



Welcome to our sixth iteration of the BFL Boot Camp event cache. We're looking forward to another fun year of caching throughout the night. **As usual, we have a "Command Centre" located at N 43° 31.100 W 080° 00.030.** Here you will find BFL Organizers, hot chocolate and some evening camaraderie.

Brought a car? Take note – parking can be quite limited at some of the trailheads. Don't block driveways, roadways or park where "No Parking" is signed. If you'd like to make things easier, consider carpooling. There are two carpool lots in the BFL area:

- Guelph Line / 401 (N 43° 29.360 W 079° 59.330)
- Highway 25/401 (N 43° 31.675 W 079° 54.268)

Before heading out, please read this entire kit. There are some things you may need in addition to your flashlight. Some of the caches make use of UV, lasers and even a garbage bag may be useful at one of them. Cache at Night will have a booth setup at the Command Centre if you need to stock up on these.

The following BFL Crew Members are available for phone calls, text/iMessage, Blackberry Messenger or email if you get stuck on a cache:

Cacher	Phone	Text (SMS) / iMessage (+i)	Blackberry PIN/BBM	email
northernpenguin	(647) 746-4411	YES (+i)	2177F630	gregory@gregorypleau.com
chris-mouse	(289) 233-2485	YES (+i)	N/A	bfl.mouse@gmail.com
brendah	N/A	(519) 520-5084 (+i)	N/A	tftc-brendah@live.ca
the cacheketeerz	(416) 522-2318	YES (SMS)	N/A	rvstebner@sympatico.ca
avernar	(416) 453-7818	YES (+i)	N/A	avernar@gmail.com
teamvoyagr	(519)221-8590	YES	2333C407	john@cacheatnight.com
brain21	(905) 807-8488	YES (+i)	N/A	lamarched@gmail.com
bakersdozen	(519) 572-0819	YES	N/A	N/A
nickjonh	(416)272-0098	N/A	26884D76	rockets101ster@gmail.com

You are night caching! Please be safe and courteous, so we can see you at next year's event! DO NOT block driveways, or be rowdy near resident's homes. Some of the trailheads start near homes, and these people are not geocachers. To them, you're a bunch of people with flashlights.

SPONSORS:





GC35B02 - Ultima-te Night Cache by northernpenguin



D: T:

Posted: N 43° 31.195 W 079° 59.980



This cache represents the “Final” or “Bonus” cache. Unlike previous years where we have hidden code cards or numbers in the logbooks of the caches, this year you will have to pay more attention.

It is based on the world of Ultima IV. This was the first RPG style game that abandoned the idea of an evil nemesis that had to be defeated. Instead, the character develops following eight virtues.

The cache is a Wherigo. Hopefully, you downloaded the cartridge before the event for your GPS. You can get it for your iPhone, Android or Blackberry by visiting: <http://bit.ly/bfl6wherigo>

When you start the Wherigo cartridge, you will be asked for a word before you can start. To make traffic management easier on the trails, that word has been hidden in a cache outside the pub:

N 43° 29.433 W 079° 59.702

Once you have the keyword required to start the cartridge, you will find what you need in the Wherigo player. The codes are still out at the caches, but you’ll need the Wherigo to find them.

You are strongly recommended to start the Wherigo before starting your adventure for the other BFL Caches, as this cache will draw upon information you find along the way.

Brittannia’s culture evolved differently than Earth’s culture. As such, most of the older writing is based on the Runic Alphabet. Keep this chart handy during the night:

A	B	C	D	E	F	G	H	I	J	K	L
Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ
M	N	O	P	Q	R	S	T	U	V	W	X
Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ
Y	Z	TH	EE	NG	EA	ST					
Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ					





GC35W3Q - Cache'l Wolfenstein by fanglyfish



D: T:

Posted: N 43° 34.171 W 079° 59.102



At ease soldier!! Welcome to Cache'l Wolfenstein! You have your work cut out for you this evening. You have been chosen to complete this mission based on your skills and nerves of steel. Your goal is simple, enemy forces have secured critical top secret information and it is your job to retrieve it before it can be decoded and fall into the wrong hands. The castle has been heavily fortified and your task will not be easy. As you navigate this maze you will be required to complete three challenges. After successfully completing a challenge you will be given details on the next. You must travel light. All you will require is your GPS, a flashlight and your sharp wit.

I have very little information to give you. You must enter the castle by crossing the bridge and seek CPL. N. Penguin. All we have is his last radio transmission:
"Enter the castle via the bridge over the water. Follow the white markers and search both sides of the trails looking for two yellow markers. I will meet you there and give you your orders....."
Good luck and God speed.





GC333GG - Breakout by chris-mouse

D: T:

Posted: N 43° 30.183 W 079° 59.661



Breakout is one of those classic video games that has been endlessly copied. I'm sure everyone here has played one version or another of it. From the earliest electronic arcade game to the latest smartphones, the game has managed to keep people playing for the last forty years, and shows no signs of dying any time soon.

