

Bugged Journey Itinerary¹

1. Started at Acton Hospital,
https://www.google.co.uk/maps/place/London+W3/@51.5060983,-0.2783243,3a,75y,289.14h,86.76t/data=!3m7!1e1!3m5!1sTWuyhMbf11iqbdwWiByfVQ!2e0!6s%2F%2Fgeo3.ggpht.com%2Fcbk%3Fpanoid%3DTWuyhMbf11iqbdwWiByfVQ%26output%3Dthumbnail%26cb_client%3Dmaps_sv.tactile.gps%26thumb%3D2%26w%3D203%26h%3D100%26yaw%3D115.40726%26pitch%3D0!7i13312!8i6656!4m2!3m1!1s0x48760de014436b39:0xa16bf33a1267b4bf?hl=en
2. Walked to Acton Town station
3. Took Piccadilly Line train to Northfields
4. Took Piccadilly Line train to Acton Town
5. Took Piccadilly Line train to Rayners Lane
6. Took Metropolitan Line train to Harrow-on-the-Hill
7. Took Metropolitan Line train to Moor Park
8. Took Metropolitan Line train to Rickmansworth
9. Walked down to Brown Sugar Café in High Street
10. Visited Newsagent next door
11. Explosion terminates recording here, what follows is the itinerary recovered by ATH Corp.
12. Walked from Newsagent's down to the canal at Batchworth Locks.
13. Walked north east along the river Chess and followed another path east between lakes until the Grand Union towpath hit.
14. Walked a short way until Lot Mead Lock then north west up into Croxleyhall Wood and the treasure site.
<https://www.google.co.uk/maps/place/51%C2%B038'31.8%22N+0%C2%B027'10.9%22W/@51.6421633,-0.4552187,17z/data=!3m1!4b1!4m2!3m1!1s0x0:0x0?hl=en>

¹ Some of the teams tried to read more into the multiple versions of the bugged journey files than was actually there. We thought that Note 3 made it clear with “*The two versions are identical apart from recording quality and size*”, but not for some. Apologies if this messed you up. The reason for the reduced quality and the file in two pieces was poor system testing! When we came to publish the single bugged journey file and the partial hunt at noon on the 18th of December everything went great, except the sound file was rejected as too large. We are using Google Application Engine to support the site and we had fallen foul of a file limit of 32mb that we had not realised was there. That is why there was no sound file at noon and a reduced quality one 10 minutes later (we crushed the big file into something smaller and lost quality). We thought no one would notice but we got two team emails complaining in that 10 minutes. Later when we quietly reflected on what to do it was obvious that the simple answer was to split the file into chunks that did not break the 32mb limit, hence the two files for the bugged journey.