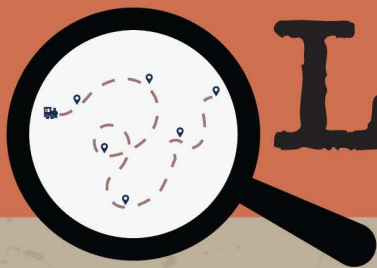


# PUZZLE LINE



PUZZLE ALONG DARENT VALLEY  
RAILWAY LINE, NESTLED IN THE  
BEAUTIFUL KENT DOWNS

SEVENOAKS | BAT & BALL | OTFORD

YOUR PASS TO  
SECRET AGENT  
STATUS

SHOREHAM | EYNSFORD | SWANLEY

FREE ACTIVITY



TOP SECRET

# HOW TO PLAY

To begin your mission you will need the PuzzleLine leaflet (*either a physical copy or a digital copy*) and a valid train ticket for the Darent Valley Line.

Once you have those, the rest is pretty simple...

**Gather your team**

1

2

**Choose your station**

**Read the mission you must complete**

3

4

**Off you go**



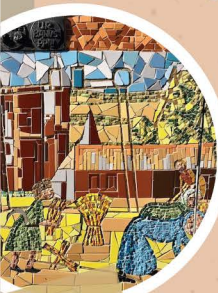
A few definitions to help...

**HB** Heritage board

**W3W** [www.What3Words.com](http://www.What3Words.com)

**LBYLTS** Look before you leave the station

**DON'T FORGET A  
NOTEPAD & PENCIL**



**DARENT VALLEY LINE**  
IF YOU BUY A PAPER TICKET  
FROM SWANLEY TO SEVENOAKS  
YOU CAN JUMP OFF THE  
TRAIN & GET BACK ON TO  
CONTINUE YOUR JOURNEY IN  
THE SAME DIRECTION

# YOUR MISSION

Your mission is simple! Travel to each station and complete the six separate missions set for you. Once successfully completed, enter the answers in the online Agent Portal to achieve Secret Agent Status. Your mission can end whenever you choose. You can also stop and come back to continue, providing you have a valid train ticket.

## STAY SAFE!!

We've put a lot of thought into making PuzzleLine a fun, but safe, experience. That said, the adventure is played across a number of villages and comes with potential hazards. So remember...

- ✓ *Be kind, polite & keep to the Highway & Countryside Codes.*
- ✓ *Be aware of your surroundings. Including keeping to footpaths, being aware of traffic, watching out for uneven ground, not destroying property. We could go on & on but use your common sense.*
- ✓ *Wear comfortable and supportive footwear, you will definitely be doing some walking.*
- ✓ *Be respectful of other people and their property. None of the puzzles will require you to force or gain entry to non-public spaces.*
- ✓ *Remember to keep an eye on your children at all times and keep them close.*
- ✓ *When moving on and off the trains follow Network Rail's safe travel guidelines.*

**DESIGNED FOR AGES 11+**  
**ACCESSIBLE FOR ALL**



# AGENT PORTAL

To make sure our agents have the best support available throughout their adventure, we have set up the PuzzleLine Agent Portal.



Scan Me

At the end of the six missions you will need to upload your answers to The Vault. If you successfully complete all six missions, Secret Agent status will be granted and you will receive your certificate.

While you do not need to upload the answers after each mission, we would encourage you to do so as a way to confirm that you have successfully completed that stage.

Agents will also find a number of other useful features on the Portal, including a section with frequently asked questions and helpful clues should you need them.

**PORTAL** → [www.puzzleline.org](http://www.puzzleline.org)

*By undertaking this trail you accept full responsibility for the safety and behaviour of yourself and your group. We cannot be held responsible for any death, injury, loss or damage, however caused, undertaking this activity.*

*At the time of printing the PuzzleLine leaflet is accurate and up to date. While we will endeavour to correct any errors, we cannot be held responsible for any unforeseen changes to the puzzle adventure. The adventure combines local facts with fiction, but any local stories and facts are for fun only.*

# We've set down a unique adventure just for you!

Think you can uncover its mysteries??

Located across the six stations of the Darent Valley Line are a series of missions, each designed to test your observation, decryption and investigative skills. You can journey to all six stations in one go, or just one at a time, but to complete the adventure you will need to solve all six missions to be in with a chance of winning a prize.



# SWANLEY

## MISSION

The ability to find your way is an essential skill, don't get one wrong it's not a drill. Eight steps through Swanley must be observed, take notes your answers must be preserved.

These four oysters don't have pearls but they do have numbers?  
??+??+? = your first code.

To exit the station, St Mary's is the right way to go.

Some tennis courts are soon in view, their colour answers number 2.

The field behind for number 3, but who donated the field you see?

A lady stands so tall and grand, but what is in her strong left hand?

Through the arch to the market square. A ground guide helps you once you're there.

If Asda is  $0^\circ$  and Costa is  $270^\circ$ , what is at  $135^\circ$ ?

Two extra questions and to be fair, are hidden artworks around the stairs. Who was the artist and what was the movement called?

**END**

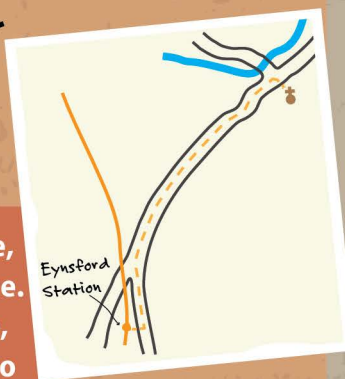
# EYNSFORD

## MISSION

Your thinking skills are put to the test.  
Three key words could make you the best.