The first commercially successful video game was Pong, a table tennis game developed in 1971 by Atari. Breakout, released in 1976, replaced one of the players in Pong with a wall of bricks.

Breakout begins with eight rows of bricks, with each two rows a different color. Using a single ball, the player must knock down as many bricks as possible by using the walls and/or the paddle below to ricochet the ball against the bricks and eliminate them. If the player's paddle misses the ball's rebound, he or she loses a turn.

The player has three turns to try to clear two screens of bricks. To add to the challenge, the paddle shrinks to one-half its size after the ball has broken through the red row and hit the upper wall. In addition, ball speed increases at specific intervals: after four hits, after twelve hits, and after making contact with the orange and red rows.

While I would love to be able to make an electronic version of Breakout for a geocache, electronics won't survive being left in the woods all winter. Instead, you'll have to make do with a highly modified paper version. The level one gameboard is located in a container at the posted coordinates. You'll also find instructions on how to play. As a warning though, this is a BFL cache. You do have to read, and follow, the instructions carefully. Failure to do so may result in you spending a lot of time wandering the woods. You also might want to make a note of the cache attributes, they are there for a reason.

Additional Hints

[Stage1] Whfg nabgure oevpx va gur jnyy

[Stage 2] unatvat ba n zna znqr bowrpg

[Final] va orgjrra gjb ynetr ebpxf. tb nebhaq gb gur





GC33KCG - Leisure Suit Larry by brenadah &&rew



D: T:

Parking: N 43° 32.204 W 079° 58.703

Stage 1: N 43° 32.074 W 079° 58.934

LEISURE SUIT LARRY



***Make sure you read the story as you participate in this adventure!
If you do not you may miss something!***

Larry Laffer lives a boring life in his basement apartment. He is looking for some excitement and an adventure might be just what he needs. So Larry decides to visit the resort town of Las Britton to hopefully find the fun he has never experienced before.

When Larry arrives in Las Britton (*parking coordinates*), armed with his map, tour guide, camera and pen as well as other items he may need later, he takes a taxi and starts off on his adventure looking forward to the mystery of what lies ahead.

Stage 1: Lefty's



First stop in Larry's tour guidebook is the famous Lefty's.

The taxi takes Larry to the address and finds he has arrived outside the side door. He hops out of the taxi, walks in the door and down the hallway to the main room. Larry takes a look around. He's a little concerned about the characters found in here. The only empty seat (*posted coordinates*) is

beside a strange lady sitting at the bar. Larry takes that seat and is "stumped" as to why this same lady hands him a small container. Larry opens it up to find a message...

Stage 2: Peek Show

Second stop in Larry's tour guidebook is at a peek show.

Larry is not too sure what he's going to find here but when the taxi stops he hops out anyway, remembering that he is here for the adventure! Larry opens the door and sees he is at the end of another hallway (*new coordinates*) of which he follows into a private room. His flashlight picks up a strange glow on the tree. What is that, Larry wonders and steps up to take a peek and see what it shows.





Stage 3: Blue Blaze Theatre

Larry's third stop in the tour guidebook is the Blue Blaze Theatre but the taxi drops him off at the wrong entrance (*new coordinates*). Without realizing the error, he walks down the hallway following the theatre lights.

Larry finds himself standing on the dark stage with many eyes looking at him expecting a show! As he stares out into the audience, wondering what he is going to do, he is drawn toward one set of eyes that appear different to all the rest! Larry walks toward those eyes to meet Eve! He knows right away that Eve is the love of his life, his soul mate, and that he will be marrying her very soon! Anything is possible in Las Britton!

Stage 4: Lucky Casino

The fourth stop in the tour guidebook is the Lucky Casino and Larry is hoping his luck is good. Eve has decided to come with Larry to the casino. If all goes right, Larry is hoping to make her his wife tonight!

Larry and Eve take the taxi to arrive at the sidewalk right in front of the casino awning. In awe of the bright lights marking the way, they walk in. They arrive inside the casino making their way to a table (*new coordinates*). Eve finds a container hidden here,

placed by Larry. Larry has taken a chance but that is what casinos and Las Britton are all about. Eve opens the container to find a proposal...



The Final: Going to the Chapel

Larry can't believe it! Eve has said yes! They are going to tie the knot! Larry tosses the tour guidebook away, no need for that anymore, and directs the taxi to take them to the chapel. When they arrive at the door Larry and Eve rush in to the altar (*new coordinates*) a

nd make it final! After Larry kisses the bride, they each date and sign the registry book, close it up and return it to the appropriate spot. Laughing and having lots of fun, Larry and Eve run back out to the waiting taxi. It races them to the airport where Larry and Eve take off to start on their next adventure... together!



