

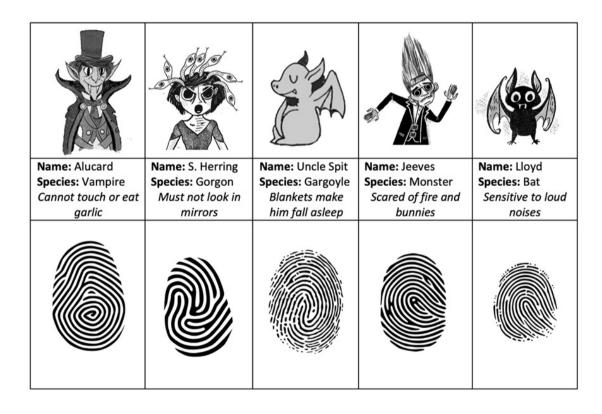
Werelock LOVES ketchup, it's his favourite food, so you can imagine his horror when he discovers that someone has stolen his emergency bottle of ketchup from his detective bag!

It's up to you to follow the clues, find the thief and get Werelock's ketchup back!

## The Suspects

The ketchup was stolen during the thirty minutes that Werelock left his bag in Mayor Alucard's Town Hall office. According to the Mayor's diary, during that time he had four visitors. The ketchup thief MUST be either Mayor Alucard or one of these visitors. We search them and don't find the ketchup, but we take their fingerprints.

We officially have five suspects!



# Now let's search the crime scene!









### The Crime Scene

We search the crime scene and notice a card underneath Werelock's bag. It must have been dropped by the thief - we've found our first clue!

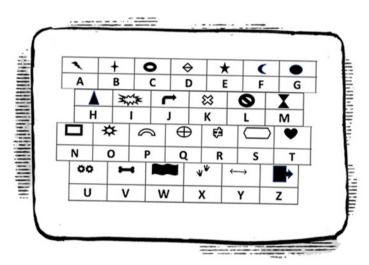
But what does it mean?

Can you crack the code and work out where the thief's secret meeting will be?

#### Front of Card

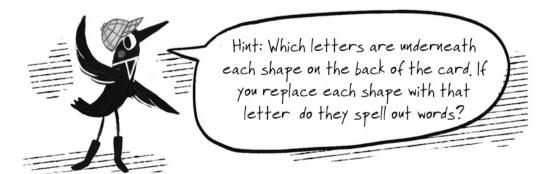


### Back of Card



## **Top Secret Meeting Message:**

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Before leaving the crime scene, you notice that the card smells strongly of garlic. The thief must have eaten something containing garlic before stealing the ketchup.... does that rule out any suspects?









### The Park

We rush to the park where three seemingly identical toothy plants stand guard over three trap doors. Which plant guards the door we need to go through to follow the thief to their secret meeting?

Chloro



Phyll



Fluffy



The odd plant out is \_\_\_\_\_

SNAP!

The odd plant out gnashes its teeth at us as we try to open the door.

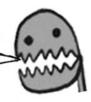
STOP! To enter, you must first answer three riddles!





First... What gets bigger the more you take away from it?

Second... What has a head and a tail, but no body?



Answer:

Answer:



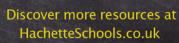
Does the answer to the third riddle rule out any suspects?

Answer:



Psst! If you need help, check the last page!





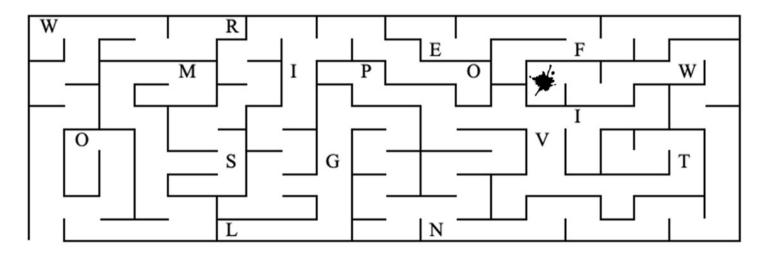




# The Underground Tunnels

The plant hops aside, snarling as we climb down through the trap door and into the darkness below. A faint odour of garlic lingers in the air and from somewhere inside the maze we hear a ketchupy SPLAT! We're catching up with the thief!

