



HAMPSHIRE  
COUNTRYSIDE SERVICE

The Story of  
Time Trouble At  
Royal Victoria Country Park



Story Trail

[www.hants.gov.uk/storytrails](http://www.hants.gov.uk/storytrails)



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# Royal Victoria Country Park

Originally a military hospital, Royal Victoria Country Park is now a picturesque and popular country park, with stunning views, enchanting woodland and an abundance of wildlife. The park consists of three areas – woodland, parkland and foreshore – and this mixture of habitat supports a wide range of wildlife including 115 species of birds, 25 species of mammals and 30 species of butterfly. There are also various species of trees and shrubs in the park, many of them non-native species introduced from all over the British Empire during Queen Victoria's reign. The Royal Victoria Military Hospital was the British Army's first purpose built hospital, built by Queen Victoria after being inspired by Florence Nightingale's success and terrible hospital conditions.

It soon became a successful hospital with laboratories, and was the scene of medical learning and scientific breakthroughs. It was extensively used during WWI and WWII. In 1963, however, large sections of the building were damaged in a fire and in 1966 the decision was made to demolish it. By 1980 the site had been bought by Hampshire County Council, and its gates were open to the public.

The land once occupied by the hospital is now covered with trees and grassy fields. Only Netley Chapel remains, now a Heritage Centre containing an interesting exhibition about the park's history. Attractions on the site include an integrated play area, sensory garden, the cedar tearooms and the woodland walks throughout the site.

For more information, see [www.hants.gov.uk/rvcp](http://www.hants.gov.uk/rvcp)

## Getting there:

**Road:** Follow the brown tourist signs from Jct 8 on the M27 or from A27.

**Rail:** By train to Netley Station on the Southampton-Portsmouth line. Back entrance to the Park is 5–10 minutes' walk from the station; follow the signs outside the station car park.

**Bus:** No. 6 from Southampton goes to Netley village. From the village, follow the brown tourist road signs into the Park via the main entrance along the coast road (for more details call First Bus on 023 8022 4854). Red Rocket A from Eastleigh or Hamble also stops at Netley village (contact Solent Blue Line 023 8061 8233).

**Accessible Parking:** Free parking for blue badge holders. Each of the five car parks has designated parking bays

**Toilets:** Two accessible toilets; the one by the Tearooms can be opened with a RADAR key at all times

**Route length:** 1 km or ¾ mile

**Surfaces:** Generally good, wide paths, though some muddy patches after rain

**Gradients:** Mainly level, but medium downward gradient on path from Chapel down to the pier and the same back up again from the sailing club

