

























Marley-Anne Barker	Countess Krusty Motwill	Lord Jeremy Davids	Professor Tyler Irhyn	Cpl. Ray Smythe

				
Sir Will Ackson	Elliott Willis	Kosi Boothe OBE	Rev. Ezra Feint	Eve Dewar

				
Allie Carver	Lawrence Mythson	Pvt. Ian Crawley	Andrew Ritchlock	Sarah Wook

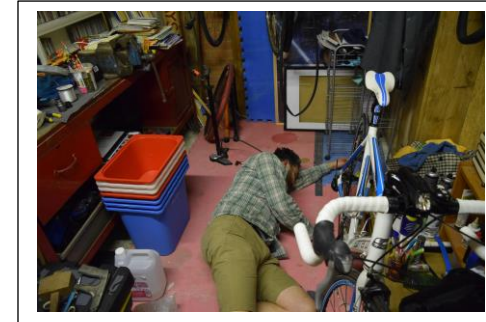
				
Maj. Pam Buck	Jenny Wolliver	John Newman	Dr. Becky Greenfield	Sgt. Tom Cent

Lead piping	Dagger	Revolver:	Spear:	Poison:
				
1999	1516	1815	8452	1904

Flamethrower:	Bow (& Arrow):	Candlestick:	Axe	Rope:
				
0871	1035	0278	1996	1000

## Reverend struck down!

Devizes has been rocked by the murder of one of its most respected residents, Rev. Dr. Keith Bumble. Rumoured to have created an unpuncturable bike tyre, the Rev. Dr. was found dead in his bike shed just days before he was due to announce his findings to the world. Wiltshire Police HQ's finest detectives are stumped. Can you help them work out who committed this dastardly crime, and the weapon they used?



### **DIRECTIONS:**

You don't need a map the directions will lead you from start to finish. If you miss an answer along the way, retrace your steps and try again.














### **SOLVING THE MYSTERY:**












Solve the clues to find the murderer and murder weapon. The answers are names and 4-digit code numbers that you will find as you follow the Trail. Solve the clues to eliminate suspects and weapons from the grid on the left. At the end of the Trail you should be left with one of each – case closed!













Each member of your group might like to guess who they think the murderer and murder weapon is before you start to add an element of competition!

The trail explores the Drews Pond edge of Devizes following pavements, paths and quiet roads which makes it suitable for pushchairs and wheelchairs.

<p><b>Start:</b> </p> <p>Begin at the roundabout at the bottom of Pans Lane where it meets Green Lane and Wick Lane. Your first clue is set at the roundabout.</p>	<p><b>Clue 01:</b> </p> <p><i>Blacked out in this photo is a number and a letter, which correspond to the two initials of the first suspect to remove from the list. Use A=1, B=2, etc. to decode the number.</i></p>	
<p><b>Direction 01:</b> </p> <p>From the roundabout walk along Green Lane keeping to the right hand pavement.</p>	<p><b>Clues 02 &amp; 03:</b> </p> <p><i>Two of the three roads on the sign on the left share names with people you can cross off your list.</i></p>	<p><b>Direction 02:</b> </p> <p>Continue along Green Lane and turn right down the short footpath opposite No. 1 Green Lane to The Mews.</p>
<p><b>Clue 04:</b> </p> <p><i>The first 4 digits of the number you would call for bus timetable enquiries will help you eliminate your first weapon.</i></p>	<p><b>Direction 03:</b> </p> <p>With your back to the bus timetable turn left and follow the road around the right-hand bend. Turn down the footpath on the right immediately before 'The Shires' signed Eyles Road Nos 12-22.</p>	<p><b>Direction 04:</b> </p> <p>Follow the footpath between the iron railings until it opens up to a playing field at the end. Turn left at the Eyles Road sign off the tarmac footpath onto field footpath. There are 3 things to find before you leave the field.</p>
<p><b>Clue 05:</b> </p> <p><i>The first and third letters of a company that makes playground equipment are the initials of another innocent suspect.</i></p>	<p><b>Clues 06 &amp; 07:</b> </p> <p><i>The big house on the left of the footpath will help you eliminate both a weapon and a suspect.</i></p>	<p><b>Direction 05:</b> </p> <p>Continue along field footpath between 2 fences and come out by houses at the end of a cul-de-sac. Turn left.</p>