Additional Hints

- [S1 -] Ner lbh fghzcrq?
- [S2 -] Orgjrra n gerr naq n uneq cynpr.
- [S3 -] Ab "ybt" obbx urer lrg.
- [S4 -] N pnir sbe n cvkvr.
- [Final -] Vf gung rlr f ybbxvat ng lbh?



GC35NER - Space Invaders by nickjonh



D: T:

Posted: N 43° 38.551 W 079° 59.248

Well it's that time of year again and we have put together some exciting and challenging caches for you at this year's event and we hope you enjoy them.

This Cache will challenge your skills in night caching and you will require an UV light is to complete this cache.

This cache is a 3 stage Multi.

Stage 1 is at the posted coordinates and is an Ammo Box that has projected co-ordinates to a new location along the trail, once you have reached the projected location you will find a couple Fire Tacks(3) to confirm your location

Now you are looking for additional Fire Tacks along the trail - follow them and once you reached the last Tacks marked by 2 tacks you will find stage 2.

Stage 2 is also an Ammo Box and inside the ammo box you will find a couple pages with instructions on how to complete the calculations and move to the next Stage. (please replace cache as you found).

Stage 3: Is the Final and I hoped you have enjoyed your adventure around the great area





HISTORY

The game Space Invaders has been a hit ever since it was released by Taito in 1978. In the original planning for the game, they had planned to have the aliens be human soldiers. Taito figured that they did not want to send the message that shooting humans was ok, so they changed it to aliens.

Shortly after being released, Space Invaders grew in popularity. In 1980, it was licensed for use in the United States. It was released in coin-operated arcades, the Atari 2600, and the Nintendo Entertainment System. Throughout its lifetime it has generated more than 500 million dollars in revenue.

For those who do not know what the game is like, it is a 2D shooter where a human must protect the earth from aliens. There are 48 aliens in each stage that are evenly spaced apart into 6 columns. The aliens move back and forth across the screen in a set pattern, slowly advancing toward earth. It is the job of the human player to shoot all of the aliens before they reach the earth. The aliens also fire randomly, so the human player must avoid getting shot by the aliens. If the human player is able to destroy all 48 of the aliens, then he or she advances to the next stage where they have a new set of 48 aliens to destroy. Another aspect of the game is the set of shields provided to the human player. In the game there are 3 shields which the human player can hide behind to prevent getting shot by the aliens. As these shields receive damage, they shots are allowed to penetrate through them.

Space Invaders has been updated and released on many different platforms, but all have been in the standard two-dimensional form. As of yet Taito has never released a 3D version of the game. However, in 1999, Space Invaders was re-released for the Nintendo 64. Although the backgrounds and characters were designed in 3D, the game is still a 2D shooter.

Interesting Facts:

The game was so amazingly popular in Japan that it caused a coin shortage until the country's Yen supply was quadrupled. Entire arcades were opened in Japan specifically for this game.

Many incidents of juvenile crime surrounded the release of this game. A girl was caught stealing \$5000 from her parents and gangs of youths were reported to have robbed grocery stores just so they would have money to play the game.

Space Invaders, along with Pac-Man and Pong, shares the notorious distinction of being one of the most duplicated, bootlegged and/or hacked arcade games.

Year Title / Sequel

1978	Space Invaders
1980	Space Invaders Part II
1980	Space Invaders II
1985	Return Of The Invaders
1991	Super Space Invaders '91
1993	Space Invaders DX
1995	Space Invaders '95
1999	Space Invaders (Nintendo '64)





GC33N2E - Lunar Lander by cache-at-night



D: T:

Posted: N 43° 31.360, W 079° 59.942

Mission Briefing: Locate additional fuel cells that you will use in a controlled descent of the Lunar Module.

History: Lunar Lander (also known as Moonlander) is an early computer game that runs on the DEC GT40 graphics terminal (typically downloaded from a PDP-10 mainframe computer). DEC commissioned the game to be written in 1973 as a demonstration of the capabilities of the GT40; it was seen at many trade shows. The goal was to correctly land a lunar module on the surface of the moon using the game's telemetry data. If the player miscalculates the module's landing, the module will either fly off into space or crash hard against the moon's surface or the mountain over which the lander first passed.

Lunar Lander the arcade game was released by Atari in 1979.

Fuel Cell Description: The Lunar Lander has not been used for a long time. There are several additional fuel cells that you might need to fuel your descent. Not all of the fuel cells are working correctly. In order to determine which cells are still effective you will need to initiate a diagnostic test.

The diagnostic test is powered by AA batteries. You should bring those along or use AAs from your GPS. The diagnostics do not take long.

With diagnostics running record the results of the diagnostic test for future use. It is best to use a mobile communicator (especially new models from a Waterloo company) with visual capture as these devices have been built with special optics that render accurate readings at night.

Failure to use the correct fuel cell could result in a fatal crash of the Lunar Lander. Be sure and follow the diagnostics carefully.

