

Story Quest

Adventures close to home



Complete
1/4
them all!



**STOKE
SQUAD**

**VS.
THE
MONSTER
MAKER!**

Hanley Park

storyquest.org.uk

f - Stoke Reads

Trail information

Getting here

All trails start next to the entrance closest to the Northern Car Park on the Parkway.

By bus: take the bus to Hanley bus station and follow signposts for a ten minute walk to Hanley Park.

By car: Hanley Park Northern Car Park can be found at ST1 4DX.

Make sure you wear comfortable shoes that you can run, jump and fight monsters in!



There are three superheroes in this story who all need your help to defeat monsters in the park. You can help all three in one go or come back to the park and take on a different monster adventure each time!

Fold out the map and match each superhero's colour to their trail, then use the map to navigate your way around the park.

The Incredible Izzy vs. the Space Monster

Time needed: around 20 minutes

Thunderous Theo vs. the Sea Monster

Time needed: around 30 minutes

Bat Ma'n vs. the Swamp Thing

Time needed: around 45 minutes



Make sure you're signed up for Story Quest before you start to receive exclusive rewards! Visit storyquest.org.uk or call 07849 353 729



LOTTERY FUNDED



MEET THE STOKE SQUAD!

Name: Ma'n

Likes: comics

Dislikes: cabbage

Superhero name:
Bat Ma'n

Power: incredible growing
power (but only once a day!)



Name: Izzy

Likes: sport

Dislikes: spiders

Superhero name:
The Incredible Izzy!

Power: Super speed



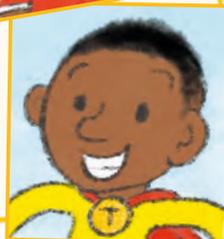
Name: Theo

Likes: animals

Dislikes: cheese

Superhero name:
Thunderous Theo!

Power: Super brain



STOKE SQUAD ASSEMBLE!

Reader, we need YOU!

Join our adventures and
help us on our quest.

Fill in your own Superhero
Profile here...

Draw yourself as a superhero here

Name:

Likes:

Dislikes:

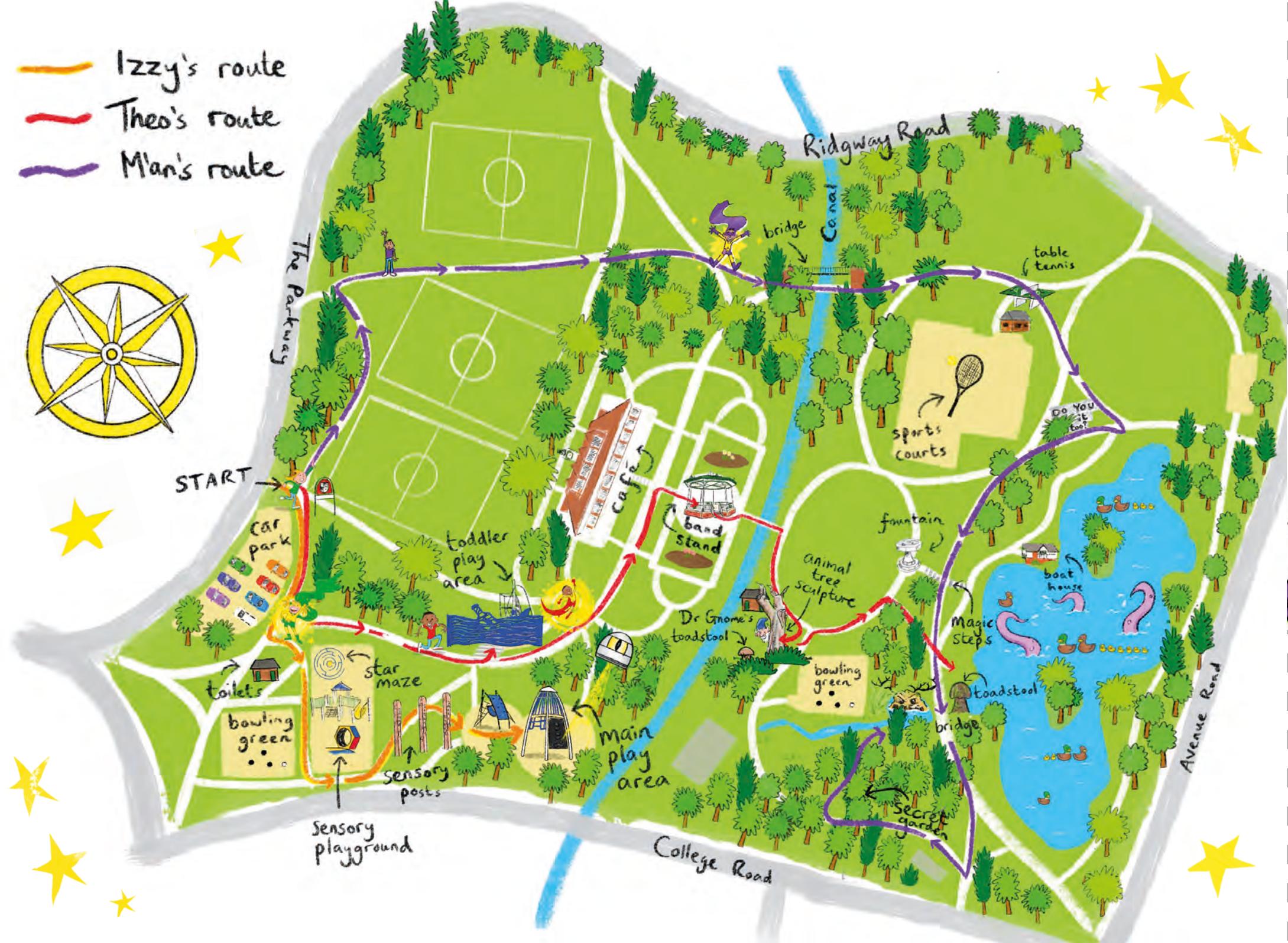
Superhero name:

Special power:

-  Izzy's route
-  Theo's route
-  Mian's route



START



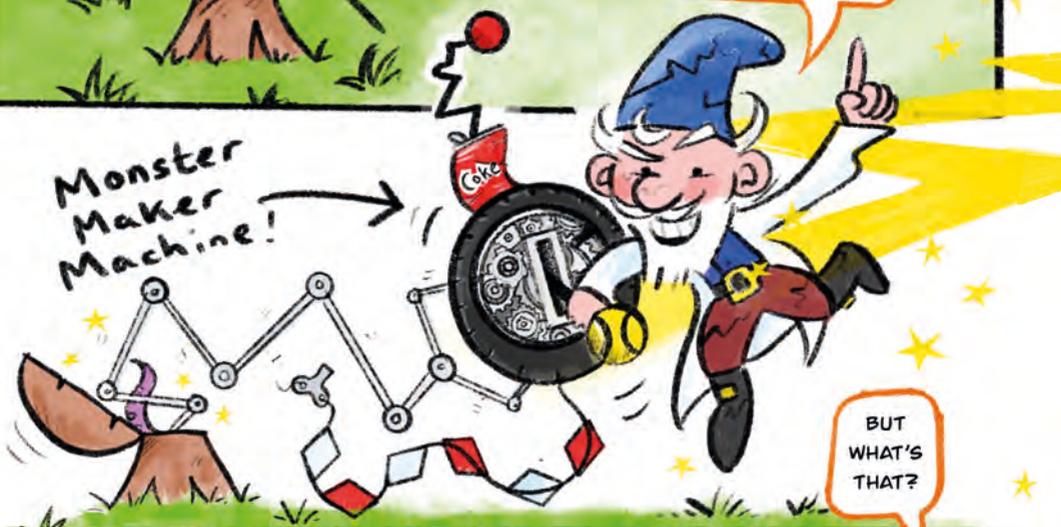
SOMEWHERE IN HANLEY PARK...

