

C O D E
- B R E
A K E R

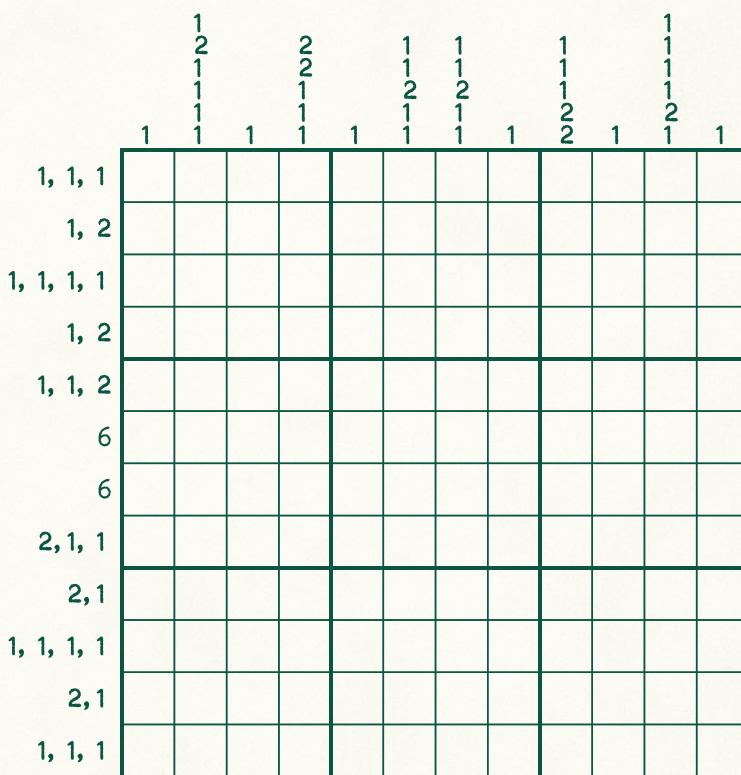


Army
Benevolent
Fund

1. DOUBLY PUZZLING

For your first task, you must shade in some squares to solve this puzzle.

Numbers around the edge of the grid indicate how many consecutive squares to shade in that row/column. Commas or spaces indicate a gap of at least one blank square between sets of shaded squares. For instance, a clue of 2,1 means that somewhere in the region there is a set of two shaded squares, followed by at least one empty square, then another shaded square. Once you have solved the puzzle, figure out what to do with the words underneath the grid to find your answer word.



3 letters:

BAN, EYE, ION, LOT,
NOR, USE

4 letters:

ACRE, HERO, OATH,
OPEN, PORT, SOLO

5 letters:

BEANS, GUSTO, NEEDS,
PIANO, PYLON, RAISE,
ROOST, TIMID, UNCLE,
YODEL

6 letters:

DONATE, EXISTS,
MELLOW, TROPHY,
URGENT, WIZARD

7 letters:

CIRCUIT, LANTERN

C10 R8 : C3 R8 : C10 R1 : C2 R7 : C5 R11 : C1 R4 : C8 R5

Answer: — — — — — — —

Remember you don't need to crack this code immediately. Take your time, find a quiet moment and have your answers ready by the time you get to the end of your walk. Raise £50 to receive a printed puzzlebook.