Hints:

Fgntrf nyy - guvax yhane ynaqfpncr, gjb - juvgr, abg yvvr gur bguref

Svany - ebpv bire unat, guerr sbbg obhyqr





GC31XKQ - Cache Kong by bakersdozen



D: ★★☆☆☆ T: ★★☆☆☆ 
 Posted: N 43° 34.500 W 079° 58.516
 Parking: N 43° 34.675 W 079° 58.622

Mario needs your help!!!



It is 30 years later and that ape has done it again. Pauline has been kidnapped and is being held captive. Mario has done everything that he can to locate where Donkey Kong has taken her. Years of jumping over barrels and climbing ladders have taken its toll; Mario just isn't as nimble as he use to be. He is still recovering from his hip replacement surgery and needs your help to navigate the Speyside Trail. This is the last known location that his archnemesis was spotted. It is within this area that you will find the clues needed to follow Donkey Kong's trail and rescue Pauline.

Keep your eyes peeled for barrels and watch out for bananas. He is not the smartest of apes, but he can be a bit tricky. Good luck, Mario is depending on you.

N 43° 34. / W 079° 58. Are assumed at all stages.

Please be mindful of the area, it is within Halton Conservation. Please re-hide caches as found, carefully.

Additional Hints

- Fgntr 1 - Onpxfvqr bs ebbgf.
- Fgntr 2 - Haqre gur fznyyre snyyra gerr.
- Fgntr 3 - Onpxfvqr bs gur ovt ebpX.
- Svany - Va gur jnyy.





GC34PGN - Proving Grounds by res2100



D: T:

Posted: N 43° 43.521 W 080° 03.113



In order to be victorious in your quest to defeat the evil wizard Werdna and retrieve the amulet, take note of the following advice from Trebor:

--Read all information carefully and in it's entirety on the cache page and any pieces of information that you find at each stage.

--Bring a Cloak of Protection. It should be something that is at least 2 feet x 2 feet and made of waterproof material that you can lie on the ground. A large garbage bag would be sufficient. This will be useful when you get to the stage with the large bucket. Best to bring it out to the trail to do what's needed.

--Bring a Wand of Light. One that can emit 100 lumens or more would be strongly recommended.

--Take note of all information that is found at each stage as it may be needed later. Taking a photograph of the information may be a good idea.

--Follow all instructions exactly.

--Beware of creatures lurking in the maze and always be ready for battle against these creatures.

--Watch for creature droppings on the trail. You wonder what creatures would leave such big piles of "brown stuff".

--Don't do this cache in the rain or snow.

--Don't cheat and don't do something that you are told not to do.

--Ask res2100 for his phone number in case you get stuck or need some words of encouragement.

Failure to listen to Trebor's advice above may result in negative consequences and possibly even death for your entire party.

Trebor, the Mad Overlord, was not always mad, merely power crazed. Several years ago, he had obtained a fabled amulet, whose awesome powers were the subject of many legends. As he sat in his throne room gloating over the empire this amulet would bring him, a great incapacitating fear gripped him. When the terror had passed, a trembling Trebor no longer held the amulet. Only one wizard could cast such a terrible spell - his arch nemesis, the Evil Wizard Werdna. How was Trebor to find him and get back the amulet? The answer arrived swiftly, the very next day, when the earth groaned and the Castle rocked from side to side. For to taunt his enemy, Werdna had used the amulet to carve out of the ground below the Castle a ten level fortress maze. Secure in the vast depths, surrounded by monsters most foul, Werdna, to this day, still plumbs the secrets of the amulet to some unknown purpose. The shock of all these events completely unhinged Trebor. He became thoroughly paranoid and strove to protect himself with an elite guard of the best





characters in each class, while plotting on how to get the amulet back. Trebor, though, is also well known for killing two birds with one stone (or any other handy weapon). He quickly turned the affront of Werdna's Mazes below his Castle into an asset, by declaring that these were the special Proving Grounds he had ordered built! He told his subjects that these Mazes would form the perfect place to train the bodyguards he needed (and quite possibly recover the amulet at the same time.) Needless to say, any Adventurers who did recover the amulet will be immediately inducted into his Elite Guard, by force if need be... This, then, is the situation your characters are thrust into. With a little luck, they will map the Maze, maul the monsters, make off with some of the goodies, find the Amulet and only get killed a few times while doing it! Now head over to Gilgamesh's Tavern (see scroll GC34PWC) to receive further instructions from Trebor.



The following is list of spells (you learn these as you increase in level) and items (weapons, armor, etc). Use these where necessary to determine a location in the maze that you will be directed to go to. Always add the values from the Spell table to both the North and West decimal minutes of the dummy coordinates indicated in the Item table. If more than one spell is indicated, then add them together before adding the total to the coordinates. Example: [BADIOS] [LITOKAN] [DRAGON SLAYER] would be 145 + 212 = 357. You would add 357 to both the North and West decimal portion of the minutes of the coordinates given for the [DRAGON SLAYER] item.