FOR YEARS I'VE BEEN STUCK HERE!

JUST BECAUSE I'M A GNOME AND NOT SOME POSH PLATE OR SWANKY SAUCER! I SHOULD HAVE PRIDE OF PLACE IN A STOKE POTTERY MUSEUM, NOT STUCK HERE ON A CRUMBY TOADSTOOL. WELL, I'M NOT STANDING FOR IT ANY MORE!



IT'S AMAZING WHAT YOU CAN DO WITH THE STUFF PEOPLE LEAVE BEHIND.



BUT WHAT'S THAT?

MEANWHILE...

A BEAUTIFUL DAY FOR A PLAY IN THE PARK!





OKAY READER, WHICH MEMBER OF THE STOKE SQUAD DO YOU WANT TO HELP OUT?

TO HELP IZZY, GO TO PAGE 7 AND FOLLOW THE **ORANGE** TRAIL.

TO HELP THEO, GO TO PAGE 9 AND FOLLOW THE **RED** TRAIL.

TO HELP MA'N, GO TO PAGE 11 AND FOLLOW THE **PURPLE** TRAIL.

THE INCREDIBLE IZZY VS. THE SPACE MONSTER



OKAY, I'M GOING AFTER THE SPACE MONSTER. I'M GOING TO NEED STAR POWER. QUICK READER, HELP ME GET MY POWERS BY DOING TEN STAR JUMPS!

GOOD STUFF. NOW WE NEED MORE STARS!



OH NO, THE ALIEN'S ZAPPED AWAY THE STARS FROM THIS SIGN! FIND THE SIGN AND RETRIEVE THE STARS. HOW MANY ARE MISSING?



THERE ARE STARS.

NOW FIND THIS MAZE IN THE SENSOY PLAYGROUND AND RETRIEVE THE STAR.



YIKES! NOW THE SYMBOLS HAVE BEEN ZAPPED OFF THE SENSES POSTS.

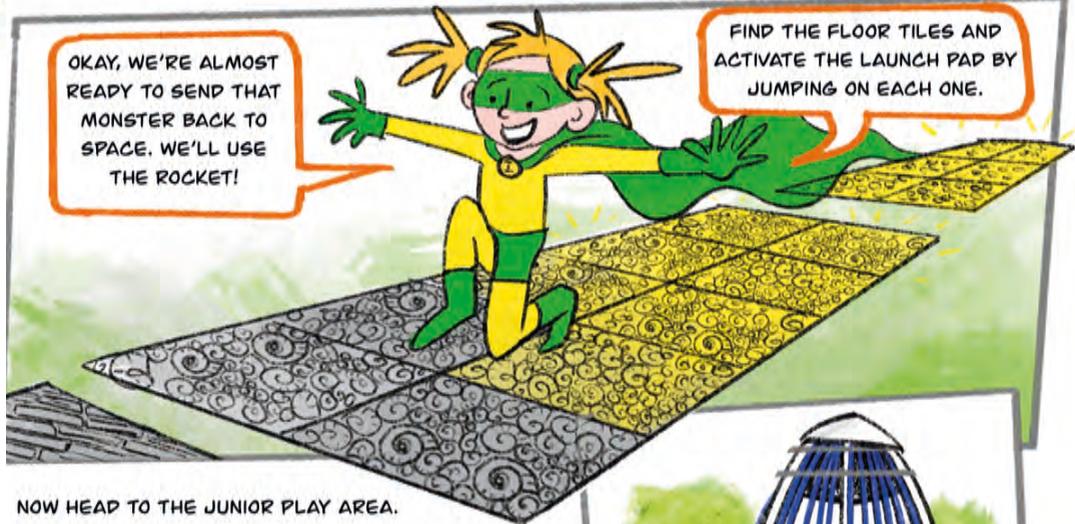
NOW HEAD OVER TO THE NEARBY WOODEN SENSES POSTS...



