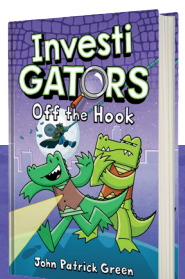


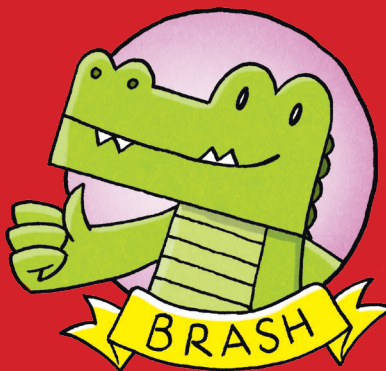
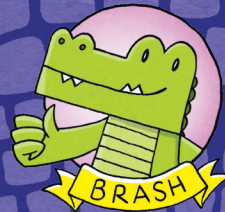
Get a Clue!: Solve Your Own Mystery

INSTRUCTIONS

Use the "Get a Clue!" cards included in this kit and the case files on the following pages to help children solve their own InvestiGators mystery!

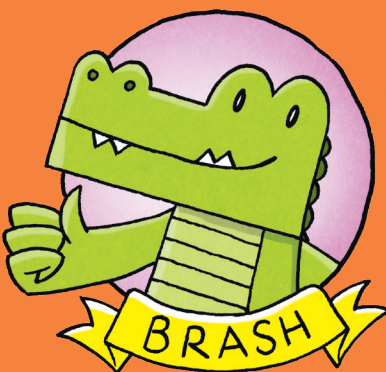
1. Set up the "Get a Clue!" cards around the space. These will serve as different stations for the mystery.
2. Use the different coloured Case Files provided on the separate sheets.
3. Ask an adult to stand by the "Get a Clue!" card at each station with the corresponding part of the case file. Alternatively, tape the corresponding part of the case file underneath the card at each station.
4. Children should start at Station Red and read the beginning of the case file. As they decide how they want to proceed, they will go to the corresponding station.
5. When children have solved the mystery, they will receive the sticker/s that they have earned.





STATION RED

Help Mango and Brash
solve a mystery!



STATION ORANGE

After helicoptering
over...



STATION YELLOW

After jumping down
the toilet...



STATION GREEN

Enter the cafeteria



STATION BLUE

Enter the
loading dock



STATION BLACK

Creativity



STATION WHITE

Teamwork



STATION PURPLE

Bravery



STATION PINK

Cleverness



STATION RED

Help Mango and Brash solve a mystery!

One day, Mango and Brash are walking the streets of the city, when all of a sudden they hear a shout from a nearby building! Determined to help, Mango and Brash need to act quickly. How do they respond?

Do they press a button on their vests to pop open their helicopter gadget?

Go to Station Orange!

OR

Do they hop into the nearest toilet to travel through the sewer?

Go to Station Yellow!

STATION ORANGE

After helicoptering over...

Mango and Brash land on the roof of a school. There they encounter the principal, who says, "All the crackers from the school cafeteria have been stolen! InvestiGators, can you help us?" Of course, Mango and Brash are eager to solve this mystery! They see two potential clues in front of them. Which should they follow?

Clue 1: A trap door on the roof was left wide open.

Jump through the door and go to Station Green!

Clue 2: There is a suspicious trail of crumbs leading to a fire escape that goes down the side of the school. **Follow the trail and go to Station Blue!**

STATION YELLOW

After jumping down the toilet...

Mango and Brash run through the sewers and emerge in the teachers' bathroom! There they meet the janitor, who says, "All the crackers from the school cafeteria have been stolen! InvestiGators, can you help us?" Of course, Mango and Brash are eager to solve this mystery! They see two potential clues in front of them. Which should they follow?

Clue 1: The janitor has some crumbs on his dustpan. Should Mango and Brash ask how the crumbs got there and follow the clue? If you said yes, **go to Station Blue!**

Clue 2: A shadowy figure runs pass the bathroom. Should Mango and Brash follow the shadowy figure? If you said yes, **go to Station Green!**



STATION GREEN

Enter the cafeteria

Mango and Brash end up in the cafeteria where they hear maniacal laughter. It's Crackerdile, stealing crackers to repair his fragile cracker body!

How should they catch him?

Should they rummage through their vests and find mustaches and sunglasses, quickly creating the PERFECT disguise? If you said yes, **go to Station Black!**

OR

Should they work together to create a distraction, trapping him instantly?
If you said yes, **go to Station White!**

STATION BLUE

Enter the loading dock

The crumbs leads them to a loading dock behind the cafeteria when Mango and Brash hear maniacal laughter. It's Crackerdile, stealing crackers to repair his fragile cracker body!

How should they catch him?

Should they gather their strength and rush at him, ultimately knocking him over?
If you said yes, **go to Station Purple!**

OR

Should they tip-toe quietly and sneak up on him, catching him by surprise?
If you said yes, **go to Station Pink!**

STATION BLACK

Creativity

Mango and Brash don their disguises. Crackerdile thinks nothing of two suave tuxedo-clad gators wandering by....

And just when Crackerdile's back is turned, Mango and Brash capture him on the spot!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. CREATIVITY BADGE for all your hard work!



STATION WHITE

Teamwork

Mango runs ahead to distract Crackerdile. While Crackerdile's back is turned, Brash captures him on the spot!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. TEAMWORK BADGE for all your hard work!

STATION PURPLE

Bravery

With extreme courage, Mango and Brash rush at Crackerdile and subdue him instantly!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. BRAVERY BADGE for all your hard work!

STATION PINK

Cleverness

Using the highest level of stealth, Mango and Brash creep up to Crackerdile and capture him on the spot!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. CLEVERNESS BADGE for all your hard work!