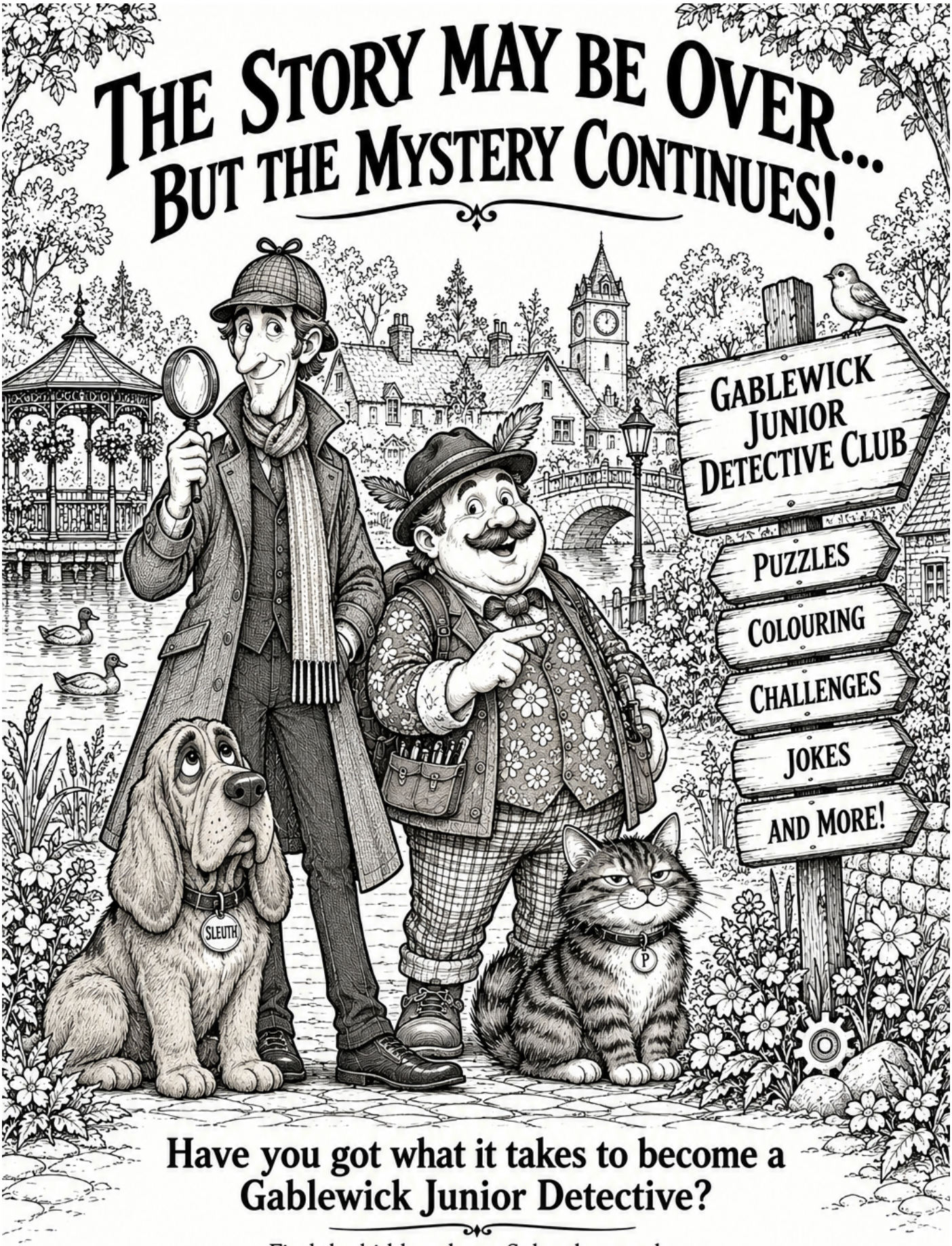
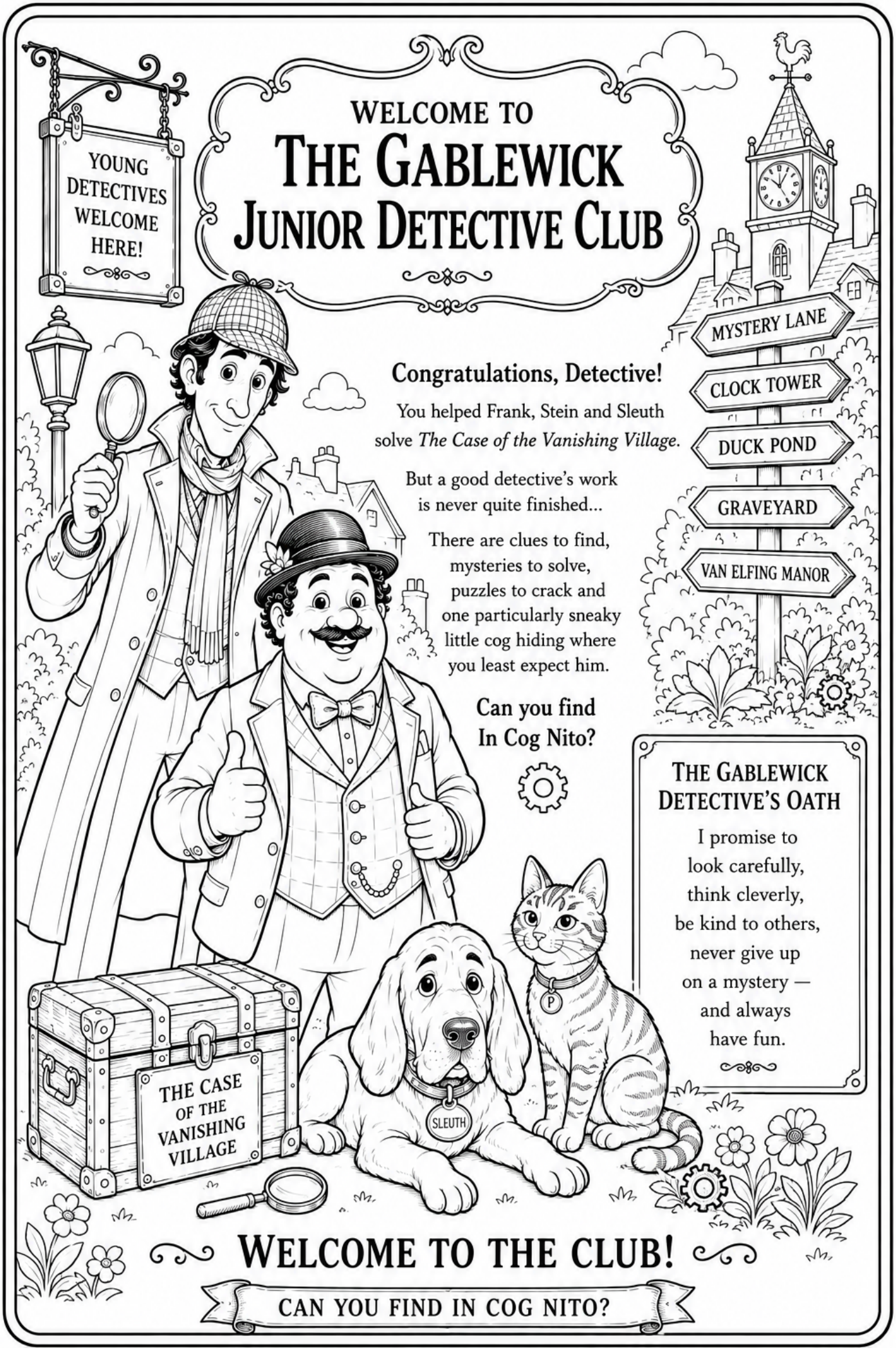
The Story May Be Over... But the Mystery Continues!



Have you got what it takes to become a Gablewick Junior Detective?