1. LBYLTS: The pictures here are very nice, but only one artist is mentioned twice.



Look up high and you will see,  
a poem that means a lot to me.  
Look around and you will see,  
that nine is where you need to  
be.

2. The box you need will have a name,  
one you need to complete the game.

Carry along the road towards a Norman  
next to a Castle abode. The lane behind is  
what you need, a heritage board may be  
worth a read.

3. If  $A=1$  and  $B=2$  the 1948 guardian's  
name will see you through. A total sum is  
all you need to ensure that you succeed.

# SHOREHAM

## MISSION

Your analysis skills are up to bat. Three details needed, so don't fall flat.

**LBYLTS:** If it's Shoreham's answer that you seek, the art on the wall looks very chic. A list of things for you to find:

What number is Jimmy? **1**

If Henry is yellow what colour is Adelaide? **4**

Which animals look like they are in love? **3**

How many legs does Grace S have? **2**

Who drew the lone, brown rabbit? **5**

Where does Robert spend his day? **6**

Let the rabbit guide you on your way. Down the foot path to Shoreham, where travellers rest or stay.

**7** What do they have in common?

The bridge you cross lets the river flow, but how many arches does it show? **8**

He's the man to look after your horses, but what colour is his scarf? **9**



Robert helps with the final clue, the rest is clearly up to you? Look very carefully and you will see...

**10** Some fish, some ducks, creepy crawlies and a bee?



# OTFORD

## MISSION

A series of answers you must find. Your observational skills must be sublime.

- 1 A long distance footpath crosses the line at Otford Station. What is it called?
- 2 There are 10 Heritage Boards (HB) in Otford, find HB1. Where could you sit 200 people for a feast?
- 3 For this you will need HB3. What would you need to offer up to ensure a girl?
- 4 HB4 may help you figure out what vanished when the ducks arrived?
- 5 Its name translates to 'A Thousand Flowers' but it's not a florist. What do they really sell?
- 6 HB5 may know the name of the last cow to lead the herd?
- 7 From the mural, what is between a mobile phone and a satellite?
- 8 What year was The Bull created?
- 9 Otford has a scale model of the solar system. What does the silver dome represent?
- 10 In the time it takes to read the solar system information board, how far will you have travelled?

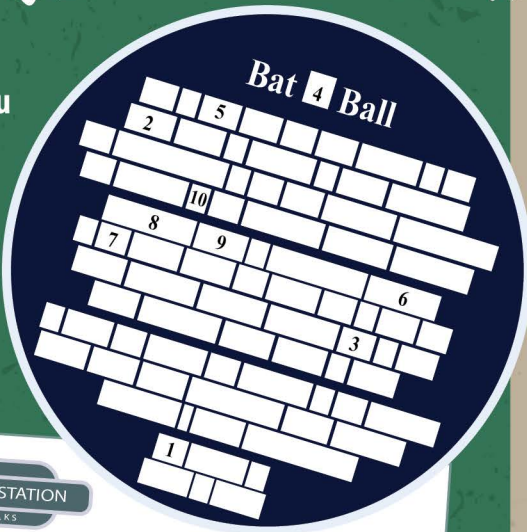
*\*Keep a note of all your answers, you will need them.*

# BAT & BALL

## MISSION

Your decoding skills are the focus here. Three outline shapes you must find, to get the all clear.

Everything you need will be available around the station.



BAT & BALL STATION  
SEVENOAKS

5.9 / 5.11 / 2.9

9.9 / 2.3 / 6.4

34.11 / 27.4 / 12.5 / 31.1

 x  + 



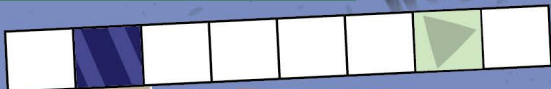
# SEVENOAKS

## MISSION

Translation is next on the list. Several pictures you need to really untwist.

The start point for your mission is at Bligh's Meadow Clock tower - W3W: ///define.sands.truth  
Make sure to record all of your answers

1 To get yourself moving, you will need to find



2 Decipher the image to know what's next in line

2



3 A place to spend your hard earned coin



4 This shop's Captain needs a ?

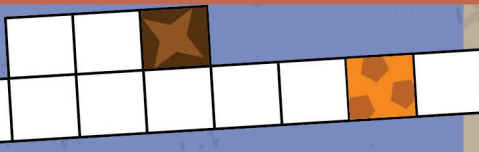


5 Reveal the answer so you can play

5

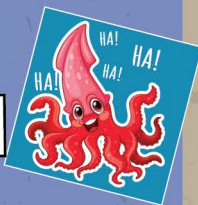


6 This local tavern was once called The Black Boy



7 On the final stage on your quest, a humorous creature you will find

7



Some parts of your mission require a significant walk, and some locations are easier to access than others. To help with your planning we have compiled a guide which you can find on the *Agent Portal* or at [www.puzzleline.org](http://www.puzzleline.org)

## ACCESSIBILITY

The PuzzleLine trail has been created by TimeQuest Escape Games [www.timequest.net](http://www.timequest.net)

Scan Me



Developed in partnership with The Darent Valley Community Rail Partnership (DVCRP) and Sevenoaks District Council. This project has been made possible with UK Government's UK Shared Prosperity Fund.

Sevenoaks District is 20 minutes by train from London. Nestled in the Kent Downs, home to historic estates, excellent shopping and stunning countryside.

Make sure you check out the DVCRP website to find out more information on the six stations and the area explored in this puzzle trail. Find us at [www.darentvalleycrp.org](http://www.darentvalleycrp.org)



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UK Government



COMMUNITY RAIL PARTNERSHIP

DARENT  
VALLEY

Sevenoaks  
DISTRICT COUNCIL



TIMEQUEST  
CONNECTIONS THROUGH EXPERIENCE