Mage Spell	Value	Priest Spell	Value
HALITO	28	BADIOS	145
MOGREF	290	DIOS	64
KATINO	100	KALKI	22
DUMAPIC	18	MILWA	25
DILTO	1912	PORFIC	28
SOPIC	982	CALFO	106
MAHALITO	77	MANIFO	416
MOLITO	0	MATU	905
MORLIS	134	MONTINO	647
DALTO	55	BAMATU	12
LAHALITO	2	DIALKO	102
MAMORLIS	430	LATUMAPIC	212
MAKANITO	918	LOMILWA	21
MADALTO	54	BADI	299
LAKANITO	200	BADIALMA	666
ZILWAN	298	DI	267
MASOPIC	888	DIALMA	94
HAMAN	225	KANDI	86
MALOR	12	LITOKAN	212
MAHAMAN	18	LOKTOFEIT	50
TILTOWAIT	72	LORTO	0
		MABADI	403
		MADI	50
		KADORTO	100
		MALIKTO	12





Item	Value	Item	Value
Dagger	N43° 43.400 W80° 03.126	Robes	N43° 40.397 W79° 59.335
Staff	N43° 43.199 W80° 03.040	Leather Armor	N43° 42.981 W80° 02.892
Short Sword	N43° 43.961 W80° 03.422	Chain Mail	N43° 43.877 W80° 03.222
Long Sword	N43° 43.412 W80° 03.126	Breast Plate	N43° 43.561 W80° 02.351
Anointed Mace	N43° 47.980 W80° 01.342	Plate Mail	N43° 43.329 W80° 03.055
Anointed Flail	N43° 43.175 W80° 03.017	Chain Mail +1	N43° 38.739 W80° 00.000
Staff +2	N43° 43.557 W80° 03.291	Leather +1	N43° 43.300 W80° 03.300
Staff of Mogref	N43° 43.201 W80° 02.980	Plate Mail +1	N43° 43.354 W80° 03.128
Mace +2	N43° 41.288 W80° 04.126	Breast Plate +1	N43° 43.403 W80° 03.120
Short Sword +2	N43° 43.129 W80° 03.212	Leather +2	N43° 43.930 W80° 03.873
Long Sword +2	N43° 43.082 W80° 02.746	Chain +2	N43° 43.300 W80° 03.489
Dagger +2	N43° 43.340 W80° 03.288	Plate Mail +2	N43° 43.390 W80° 03.429
Short Sword -2	N43° 43.567 W80° 03.233	Evil Chain +2	N43° 43.839 W80° 03.127
Long Sword +1	N43° 44.002 W80° 03.199	Neut P-Mail +2	N43° 43.200 W80° 03.561
Dragon Slayer	N43° 43.399 W80° 03.290	Breast Plate +2	N43° 43.008 W80° 03.079
Were Slayer	N43° 45.940 W80° 03.944	Breast Plate +3	N43° 43.911 W80° 03.467
Mage Masher	N43° 43.019 W80° 03.454	Chain Pro Fire	N43° 38.491 W79° 58.304
Mace Pro Poison	N43° 43.992 W80° 03.509	Evil Plate +3	N43° 43.110 W80° 03.110
Mace +1	N43° 41.177 W80° 01.096	Lords Garb	N43° 43.449 W80° 03.947
Short Sword +1	N43° 43.100 W80° 03.193	Small Shield	N43° 43.182 W80° 03.010
Staff/Montino	N43° 43.409 W80° 03.930	Large Shield	N43° 43.581 W80° 04.000
Blade Cusinart'	N43° 43.180 W80° 03.720	Shield +1	N43° 43.184 W80° 03.212
Dagger of Speed	N43° 43.188 W80° 03.291	Shield +2	N43° 43.421 W80° 03.304
Evil Sword +3	N43° 42.890 W80° 03.000	Evil Shield +3	N43° 40.349 W80° 01.350
Thieves Dagger	N43° 43.217 W80° 03.318	Shield +3	N43° 43.432 W80° 03.007
Shuriken	N43° 43.144 W80° 03.020	Helm	N43° 43.188 W80° 03.117
Murasama Blade	N43° 43.093 W80° 03.377	Helm +1	N43° 43.309 W80° 03.139
Copper Gloves	N43° 43.064 W80° 03.005	Helm +2 (Evil)	N43° 41.200 W80° 00.421
Silver Gloves	N43° 43.509 W80° 03.230	Diadem of Malor	N43° 43.188 W80° 03.309

Hints: Zbfg purfgf ner uvqra va gur bcra/rnfl gb svaq. Gur sbbybjvat uvagf znl nccyl gb fbzr bs gur fgntf va ab cnegvphyne beqre: Haqre Ebpxf, Pbapergr OybpX, Srapr Yvar, Srapr Cbfg, Gerr. Purfgf inel va fvmr sebz fznyy (fyvtugyl ynetre guna n svyz pbagnvare) gb ynetr (xvvg! yvggre ohpxrg juvpu lbh jvyy svaq nybat n ynetr snyyra gerr). V jvyy or uncl gb cebivqr nal uvagf, nafjref, ahqtrf, pbbeqvangrf...whfg nfx zr. Final: Plyvaqevpny purfg va gur rnfgrrea jnyy bs JREQAN'f ynve.