LOOK AT THE THREE POSTS, READER. CAN YOU HELP IZZY OUT? DRAW LINES TO MATCH EACH SYMBOL TO THE CORRECT POST.

OKAY, WE'RE ALMOST READY TO SEND THAT MONSTER BACK TO SPACE. WE'LL USE THE ROCKET!

FIND THE FLOOR TILES AND ACTIVATE THE LAUNCH PAD BY JUMPING ON EACH ONE.



NOW HEAD TO THE JUNIOR PLAY AREA.
ALMOST THERE!



RIGHT! IT'S TIME FOR ONE LAST BOUT OF STAR POWER! FIND FIVE STARS ON THE GROUND AND JUMP ON EACH ONE.



TICK OFF A STAR EACH TIME, READER.
THAT'LL SEND THE ROCKET INTO SPACE.



AMAZING! THAT'S SENT THE MONSTER BLASTING BACK TO SATURN.
NOW TURN TO PAGE 13 TO GET DR. GNOME...



THUNDEROUS THEO VS. THE SEA MONSTER



RIGHT, I'M AFTER THE SEA MONSTER. THAT'S ONE GIANT SQUID! I'M GOING TO NEED SOME HELP FROM SOME ANIMAL PALS.

OKAY READER, HEAD TO THE TODDLER PLAY AREA.

FIRST TO ACTIVATE MY POWERS. STEP UP ONTO THE FIRST STEP 10 TIMES AND SHOUT...



ACTIVATE!



GREAT! NEXT TO RECRUIT SOME SEA CREATURE HELP. HOW MANY SHARK FINS CAN YOU COUNT AROUND THE PLAY AREA FENCE?



THERE ARE _____ SHARK FINS.

GREAT WORK READER. NOW HEAD TO THE BAND STAND...



CHECK OUT SIDES OF THE BAND STAND... WHICH CREATURES CAN JOIN MY ANIMAL ARMY?

B _ _ _
B _ _ _ _ _ _ _ _
S _ _ _ _ _

FIND THE CREATURES THEN FILL IN THE MISSING LETTERS TO BRING THEM TO LIFE FOR THEO.

NEXT, FIND THE ANIMAL SCULPTURE HIDDEN IN THE WOODS. REARRANGE THE LETTERS TO FIND THE ANIMALS TO ADD TO THEO'S COLLECTION...

LWO _ _ _

OSMUE _ _ _ _

DECKERWOOD _ _ _ _ _ _ _ _

OHERN _ _ _ _ _

TAB _ _ _

SHIKERFING _ _ _ _ _ _ _ _



NOW FIND THE WOODEN TOADSTOOL BY THE LAKE AND SHOUT...

ACTIVATE ANIMALS!



WELL DONE READER. THAT SUPER-SCARED SEA MONSTER'S GONE FOR GOOD! NOW HEAD TO PAGE 13 TO HELP US BEAT DR GNOME...



BAT MA'N VS. THE SWAMP THING



OKAY, IT'S MY JOB TO STOP THE SWAMP THING. FIRST TO GET MY POWERS. HELP ME BY DOING SIX TUCKS AND JUMPS...



GREAT. NOW, I'M GOING TO NEED A FEW THINGS FOR A DISGUISE TO HELP ME TACKLE THIS MONSTER. CAN YOU HELP ME OUT READER?



Ma'n's scavenger list... how many can you find?

- 2 leaves (different types)
- 2 stones
- find a flower (but do not pick it!)
- long grass
- A twig
- An acorn or nut
- Find the bridge over the canal... how many of these pine cones can you find?

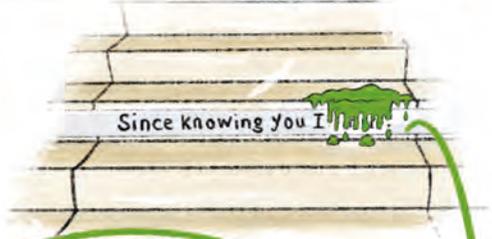
AMAZING WORK READER! I CAN USE THOSE THINGS LATER ON. NOW MAKE YOUR WAY TO THE LAKESIDE AND STEPS, LOOKING OUT FOR THE TEXT ON THE NEXT PAGE...



