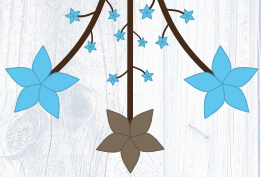


with age and weather, and some history.
At the destination expect a memory.



Farther down – trail signs, yellow and blue,
will lend a guiding hand to help you pass through
to a cross and stone obelisk under a tree.

– – – – – rests here, as you see.

A mysterious story from sad times of war.
You can light a candle, as a tiny door

to remembrance. Ahead lies the “Elements Garden”
in a pleasant clearing. Drop by – it surely won’t harden
your Quest today. Take the yellow trail
down from the grave, for another tale.



Once on the stone paving you take a swift right,
an attractive seating space will soon come into sight.
a bearded man’s bust on a plinth. Suffice a single look
to read the plaque beneath; it alludes to a man of books.

Józef Ignacy Kraszewski to Krynica came
In the 19th century, which is why his name
is commemorated on a bench where he liked to sit.

Letter five in the third word? – – – That’s it.

For your final job look at the plaque below.

The opening letter for three words your clue needs to show.

Follow the writer’s gaze. To the stairs you need to walk
to the Tourist Information Office, for a little talk.

Along the Krynica Passage you’ll find a curious jug.
Beyond – a circular brick building, looking quite snug.
Finally – the Tourist Information Office, duly marked “IT”.
Combine all collected letters – the password you will see.

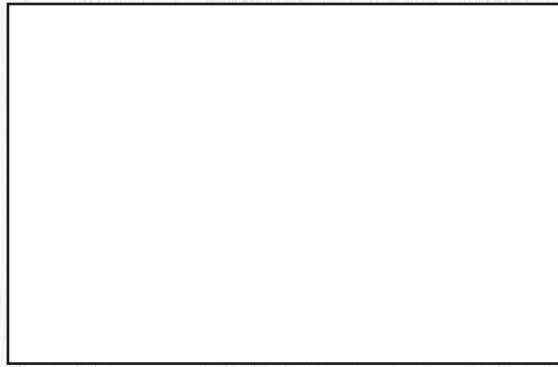
Recite it without error – let the treasure arise,
an expedition seal for Explorers a true prize.
The first part of the password is our artist’s real name,
the painter having gained deserved worldwide fame.

Word number two? It recalls a Lithuanian city
where an exhibition was held of all the colours pretty
in Nikifor’s works. We hope you enjoyed your Quest.
Other trails await, each one a knowledge test.



Quest code phrase:

Treasure (stamp):



Fundacja Mapa Pasji

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Other highlander quests:



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Ministerstwo Kultury
i Dziedzictwa Narodowego



QUEST- Wyprawa Odkrywców

Famous Visitors to Krynica



Theme:

The expedition will introduce you to eminent visitors to Krynica-Zdrój, dubbed the “jewel of Polish spas”.

How to play and find the Quest Treasure:

Go to Start. Read all clues. Solve all riddles. Once you reach the end of the itinerary, you will have an answer leading you to the treasure – a commemorative stamp!

The quest is accessible during Tourist Information Office opening hours.

www.krynica-zdroj.pl

Start line:

Begin your expedition from the Jan Kiepura memorial (bus stop: HAWANA) in Krynica-Zdrój, GPS co-ordinates: 49.415227, 20.956328

Walking time: ca 1 hour.



Discover Lemkowie Highlanders!

Originally inhabiting lands along the Eastern Carpathians’ centreline, the Lemkos would later be scattered throughout Poland as a result of displacement decisions. Yet it is around Krynica-Zdrój that most traces of their presence are found



Welcome to our town, Tourist and Explorer!
It's a pleasure to have you. We hope you'll be a scorer
of points for meeting all of our best
remembered, eminent to Krynica guests.

On Piłsudskiego street – an opera singer
raising his right hand, joy of music bringer.
His songs are still soaring over local springs,
The annual festival a truly wondrous thing.

His surname? Check the plinth: letter number five
you will need for the password. Got it? High-five! 8

Turn your back now on our wonderful guy.
And keep walking down to further feast your eyes.

Continue until you reach Nitribitt's Park.
Three soldiers to your left are the next check mark.
For freedom they fought in these lands, all three.
Approach the memorial – soon more you shall see.

Look at the inscription at our heroes' feet.
A Polish phrase you'll learn as an extra treat.
For our Defenders (word one) and Victors (word two).
The fifth letter in Victors is waiting for you. 7

Walk down. To your left the nearby church should stay.
Take a right to where greenery brightens the day.
Come closer. A park and a fountain you'll see,
associated with a doctor and Dutch royalty.

Mieczysław Dukiet is the patron of the park you're in.
Princess Juliana was first in line to reign in
the Netherlands, visiting Krynica before her coronation,
Jan Kiepura's "Patria" guesthouse her chosen station.

Did Dukiet treat her? A gynaecologist,
he might have. Scandalous gossip wasn't missed
that in Krynica the next queen was conceived.
A twelve-month pregnancy? That cannot be believed.

Take a look around. Up and on the right
Krynica's resurrector's bust will come into sight.
Below the bust – a pedestal. The shortest inscribed line
(meaning: their) and its first letter have to be aligned 9

with your password. Follow the good doctor's gaze.
Past the fountain take a left, and you'll be amazed.
A European beech awaits, a memorial next to it:
Upon a stone bench a local painter sits.



Nikifor Krynicki was an alias. Just an artist's name.
Below it – find the painter's real one to continue the game.
What we will need here is letter number five. 6

"Good dog!" you can say to the pet who looks alive
and must have loved his master. Next stop: the promenade.
To your right – a monument, in all glory displayed
Bogusław Kaczyński seated in the middle chair,
a musical authority with great knowledge and flair.

Take a seat to have a conversation with the writer.
The nearby plaque tells us how much of a lamplighter
Bogusław was in praising Krynica and its beauty.
The most-used vowel to find now is your next duty

in the fourth line from the bottom. Got in? on you go. 3

Beyond a green house the promenade will show
another monument – to Adam Mickiewicz the poet.
The girl? It's a mystery. Many profess to know it,

yet Zosia, Telimena and Maryla are names
for the girl with the flowers as accurate claimed.
The English-language panel reads that the identity
of the girl below the bust remains a 16

With the monument to your left, take the steep stairs.
The Spa's park awaits. Further clues are there.
To your left – a wooden church, the oldest in the place,
for some a point of interest, for others – of grace.

Approach the church and the purplish-white information
board.
The architect's name you will need for a proper score.
Letter one in the first name, letter six in the last. 4 15

Got it? Great. Another little milestone you've passed.

Meet men of the cloth who used to come here –
to do that, find a light-grey panel standing quite near.
Two men, two photographs. The top one's first name?
Letters five and six you'll need in the game. 5 14

Walk upwards, following a narrow path of stones.
Another effigy will shortly set the tone
for today's Quest. Grab the railing – everyone knows
the path may be slippery. You are quite close,

watch for the third pathway, take it to the right.
a lovely pond with different fowl will soon come into sight.
Take a right. The promised lake you shall soon find,
a wooden gazebo swiftly left behind.

Stop at the water for a little while.
It's the Black Lake where amphibians live in style.
Beyond it – a sylvan shrine with metal railings guarded.
A board behind a mesh should now be regarded.

11 13 reads the second word in blue.

No translation necessary, we believe in you
and your language skills. Continue on your way.
Walk down, don't let any turn lead you astray.

Straight ahead – a forest path. Take it, by all means.
Walk to your next venue where the stones are green