GC35FHF: Tonight...in a galaxy far, far away by the cacheketeerz



D: T:

Posted / Trailhead: N 43° 38.270 W 080° 00.347

Parking: N 43° 38.260 W 080° 00.339

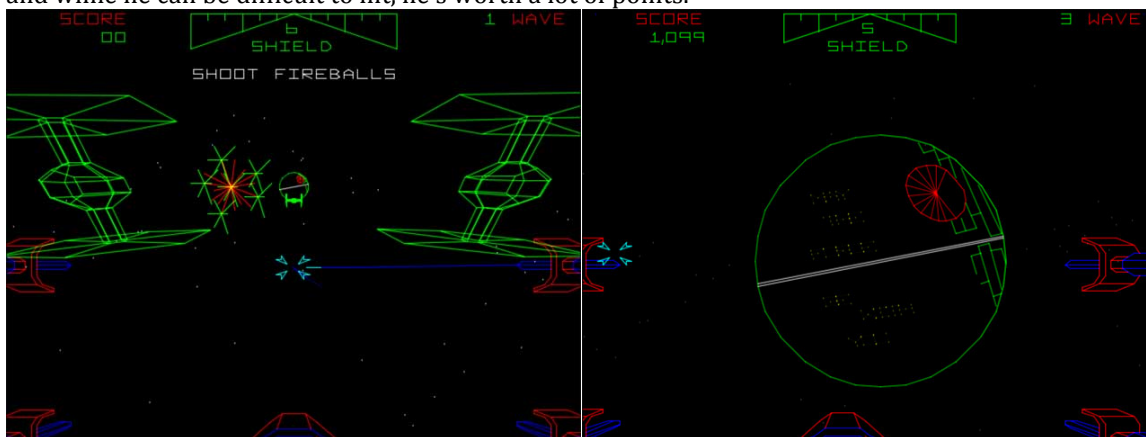
Atari Star Wars - 1983

Star Wars is quite arguably one of the best movie-to-game conversions ever. Atari took the best elements of the movie and combined them with the best technology at the time to create an experience that is almost as immersive today as it was back in 1983. Everything you could have wanted to be in a Star Wars video game is here: the Death Star, Tie Fighters, gun turrets, and of course the infamous Meridian trench.



Star Wars places you in the cockpit of the X-Wing fighter during the Death Star Assault –Battle of Yavin at the end of Episode IV - the first ever Star Wars movie to hit theaters in 1977. The action is all in a 3D, first person perspective as you battle through imperial resistance on your mission to destroy the Death Star.

Gameplay is divided into waves that gradually get harder and faster the further you progress. Each wave is divided into separate sections; the beginning of each wave has you flying through space taking out Tie Fighters and their fireballs. By the second wave, Darth Vader will make an appearance and while he can be difficult to hit, he's worth a lot of points.



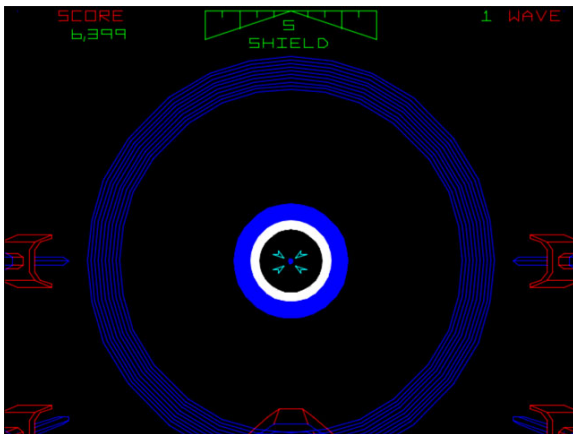
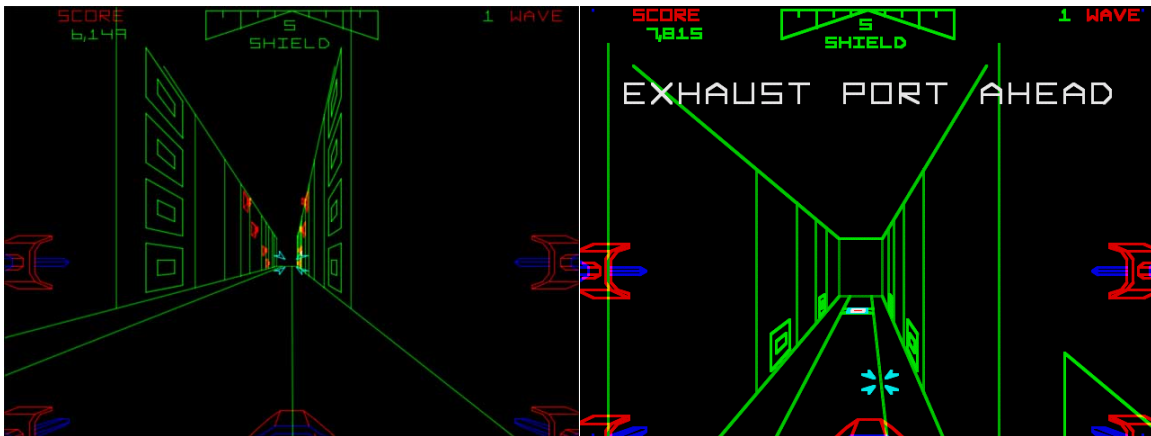
The second section will have you on the Death Star surface shooting gun turrets and/or towers. Gun turrets appear as red boxes and are 200 points each while towers start at 200 points and multiply



