on concrete paths that are suitable for wheelchairs and prams, but one challenge does include climbing the steps to the clock tower.

What to wear

Comfortable shoes that you can run in.



- A basketball
- A football
- Table tennis bats and a ball
- A skateboard

There are lots more **Story Quests** to complete around Stoke-on-Trent! Find out more at **storyquest.org.uk**

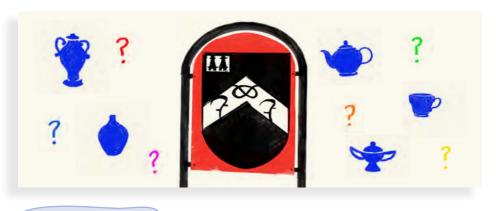


This trail starts from the entrance at the bottom of Victoria Park Road.

It was the weekend and the TV show 'Antiques in the Attic' was visiting Tunstall Library, when...



It looks like there's a villain in town, folks. And look! They've even taken treasure from this Tunstall sign. Reader, can you find the sign in the park and circle the items that are missing?



This looks like a job for the Stoke Squad guys!

Right. Let's get our super pow...

...errr, hang on. What's that?









Who is this mysterious, ghostly potter? Find his name on the clock tower plaque and copy it here...



Sounds like that dastardly do-badder, Magpie Man!

Okay, time to activate our super powers.



Likes:

- shiny things
- stealing shiny things
- keeping shiny things
- finding new shiny things

Dislikes: cats

Powers:

- flight
- super shine detection ear-shattering shriek





To the secret garden!



Find the flower beds and copy Finn, zigzagging round the

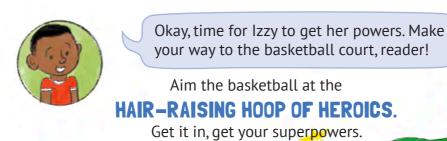
SECRET CIRCLES OF STRENGTH AND SKILL

to switch on your super power!



Ha ha! I've still got it!

Can YOU pick up the ice age boulder, reader? Give it a go! (If not, do ten star jumps instead... that's almost as good!)





(that's basically an imaginary ball - but make it as realistic as you can!)

Oh no! Magpie Man has stolen five letters from this sign.



This Play Area and Multi Use Games Area was opened by PA_____ JOHNSON

Reader, can you help the Stoke Squad? Find the sign on the basketball court fence and copy down the missing letters...

This Play Area and Multi Use Games Area was opened by

PA JOHNSON

Clue: the letters spell out one of Magpie Man's favourite things to do!







Hmm. Now, where could Magpie Man be hiding? Time to ask our feathered friends.

Make your way down to the big pond, reader.

Theo, time to turn on your

TALENT FOR TERRIFIC TRANSLATION!

Turning on talent, setting it to 'duck'.



Quack quack quack quack-quack quack!*



*Hello duck. Do you know where Magpie Man is hiding? *Find out the family the magpie is in...find their nest, and you will find him!

It's a riddle!



Why didn't the duck just tell us?



It's ducking the question.

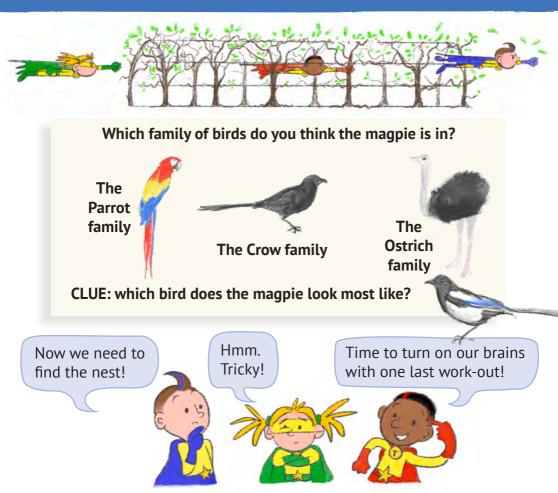


That's a tricky riddle. Reader, head to the

WILLOW TUNNEL OF WISDOM...

...perhaps that'll help us figure it out!

Fly down the willow tunnel then answer this clue...

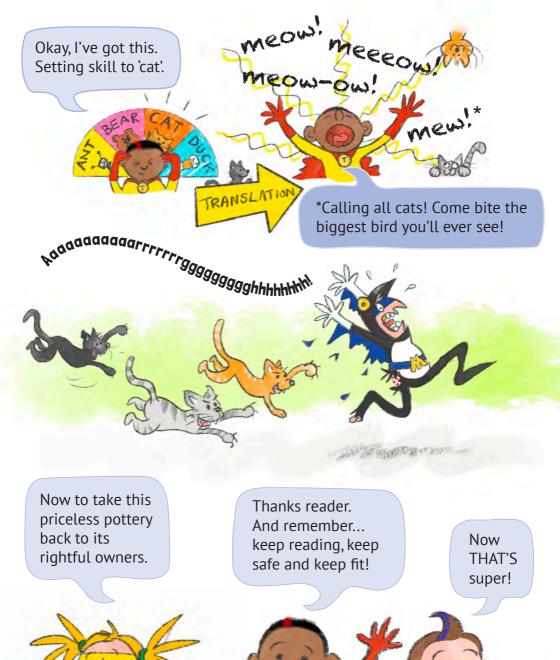


Okay reader, almost there. Have a go on some of the fitness machines or activate your star power by doing ten more star jumps.



Good stuff reader. Now zoom to the play area...





THE END!