<p><b>Clue 08:</b> </p> <p><i>Make sure to look for protecting squares on the ground to find another name to remove.</i></p>	<p><b>Direction 06:</b> </p> <p>Walk on down beneath the archway but don't rush ahead, as there are two clues to find as you leave.</p>	<p><b>Clue 09:</b> </p>  <p>A×B, C+D</p>
<p><b>Clue 10:</b> </p> <p><i>The area you just left shares its initials with another innocent suspect.</i></p>	<p><b>Direction 07:</b> </p> <p>Cross road diagonally right and walk down past the postbox at Chapel Court.</p>	<p><b>Clue 11:</b> </p> <p><i>Keep your eyes peeled for a court that shares the name with an innocent man to remove from your list.</i></p>
<p><b>Direction 08:</b> </p> <p>When you see the clock tower on your left, go through the arch beneath it.</p>	<p><b>Clue 12:</b> </p> <p><i>As you pass through the arch, look for the rank of a military suspect to eliminate.</i></p>	<p><b>Direction 09:</b> </p> <p>Continue onward to Thomas Wyatt road by going right and right again. Although go slowly as there are 3 clues to find in this area.</p>
<p><b>Clue 13:</b> </p> <p><i>Look out for circular extrusions on the ground to cross off another name.</i></p>	<p><b>Clue 14:</b> </p> <p><i>The name of the area you are now in has the same initials as another suspect to eliminate.</i></p>	<p><b>Clue 15:</b> </p> <p><i>Don't miss the court that sounds like a weapon to remove from the list.</i></p>

<p><u>Direction 10:</u> </p> <p>Turn left onto Thomas Wyatt Road. Before passing between the No Entry signs find your next clue.</p>	<p><u>Clue 16:</u> </p> <p><i>Look for a house with a heavenly name. It shares its initials with another innocent suspect.</i></p>	<p><u>Direction 11:</u> </p> <p>Continue on towards the Old Cricket Field, stopping where the road curves to the left. There are 2 clues to find here.</p>
<p><u>Clue 17:</u> </p> <p><i>A court on your left begins with a weapon name you can eliminate from your enquiries.</i></p>	<p><u>Clue 18:</u> </p> <p><i>The number of acres of land the old Roundway Hospital owned is the same as the code for another weapon that was not used.</i></p>	<p><u>Direction 12:</u> </p> <p>Continue on down the right-hand edge of the cricket field. There are 3 names to eliminate on your way.</p>
<p><u>Clue 19:</u> </p> <p><i>Be sure to see the educational memorial to someone who shares the initials of a suspect you can remove from your list.</i></p>	<p><u>Clues 20 &amp; 21:</u> </p> <p><i>Look out for two more nearby resting memorials. One shares a name with an innocent suspect, and the other is an anagram of one.</i></p>	<p><u>Direction 13:</u> </p> <p>At the corner of the field <b>DO NOT GO THROUGH THE KISSING GATE</b> but turn hard right down some steps. Wheelchair and pushchair users, see next box.</p>
<p><u>Direction 14:</u> </p> <p>Turn right at the bottom of the steps and return along the woodland path to the slope at the bottom of the cross.</p> <p> (Pushchair and Wheelchair users may retrace your steps along the field edge back to the slope by the wooden cross – you won't miss any clues!).</p>		<p><b>If you choose you may take some time out from the trail to enjoy the delights of Drew's Pond. We haven't included any clues in the woodland so as not to exclude those with pushchairs and wheelchairs.</b></p>

<p><u>Direction 15:</u> </p> <p>Go down the slope by the cross to the open meadow area. You will find 4 clues in this area.</p>	<p><u>Clue 22:</u> </p> <p><i>The Counsellor who funded the meadow shares his Christian name with another innocent suspect.</i></p>	<p><u>Clue 23:</u> </p> <p><i>A man who lived from 1939 to 2017 shares his initials with someone who can be eliminated from your enquiries.</i></p>
<p><u>Clue 24:</u> </p> <p><i>The year a princess visited Drew's Pond is the code for another weapon to remove from the list.</i></p>	<p><u>Clue 25:</u> </p> <p><i>Another weapon that wasn't used can be discovered by counting the bricks above the <b>WINDOWS</b> on this building.</i></p>	
<p><u>Direction 16:</u> </p> <p>With the sheds on your right walk on up the wide path to the kissing gate exit to Drew's Pond.</p> <p> (Pushchairs and Wheelchairs may not fit through the kissing gate so you may return back up to the cross, turn left back along Thomas Wyatt Road, turn left after the postbox, through the bollards and after Toadstool Hall go left to return to the kissing gate exit to Drew's Pond.)</p>		<p><u>Clue 26:</u> </p> <p><i>Look for a warning of a fine for your four-legged friend. The maximum penalty will help you eliminate the final weapon.</i></p>
<p><u>Direction 17:</u> </p> <p>Passing through the kissing gate continue straight on up the road finding the final two clues before you reach the roundabout where you started.</p>	<p><u>Clue 27:</u> </p> <p><i>Taking the first letter of each syllable of a nearby house name will give you the initials of another innocent suspect.</i></p>	<p><u>Clue 28:</u> </p> <p><i>A road on your right shares its name with the last suspect to eliminate from your enquiries</i></p>
<p>Congratulations you have reached the end and should now be left with only one guilty name and their chosen murder weapon!</p> <p>Don't let anyone else know, but email your result to <a href="mailto:viralstjames@gmail.com">viralstjames@gmail.com</a> with your name and the subject heading MURDER MYSTERY TRAIL to be entered into the Murder Mystery trail prize draw by 31<sup>st</sup> July 2020.</p>		