

## Top Team ...

Pssst...have you heard the news? Shocking isn't it? If you haven't already done it, start the story by opening the scroll and reading the newspaper article...

Gosh, what a kerfuffle! Thanks for coming to help us solve the mystery of the magical intruder here at Grimm & Co. It's a real help to have you on board while we tidy up all the spilled potions and books. First, gather together as many people as you can and let's get started by making a top team of investigators to join you!



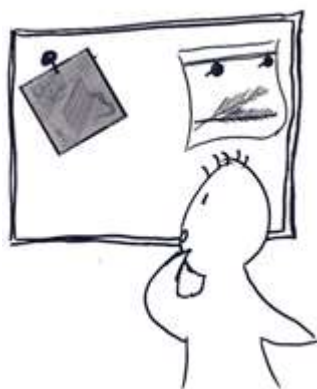
Of course, you'll need to give your team a name (very silly names are of course the professional standard at Grimm & Co HQ), and each person could have their own special investigator name like Professor Pom Pom or Detective Dandruff, it's up to you!

In this envelope you will find a badge. Take some time to each fill in your identity badge with your team title and investigator name, and any pictures you like too.



## Essential Evidence ...

Great, now let's move on to solving the first part of the mystery. Find the envelope marked 'evidence' and take a look inside.

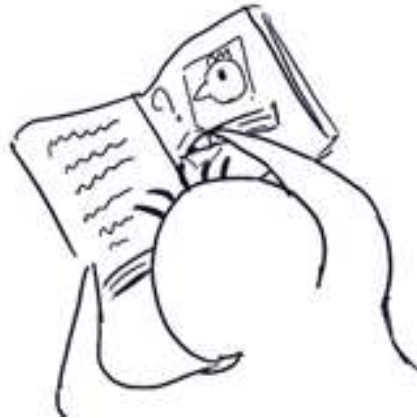


Spread out all of the evidence and look carefully at each piece. This is all we have to go on so we need your excellent minds to work out who, or what was responsible for the mess at Grimm & Co.

As you may know, Grimm & Co is a place where remarkably interesting creatures visit so just *anything* could be responsible.

Use your imagination to work out who *you* think came into Grimm & Co.

In your pack you will find your very own journal to record your ideas to help us solve the mystery. Can you draw a picture of the mystery intruder? If you have any very small mini-mortals in your team, maybe they would like to help you do some drawing too.



That's amazing! I think you have worked out who is responsible from the clues.

Now you know who snuck into Grimm & Co, use your journal to write or draw the story behind why the creature was here. There are some word stickers to help you get started, and you might want to think about the answers to these questions:

- What is the creature like?
- Why did they end up at Grimm & Co last night?
- What were they feeling?

Wow, we love what you've come up with! Now, before you move on, you'll need to complete the 'Very Official Detective Findings Card' which is in the bag. Complete it as you go through the envelopes and the mystery unravels.