Quickly! Can you find a way through the maze to the splat mark?

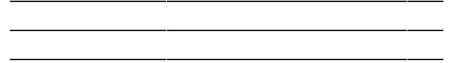


Can you unscramble them to spell a word that tells us something about the ketchup thief's appearance?

What letters do you pass on the route to the splat mark?



Have a look at the suspects. Can you rule out any more of them thanks to this clue? Which suspects do we have left?





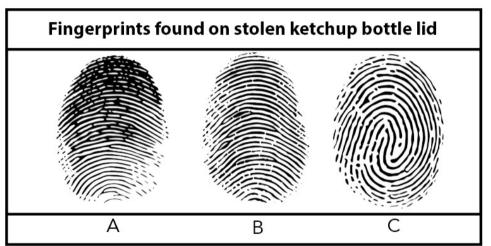




#### The Centre of the Maze

We find ourselves in a stone chamber. On the opposite wall is a solid wooden door with a fancy keypad. We gasp as we spot the splodge of ketchup on the floor next to the lid of Werelock's emergency ketchup bottle. We dust the lid for fingerprints and find three clear prints. Two of them belong to Werelock, but one belongs to someone else... the thief!

Examine the three fingerprints found on the ketchup lid and compare them to the suspects' fingerprints. Can you find a match?



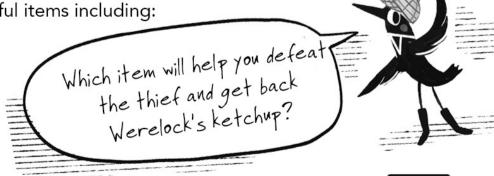


The fingerprint left by the thief is letter:\_\_\_\_

The thief is:

A good detective is always prepared, and so are you. In your detective bag you have lots of helpful items including:

- a. Garlic
- b. A mirror
- c. A blanket
- d. A toy fluffy bunny
- e. A loud airhorn











# The Final Hurdle

With our item at the ready we march up to the wooden door. It is locked. From the other side we hear the unmistakeable sound of ketchup being poured. We need to get through quickly!

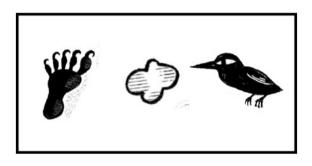
Three symbols flash on the screen above the keypad, but there are only numbers on the keypad. What could the symbols mean? We spot a square panel filled with symbols on the wall next to the door. It must be a clue to the code!

Can you use the symbols to work out the three numbers we need to enter?

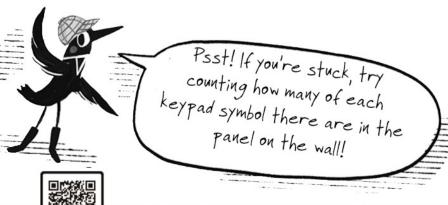
# Panel of symbols on the wall



# Symbols on the keypad screen



The three number code is:







We enter the three-number code. BLEEP! The keypad flashes green and the door unlocks.

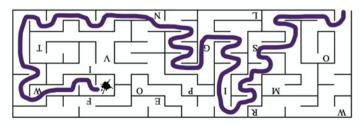
Holding out the blanket we catch a glimpse of Uncle Spit as he turns to face us, Werelock's ketchup bottle clenched tightly in his stony hand. Without hesitating we throw the blanket over Spit's head. Snores immediately erupt, echoing around the stone lair. But there's no time to relax just yet - Spit has dropped Werelock's ketchup!

We leap forward and catch it just in time. Phew!

Later we learn that Spit stole Werelock's ketchup because he believed it would give him super detective powers, just like Werelock. Little did his know that we ALL have the power to be detectives - we just need to keep stretching our brilliant puzzle-solving brains!

Thanks to you, Werelock and Scratch and the case of Ketchup Theft Most Puzzling is officially solved!





The Underground Tunnels: Maze solution (see below). Unscrambled letters spell 'WINGS'.

The Centre of the Maze: Fingerprint C. Belongs to Uncle Spit. We need the blanket.

The Final Hurdle: 391

The Park: Chloro. Riddle 1 - a hole. Riddle 2 - a coin. Riddle 3 - snakes.

Puzzle Answers (No Peeking!)