**Seating/rest points:** Benches at frequent intervals around the route



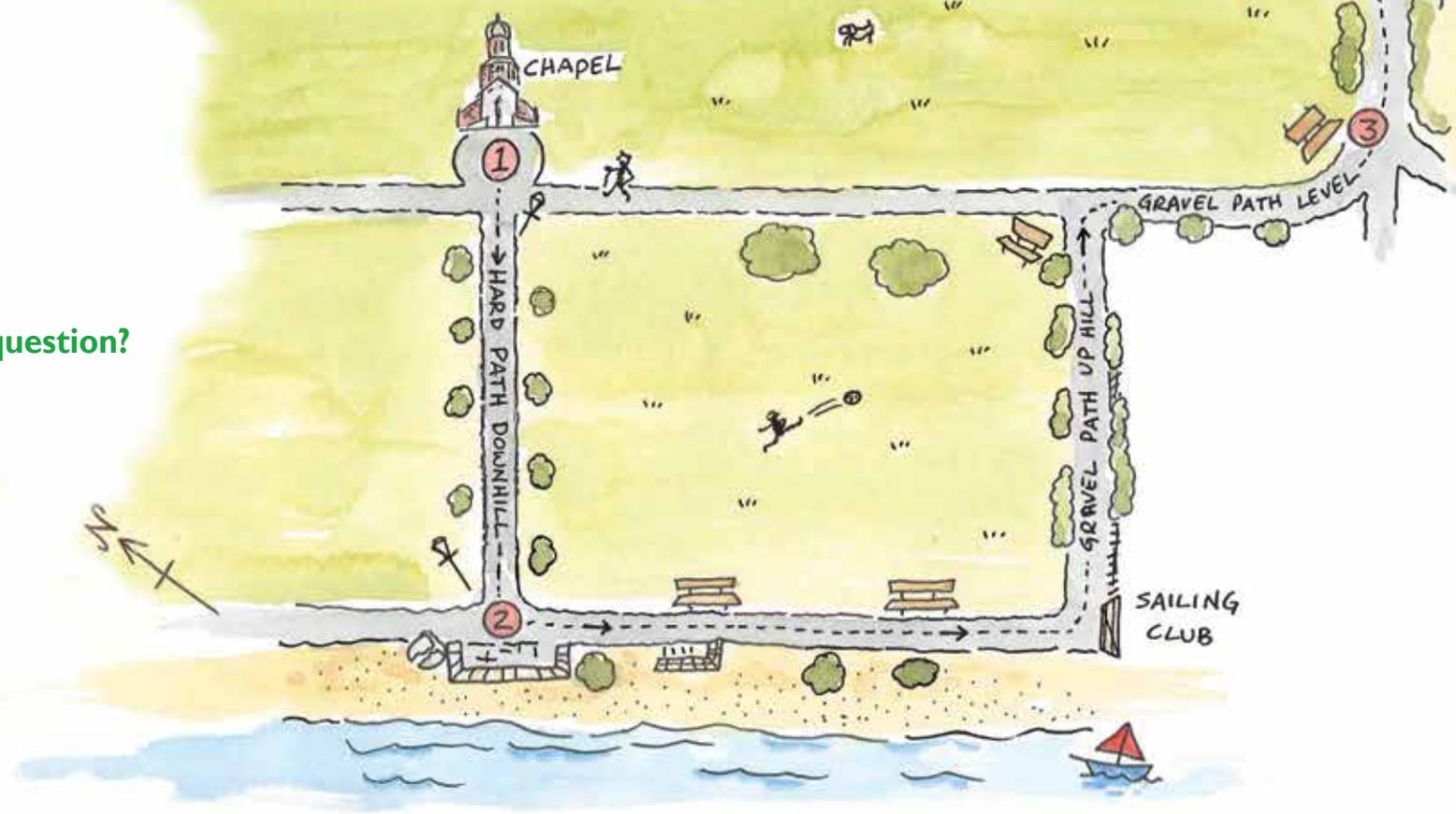


Look out for these symbols in the booklet:

 Follow the route

 Can you answer the question?

 Action



# The Story of Time Trouble at Royal Victoria Country Park



Hello everyone, I'm the Story Snail. Welcome to the story of Time Trouble in Royal Victoria Country Park!

I will be your guide as you move through the story. Stop at each of my markers and read that section of the story. Enjoy yourselves and don't forget to add your own ideas to make your story unique.



**Start at the front of the Chapel**



## The Chapel

Professor Nutrino, Time-Agent, travels the universe finding out how time fits together. Sometimes time splits off onto a strange, wobbly tangent and Professor Nutrino uses her Great Agent Device for Gaining Extraordinary Time ('GADGET') to put things right.



Professor Nutrino has landed here in Royal Victoria Country Park and she needs to stitch time back together, otherwise there will be trouble for the people of Salnooga 5, a planet on the outer rim of the galaxy. Can you help her solve the Time Conundrum?



You will need to put the answers to the Time Conundrum into the grid on the last page of this book. During the trail you might need to help Professor Nutrino with some code numbers to save her from peril!



If you were a time traveller, where, or rather, 'when' would you go to?

Would it be some time in the past or would you like to look at the future?



**Go ahead down the path to the shore**



## The Shore

"Ah-ha!" exclaims Professor Nutrino, "the shore. My time channels tell me that there once was a pier right here... let's see, built in 1865...right...and soldiers, including some from the D-Day landings, were brought along this pier to be treated in the hospital which used to be a long building either side of the chapel. Southampton water is very interesting, because of the Isle of Wight it has two tides... Hmm, very useful for boats and ships!



"This area also has a famous connection with seaplanes and flying boats. Now, on my planet, Epsilon 2, we have Boating Flies, which are huge bugs that go around in rowing boats trying to catch the Birdfish."





**Time Conundrum question 1:**  
Soldiers from the ? Day landings were brought here.  
Put this letter into the Time Conundrum grid.

Suddenly time splits and a woolly mammoth, which used to live here thousands of years ago, rushes at Professor Nutrino. Is there anywhere to hide? She tries to set the code on the GADGET.

“Oh, what is it? I’ve forgotten...” She flusters.



**Can you help her? It’s a four-number code: in which year was the pier built?**

Professor Nutrino puts the code into the GADGET and sends the great, lumbering beast back to its own time. Phew!



**Go left and walk along the shore. Go onto the beach if you can. Have a look, a listen and a sniff. What can you see, hear and smell?**



**Imagine what it would have been like thousands of years ago.**

**Did you know that reindeer lived here then?**



**When you get to the Sailing Club, turn left and go along the track between the trees.**

**At the top, turn right and follow the path. Before the trees it turns left. Stop, near the corner, when you get level with the Chapel building.**



## The Hospital

“Ah-ha!” cries Professor Nutrino, “The old hospital. Let’s check my pocket history computer... ah, here it is. Florence Nightingale didn’t like the design of the hospital. The wards faced



inland so the injured soldiers couldn’t see the sea. It opened in 1863. It was once the biggest building in Europe and soldiers from conflicts including the First World War, the Second World War and the Boer War were treated here.

“The hospital building used to come right up to where you are standing and was the same on the other side. It was demolished in 1966, just leaving the Chapel.”

A time-loop suddenly whirls around and Professor Nutrino is thrown back to 1966. A huge crane swings a wrecking ball at the Professor. She throws herself to the ground and types the code into the GADGET.



