

Heyho!

Geocache Nr.2 is declared to be opened!

This Geocache is located in a not very heavily frequented area of the city and will hopefully guide you to some new spots.

For all those who don't know: Geocaching is a worldwide, treasure hunt-like game, based on the Global Positioning Systems. But you don't necessarily need a GPS to find this cache, you can also use a smart phone and google maps to enter the coordinates and search for the hiding place (f.e.: 42 35.161, 16 11.534)

For more information see: <http://en.wikipedia.org/wiki/Geocaching>

About the Cache:

- Approximate duration: **2 hours**
- **This is a Multicache**, at which you have to calculate the final coordinates using the hints on your way
- The Cache itself is a case the size of a lunchbox. It contains small trading items. If you want to trade something, please leave items of about equal (or higher) value.
- It is possible to do the Cache at night, but you should bring a flashlight (and it's way easier to find at daytime).
- On your way you will find some obstacles made of wood or metal. So please be careful, as they can be very **slippery** when wet.
- After finding, please place the Cache exactly where you have found it
- Be careful **not to be watched** when you find the box.
- Little advice: print the cachedescription and take it with you, especially if the battery of your smartphone doesn't last very long
- After the cachedescription you can find some hints, in case you get stuck at any point

cachedescription:

To start your quest, go to the rural end of the green subway line. Then go down the stairs and take the nearest exit.

As soon as you are outside, go down on all fours and cross „Wien“ (=Vienna¹) in animal walk (If you think you need to walk more than about 50m, you've got something wrong)

Before you start your way down again, you could warm up your ankle and knee joints. Then hop down the stairs, touch every step and don't make any noise.

Turn around 180° and you will see a way to go further downhill.

Down there, you can see a rail. Use it to go hand over hand to the first corner without touching the ground (just balancing would be boring). From the first to the second corner, move at the upstream side of the rail without touching the rail (of course you may now touch the ground)

Have a look at the overview of the bikeway. Which organisation doesn't have anything to do with it?

1. Natürlich Wien (a=1)
2. Wiener Gewässer (a=7)
3. Verkehrsamt Wien (a=5)
4. Stadt Wien (a=3)

Ready for some jogging?: jog upriver in a comfortable pace, while you do that rotate your wrists, elbows and shoulder joints.

As soon as you can see small rocks at your left side (between river and bikeway), start moving just on them. When you have reached the end of the rocks continue jogging normally and have an eye on the ground until you see the suggestion to look somewhere else.

From there on you should not use the bikeway itself to jog, move at the left or right side of it, move backwards if you want to.

Have a look at the mural paintings, you're at the right junction when you see the southern equivalent of a tree².

How many of this green (blue) plants are at the right side of the artistically featured junction? That's your b.

Leave the bikeway at this point and keep to the left, until you reach the dwarfs mansion³. Step in and have fun moving.

How many grips are at the climbing wall inside the house? This is your c.

Now follow the small creek upstream.

Balance challenge: balance as far as you want to on the rail at the right side of the path. When you stop balancing use bunny hops to move till you reach the road. Cross it.

Do a muscle up on the cement block (or climb it another way) and get an overview. Can you see the greasy 49er⁴? Continue in the riverbed (on the left side of the river, in the greenery, not in the water).

When you have passed the greasy 49er⁴ you could do a saut de bras (catleap) over the stream and continue balancing on the rail if you think you're capable of doing that.

If not, just continue in the riverbed without getting wet until you can leave it (just a few meters further).

Nearby you can find a point of withdrawal useful to dog owners.

For you only the location number is of any interest (you can find it in the right bottom corner). Calculate the cross total of the numbers, that's d.

Take the small way (on the right side, seen from the direction you came from) and move on all fours, but this time facing upwards. When you have reached the next bigger street, get up and walk to the side where your thumb is right.

At the home of god, keep left until you have reached the paradise⁵.

Which MA (municipal department) takes care of it? That's e.

Enter heaven on earth and go heavenwards, keep left again.

When you reach the black pearl⁶, count the rungs of the steering wheel, the number is f.

Now walk over the brown rope plank. Continue walking in the direction the rope is pointing until you have passed the fallen giant, overcome possible obstacles.

Some meters away you should now see a bench. Congratulations, this bench is the starting line for your final sprint! Take a short break and calculate the coordinates of the cache.

Done? So let's go! Run (or at least walk as fast as possible) to the hiding place, take the time you need to reach it! Little hint: Before you start running, be sure where you think you need to go (you are going to have to enter the forest). When you have reached the goal do a burpee for every minute that passed since you left the bench.

You will find a tree that is perfect for sitting down in it, it's located at a point with a very nice view. Have a seat and when you have caught a breath look in the rootstock under your seat. There you will find the cache.

Calculation of the coordinates:

$$A = a$$

$$B = (b * 10) - 17$$

$$C = (c^2) / 36$$

$$D = d - 10$$

$$E = (e / 7) + 1$$

$$F = (f + 7) / 5$$

To get the final coordinates, fill in like this:

N 48° 12,ABC

E 016° 15,DEF

hints

- 1 Gur evire lbh pna frr oruvaq gur genvafgngvba vf pnyyrrq "Jvrasyhff", juvpu zrnaf "evire Ivraan"
- 2 Gnyxvat nobhg cnyz gerr Tenssvgv, orfvqrf na haqrecnff. Lbh unir gb jnyx fbzr uhaqerq zrgref gb ernpu vg
- 3 Gur "ubhfr" ng gur cynltebhaq, nsgre gur haqrecnff lbh arrq gb gnxr gur fznyy cngu gb lbhe yrsg
- 4 Lbh unir gb ybbx sbe gur jhefg fgnaq gung unf gur fnzr ahzore nf gur genz. Lbh pna svaq vg ng gur onpx bs gur erirefvat ybbc.
- 5 Gur cnex vf pnyyrrq "Reubyhatfcnenqvrf", juvpu zrnaf "Cnenqvfr bs erpbirel".
- 6 Gnyxvat nobhg gur cynltebhaq, nobhg guerr zvahgrf bs jnyxvat njnl sebz gur ragenapr.

Decryption Key

A|B|C|D|E|F|G|H|I|J|K|L|M

N|O|P|Q|R|S|T|U|V|W|X|Y|Z

(letter above equals below, and vice versa)

