

Auckland City is not what it seems. Ghosts roam the streets. Spirits hide in trees. Strange creatures appear at night.

I can teach you how to find them, but we must be careful. Follow these instructions exactly. Do not stray from the path. Do not read ahead.

Head to the corner of Lorne St and Wellesley St East. Find the signpost that has road signs for both streets.

Near the base of the sign are three metal plates in the ground. Fill in the missing letters:

a1	a2	a3
G	A	S

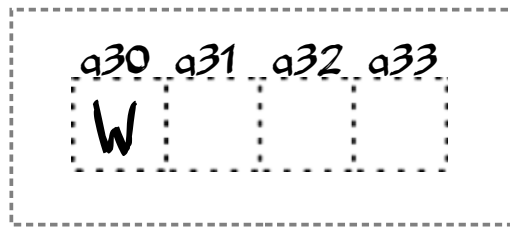
← example

a4	a5	a6	a7	a8	a9	a10	a11	a12	a13
S						M			

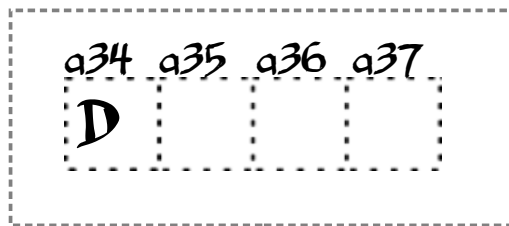
a14	a15	a16	a17	a18				
H								
	a19	a20						
	F	H						
a21	a22	a23	a24	a25	a26	a27	a28	a29
	E				D			

Spirits do not like to visit Lorne St. If you ever feel that a ghost is watching you, you should walk down Lorne St to keep it away.

Nearby is a stone bench with a word carved neatly into it.

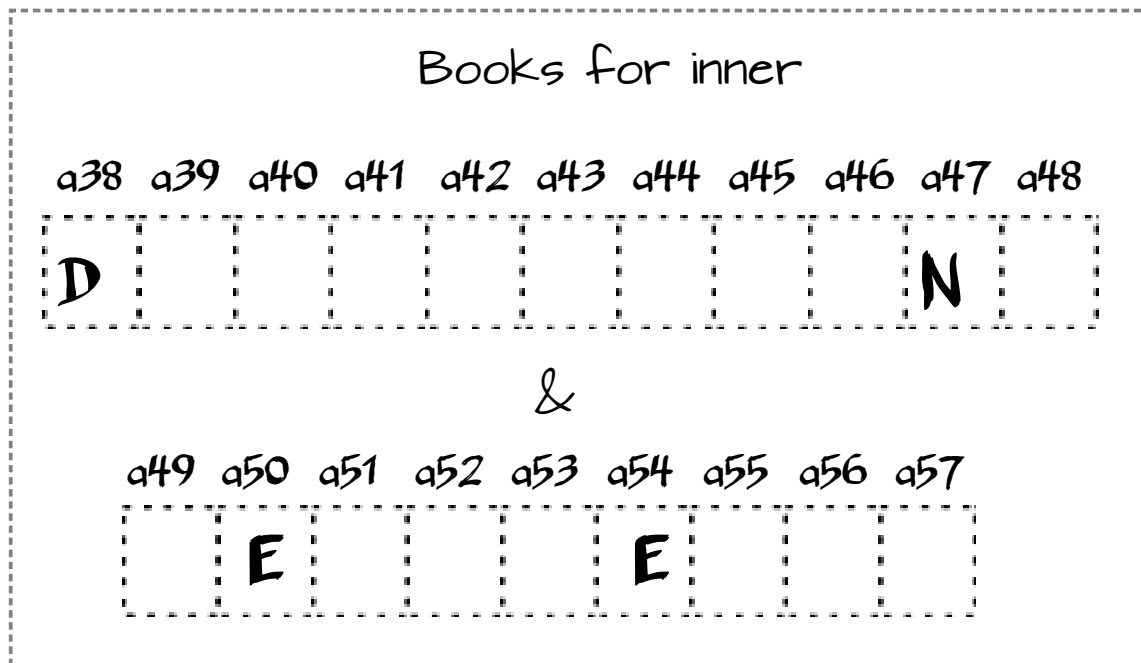


Walk around the bench to see the word on the opposite side:



(These words are part of a chant that irritates ghosts.)

You're now standing near the "Pathfinder BookShop". On its window, its purpose is explained:



It's not really just a bookshop. But that's another story.