**Can you help with the code? In which year was the hospital demolished?**



**Time Conundrum question 2:**  
Professor Nutrino needs the next letter. Who didn’t like the design of the hospital?

**Put the third letter of their first name into the grid.**



**Think about what it would have been like to be in the hospital. Do you think the nice surroundings would have helped the soldiers to get better quickly?**





Carry on along the path, go past the big, white gate, follow the path and bear round to the left.  
Stop by the oak tree on the right.  
Carry on into the woods.



### Bluebell Wood

“Ah-ha!” bellows Professor Nutrino, “The woods. My Natural History Mega-Scope tells me that as well as the lovely bluebells, there are all kinds of trees here, including English Oak, Ash, Silver Birch, Common Beech and even a Monkey Puzzle tree. Well, good grief, look at this...in the 1970s most of the Elm trees in Britain were destroyed by Dutch Elm Disease. How awful! I could go back in time and get rid of that fungus which caused all the trouble...no, surely it’s not right to meddle with time. Do you know, one day back home on Epsilon 2 all the trees decided to swap places? My goodness there was chaos – holes in the ground and a terrible mess everywhere. The squirrels held a protest and several sloths were lost for ages.



**If you were to meddle with time, what things would you change?**  
**Do you think it’s a good idea to change things that have happened in the past?**

Professor Nutrino scratches her head. “I must enter the third letter in the time conundrum...now, what is it? Which tree puzzles a certain animal?”



**Can you answer Time Conundrum question 3?**  
**Put the first letter of the tree (which is also the animal) into the grid.**



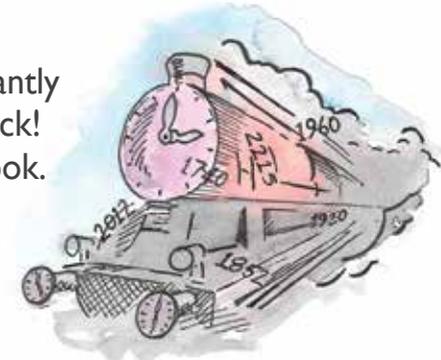
Continue along the path – as you walk, see how many different trees and plants you can see. Stop by the engine shed.



### The Railway

“Ah-har-de-har!” yells Professor Nutrino, getting even more excited. “The railway! I need my Train Spotters Guide. I’ll just quickly nip back to my home planet...”

ZIP... Professor Nutrino instantly disappears... ZOPP... “I’m back! I’ve got my Railway history book. Let’s see now... ‘Humpty Dumpty sat on a wall...’ hang on, that’s the wrong book!



“Ah, here it is... It tells me in 1900 there was a branch line linking the hospital to Netley Station so the injured soldiers could be brought in. The miniature railway was built in 1996 and has an engine that pulls small carriages for people to ride around the park. I wonder if they have a Time-Train like we have back home? I must get a ticket and have a ride! Ah, that Humpty Dumpty rhyme reminds me of a similar rhyme I knew as a child...

Honky Ponky lived in a tree,  
Honky Ponky fell down on me,  
All of the squirrels and all of the rabbits  
Said, “That Honky Ponky’s got terrible habits.”



Shall I do another one..? No, I must finish my mission.  
I need the fourth letter of the time conundrum.



Can you answer Time Conundrum question 4?  
What is the name of Professor Nutrino's home planet?  
Put the first letter of the answer into the grid.



If you could go anywhere on a train, where would you go?



Walk along until you come to the Sensory Garden.  
Stop by the water feature.



### The Sensory Garden

“Wow-dee-hip-de-hoodle!” shouts Professor Nutrino, getting quite annoyingly animated. “We must stay here for a while and, while we enjoy this lovely garden, use all of our senses and thinking power to get to grips with the conundrum. Hmm, it says ‘DOME’. We need to find a dome. Can you see a dome anywhere? Maybe it’s on a building.”



Can you see a dome?

“Of course, there it is...on top of the Chapel. I’ll point the GADGET at the dome and...” The GADGET starts to whirr and buzz and flashes of light stream out of it and they connect to the great dome. Suddenly the world seems to spin and writhe and fold in on itself. Professor Nutrino becomes a blur and begins to shake until the sound dies down and suddenly stops.



“Phew! We did it! Time is restored to its correct proportions and...”

“Hang on...”

“I’m getting a call on my Inter-Stellar-Phone...Everything is right again on the distant planet of Salnooga 5. The Salnoogians are celebrating – and they say thank you for your help!”



So now it’s time for you to celebrate. Just next door is the playground, so go and have some fun there – you’ve earned it!

Thank you for coming on the story trail.  
Take some time to enjoy the rest of the park.

I hope you’ve enjoyed the Story of Time Trouble in Royal Victoria Country Park.  
Please join me for more Story Trails in other parts of Hampshire. Details can be found on:

[www.hants.gov.uk/storytrails.htm](http://www.hants.gov.uk/storytrails.htm)



### Time Conundrum Grid

The letter which is the answer to Question 1	Third letter of the first name of the answer to Question 2	The first letter of the answer to Question 3	The first letter of the answer to Question 4

Answer: D-Day; Florence Nightingale; Monkey Puzzle; Epsilon 2

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