CAN YOU FIND THESE SENTENCES WRITTEN BY THE LAKESIDE AND ON THE STEPS?
SOME OF THE WORDS ARE COVERED IN MONSTER SLIME!



HELP ME UNLOCK MY GROWING POWERS BY FINDING THE MISSING WORDS AND
PUTTING THEM INTO THE **MAGIC RHYME** BELOW?



FIND THE MISSING WORDS...

...AND COPY THEM...

...HERE...

IF YOU WANT TO TALL,
IF YOU WANT TO GROW A MILE,
SAY THESE SUPER MAGIC WORDS
THEN STEP BACK AND

NOW GO TO THE SECRET GARDEN AND FACE THE
STREAM - THAT'S THE SWAMP THING'S HIDEAWAY!
DO FIVE STAR JUMPS AND SHOUT OUT HIS **MAGIC
RHYME** TO HELP BAT MA'N GROW!



HA HA! IT'S SUNK BACK
INTO THE SWAMP IN FRIGHT.
WELL DONE READER!



NOW TURN TO PAGE 13
TO GET DR GNOME...

WHAT SHOULD THE STOKE SQUAD DO?
MAKE YOUR CHOICE THEN TURN THE FLAP TO FIND OUT WHAT HAPPENS NEXT...

A

**USE THE
MONSTER
MAKER**

B

**STEP ON THE
TOADSTOOL**

C

**CALL THE
POLICE**

A



B



WELL DONE READER.
YOU'VE UNCOVERED A
SECRET COMMUNITY
OF GNOMES.



C

OH DEAR, THE STOKE SQUAD
HAVE BEEN ARRESTED FOR
FLYING WITHOUT A LICENCE.

HARD LUCK READER!



OH NO! YOU'VE CREATED A
MONSTER TOADSTOOL!

GAME OVER
READER!



IT LOOKS LIKE DR GNOME WON'T
BE CAUSING ANY MORE TROUBLE
NOW HE'S GOT COMPANY!



There are lots of Story Quests to complete around Stoke-on-Trent!

The Mammoth Mystery
Tunstall Park

Flight to Fame
Westport Lake

Pitch Perfect
Burslem Park

Tunstall Time Travel
Whitfield Valley Nature Reserve

City Safari
Burslem Town Centre

Tunstall Treasure
Tunstall Town Centre

The Christmas History Mystery
Hanley Town Centre

Just the Ticket
Burslem Park

Stoke Squad vs. Magpie Man
Tunstall Park

Picnic Party in the Park
Central Forest Park

Summer Scavenger Hunt
Ford Green Hall

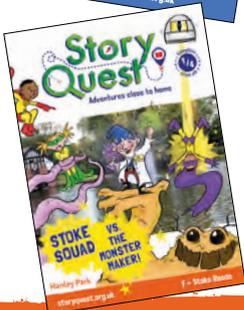
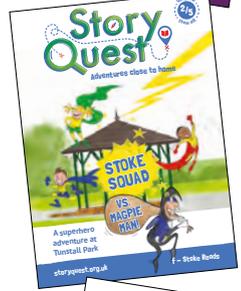
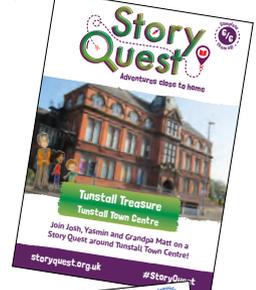
Middleport Martians
Middleport Pottery

Stoke Squad vs. the Monster Maker
Hanley Park

The Chimney Chase
Westport to Middleport

The Colliery Crew
Chatterley Whitfield

Cosmic Comic Capers
Westport Lake



Find out more at storyquest.org.uk or call 07849 353729