from there. Taking out all 16 towers will get you a really hefty bonus as well as a guaranteed spot on the high score table.



The final section has you flying through the Meridian trench on your way to the exhaust port while avoiding enemy fire and shooting even more turrets. Later levels will have catwalks going across the trench which you'll have to avoid in addition to the fire coming your way. When you hear Obi-Wan tell you to use the force, and providing that you can get through the trench without getting all blown up without shooting, you'll get a 100,000 point bonus.





Once you complete all three sections, you move on to the next wave and the game starts over with a higher difficulty.

The sound in the game was amazing for the time. The soundtrack played seven songs from the movie including the Star Wars theme, Obi-Wan's theme, the Cantina song, and the Imperial March in later levels. There were also voice samples from the movie that played at the appropriate times during the game, like Han Solo telling you to blow the thing when you reach the exhaust port or Obi-Wan telling you to use the force in the trenches.

Star Wars goes to show that any movie franchise can be converted to a video game if the developers really know what people want. The combination of great visuals, soundtrack, and addictive gameplay make Star Wars not only one of the best movie games made, but quite simply one of the best games ever made.

Mission Briefing

You are at a rebel base on the fourth moon of Yavin and will shortly take command of an X-Wing Fighter as Red Five (Luke Skywalker) with your ultimate mission to destroy the Death Star. You will receive coded messages with the completion of each task to continue on to the next mission.

Your first mission will involve a battle with Tie Fighters and Darth Vader. Your second mission will have you flying low along the Death Star's surface taking out several Laser Gun Tower Turrets. In your final mission you will fly into the Death Star's Meridian Trench and fire two Proton Torpedoes simultaneously at precisely the correct moment into the exhaust port to destroy the Death Star.

Weapons Required

Laser Weapon (laser pointer)
Secret Message Decoder (UV light)

X-Wing Systems

White - Guidance System
Yellow - Warning System (you have acquired a target)
Orange - Targets (fire at these with your laser weapon)

Important

- 1) For every Yellow warning, you must find and destroy an Orange target
- 2) Targets will have two Orange markers, you must fire your laser weapon between these two targets and the resulting explosion will help you find the secret compartment and the information you seek
- 3) Targets are only visible at the Yellow warning zone
- 4) The final mission will not have Orange targeting markers, you must use the Force (the information you gathered) to fire the Proton Torpedoes into the exhaust port
- 5) Be sure to carefully read all the information found in the secret compartments along your journey and keep record of your findings for use in the following missions.

"May The Force Be With You"





GC33JWV Remember Me? By Brain21



D: ★★☆☆☆ T: ★★☆☆☆

Parking: N 43° 33.807 W 080° 00.973

Stage 1: N 43° 33.883 W 080° 01.082

Simple 3 stage multi cache that will take you way back into retro gaming history. Two puzzle redirects and a final.

I like electronic caches, and so this year I've prepared another one. The first two stages are puzzles that make use of some old gaming equipment. The younger kids today may not know what these are, but the older generation will remember them. A lot has changed since the beginning video games. This is my tribute to one company's innovation.

Go to the posted coordinates (stage #1), find the container and solve the puzzle found inside to get the coordinates for stage #2. Do the same with stage #2 for the coordinates to final location. Each puzzle will give you 2 sets of 3 digit numbers. The first number is the last 3 digits of the north coordinates and the second number is the last 3 digits of the west coordinate.

N43° 33. ___ (First Number)
W80° 01. ___ (Second Number)

The puzzles are electronic LED-based puzzles using some retro style equipment (supplied by me). The 'Equipment' is original, but has been modified in such a way that rendered them worthless on the gaming market. Make sure you put things back where they belong; in the cache container. If you want to know how they were made or want the schematics/programs, let me know. The designs are open-source.