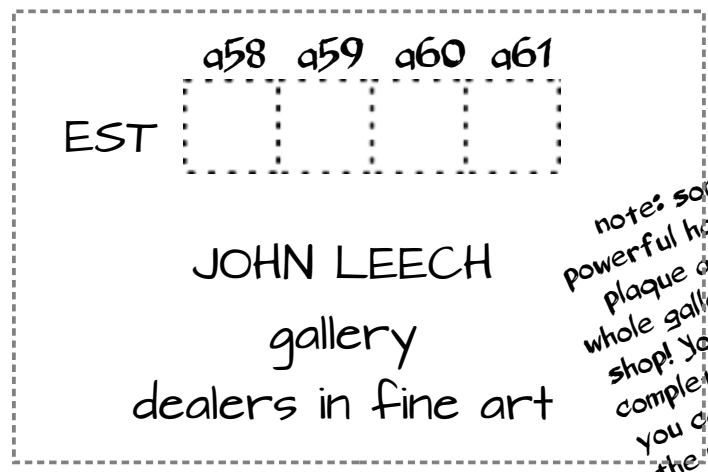
Use the letters you have collected so far to fill out the missing letters on the next page.

Head along Lorne St. and turn 6,55,57,21,28 before 28,31,56,25,18
Head to the 18,28,17,44,18

There's flowing water here. You're moving against the flow of the water, which keeps you safe. Unfortunately it means you will have to walk uphill.

Follow the 18,28,17,44,18 to the top. There is a 32,36,37 building to your 6,55,57,21,28

There is a plaque at the corner nearest the 18,28,32,36,36,28



note: someone very powerful has removed this plaque and turned the whole gallery into a coffee shop! You won't be able to complete this step. Maybe you can just guess what the numbers should be...

Cross the road.

Do not enter the building here. It is very dangerous.

Head up the 49,21,55,28,36,18,28,17,44,18.

You'll find a metal 'sculpture' and more flowing water. The 'sculpture' draws spirits together like a swarm of ants - they cling to it and make it move.

Continue **5, 44** the **18, 28, 17, 44, 18** next to the building until you reach the **44, 23, 32, 13**.

In front of you is a lamp post and a rubbish bin.

Follow the path to your **6, 55, 57, 21, 28** around the edge of the **44, 23, 32, 13**.

Count the lampposts, bins, and seats that you pass. (Include the lamppost and bin that you started at, and only count lampposts that are alongside your path.)

Lampposts:	a62	bins:	a63	seats:	a64
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After 6 lampposts, there will be a path to your **6, 55, 57, 21, 28**

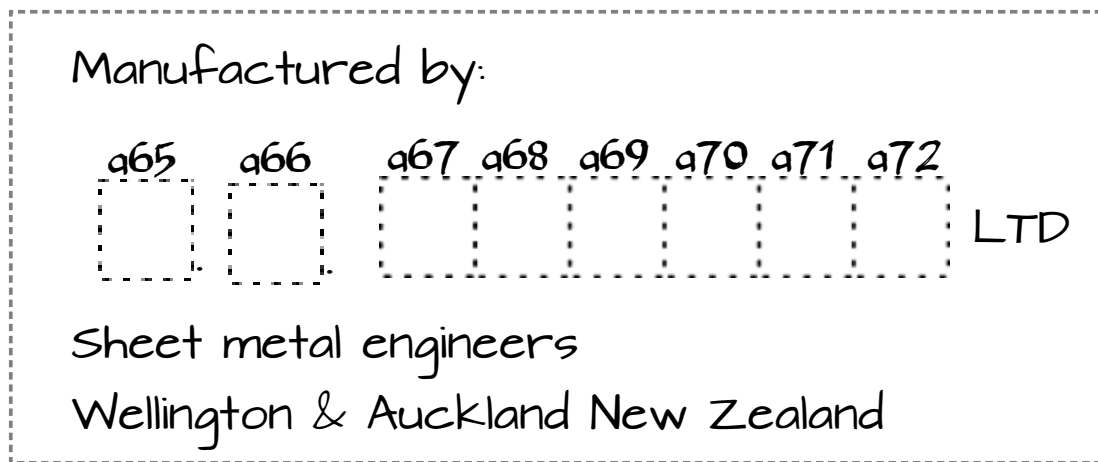
which leads to a **19, 31, 31, 28** **53, 32, 55, 37, 57, 36**.

This **53, 32, 55, 37, 57, 36** is not for humans. It's long, winding path channels spirits northward. You are heading southwards, so you will be safe. However, I recommend holding your breath just in case.

Go across.

Once you are back on the ground, you will find yourself facing a sign for **23, 5, 28**.

Turn **6, 55, 57, 21, 28** and walk along the footpath until you find a rubbish bin. It has a label:



You now have all the information that you need.

Quickly walk out to the main road.

Standing in one spot, spin around in a circle to your **6, 55, 57, 21, 28** three times. This will keep you safe.

DO NOT GO BACK THE SAME WAY YOU CAME.

Following this trail will have drawn attention to you. They will be watching you now. I can't tell you everything I know here; it would put me in danger. But I have tried to show you some techniques that will help to keep you safe.

Go to a safe place. Decypher the following code phrase:

58, 64, 57, 21, 31, 18, 28, 18, 55, 56, 65, 69, 53, 71, 32, 28, 44, 65, 32, 13

Well done. You have taken your first steps towards finding the truth.

Access <http://www.matthewgatland.com/waf> for more instructions.