Background Info:

Atari 2600

The Atari 2600 is a video game console that was first released in October of 1977. It featured cartridges that could be plugged into the console to play different games. Each cartridge was a different game. It came with two standard joysticks and a set of paddle controllers and one game. The Atari 2600 became one of the most popular game systems of the 80's. The joysticks had a stick that could be moved in 4 directions (up, down, left and right) and had an action button located on one of the corners of its square base. This isn't very impressive by today's standards, but it was a very big thing when it first came out. Still, Atari didn't invent the joystick. It was just another way for the player to interact with the games. It was the main controller for the Atari game system. The paddle had a dial in the middle that could be turned clockwise or counter-clockwise. It also had an action button on the left-hand side. The paddles could be used for simpler games like Pong Tennis, Breakout and most games that required only one-dimensional movement.





GC36JRD – Zork: Gruesome by Avernar



D: ★★☆☆☆☆ T: ★★☆☆☆☆

Posted: N 43° 30.190 W 079° 59.261



Before computers had graphics you could still play games on them. They were text-based and you had to type in the things you wanted to do. This is a night cache based on the interactive text adventure game called Zork.

> look

You are at an inn. There are many other geocachers here having dinner and talking amongst themselves.

> talk to geocachers

They tell you that a local geocacher and his dog attempted to find an unpublished cache in the woods nearby alone and at night. While he had a flashlight, he had left his spare batteries at the inn. No one has heard from him since.

Some of them have tried looking for the cache and the missing geocacher during the day but had no luck. They have managed to find the starting point of the cache but could not figure out how to proceed further. They believe the cache can only be found at night but none of them have been brave enough to venture into the woods in the dark.

You tell them you are willing to try. They give you the coordinates to the parking area, three trailheads of the route they took and the starting area.

They wish you luck but the tone of their voices hints that they're not expecting to see you again.

> drive to parking

You arrive at the parking coordinates (N43 29.978 W79 59.927). You are standing next to your vehicle in a small open area at the edge of the forest.

It is pitch black. You are likely to be eaten by a grue.

> what is a grue?

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is adventurers, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale.





> turn on flashlight

You see a gate with reflective tape on it to the east. Beyond the gate a path leads into the forest.

> go east

You head east into the forest. After 500m of walking you arrive at the first trailhead (N43 30.173 W79 59.706). You see a path to the northeast and southeast.

> go southeast

You walk down the trail through the forest. The path soon starts to follow a power line corridor. The eerie hum of the cables makes the hairs stand up on the back of your neck.

You arrive at the second trailhead (N43 30.137 W79 59.476). There is a path to the north and to the south.

> go south

You walk south for 200m and then the path curves towards the east. After another 200m you come to the third and final trailhead (N43 30.065 W79 59.334). You see a path to the north and to the southeast.

> go north

You walk for 250m and arrive at the start coordinates that the other geocachers gave you (N43 30.190 W79 59.261). You see a bunch of reflectors here so this must be the correct spot.

You hold your flashlight next to your head and scan around. You see some reflectors off the trail about 15m away. You go to those reflectors and find a container hidden there.

> open container





GC3646Y Pacman Goes Caching By Team Goju



D: T:

Posted: N 43° 28.396 W 080° 04.766

Parking: N 43° 28.362 W 080° 04.822



When Pac-man isn't at his day job, gobbling ghosts and power pellets, he enjoys a little geocaching. Of course his favourite type of cache is the traditional, "follow the firetacks" type of nightcache. Following those glowing dots around the maze-like forests reminds him so much of the job he loves. And you can be sure Blinky, Pinky, Inky and Clyde will make an appearance during his caching adventures. He just can't get away from those guys sometimes. If he's quick, and lucky he outsmarts them and finds that delicious cherry.

Follow the white firetacks at the posted coordinates to the first stage play area, where you will encounter a maze of dots. Find all 4 Power Pellets to continue to Stage 2, or advance to the next stage immediately if you find the Cherry.

Interesting facts about Pac-man

It is the highest grossing video game of all time, generating more than \$2.5 billion dollars in quarters by the 1990's. The Pac-man character has appeared in more than 30 officially licensed game spin-offs.

Pac-Man is one of the longest running video game franchises from the golden age of video arcade games, and one of only three video games that are on display at the Smithsonian in Washington D.C. (along with Pong and Dragon's Lair). 350,000 arcade cabinets were sold (retailing at around \$2400 each) or \$1 billion (equivalent to over \$2.3 billion in 2011) within 18 months. Pac-Man is one of the few games to have been consistently published for over three decades, having been remade on numerous platforms and spawned many sequels. The Killer List of Videogames lists Pac-Man as the #1 video game on its "Top 10 Most Popular Video games" list.



Additional Hints:
LBH JVA ----->