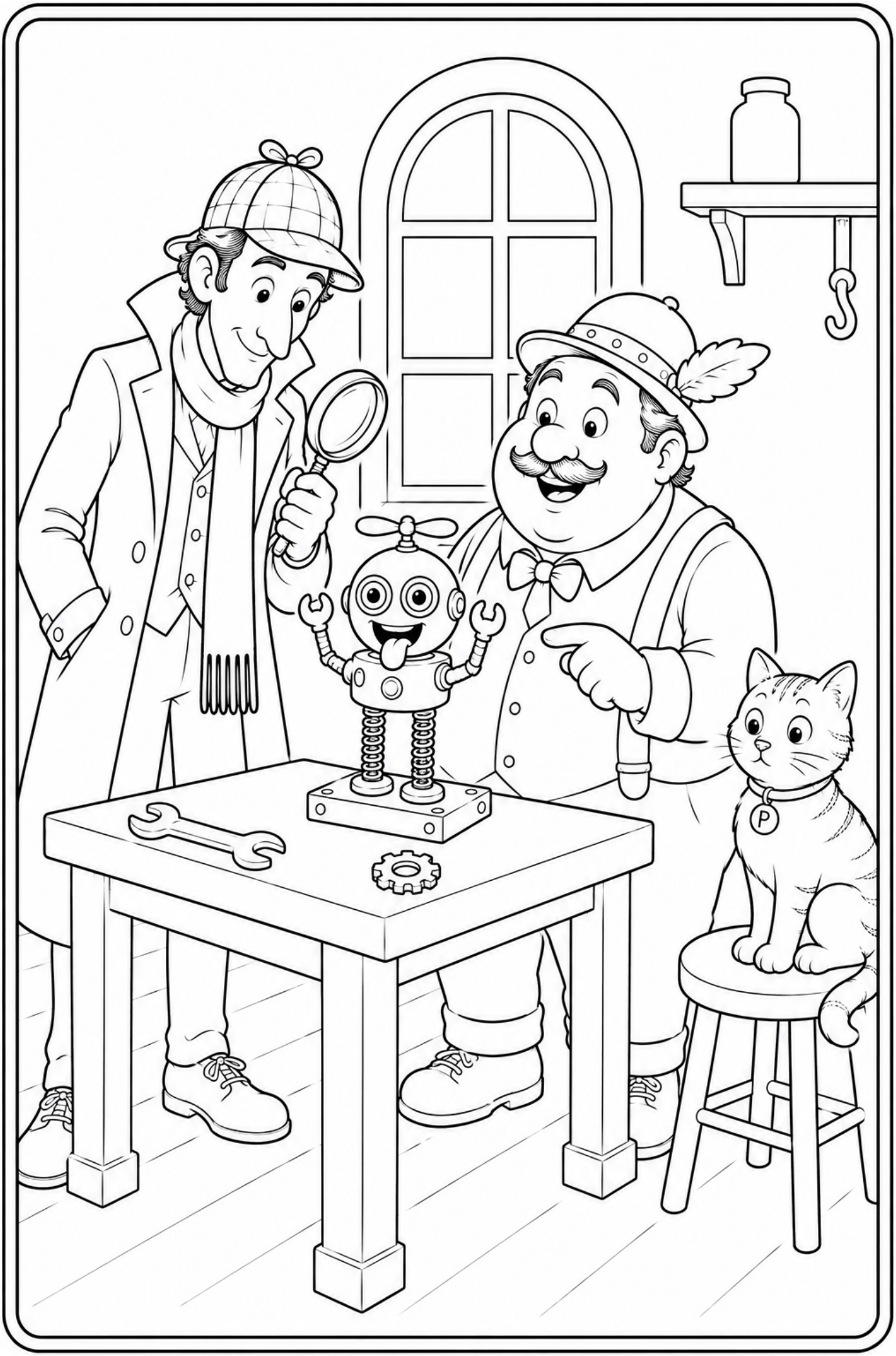
Find the hidden clues. Solve the puzzles.
Meet the challenges. And keep your eyes open for In Cog Nito!

Turn the Page... If You Dare!

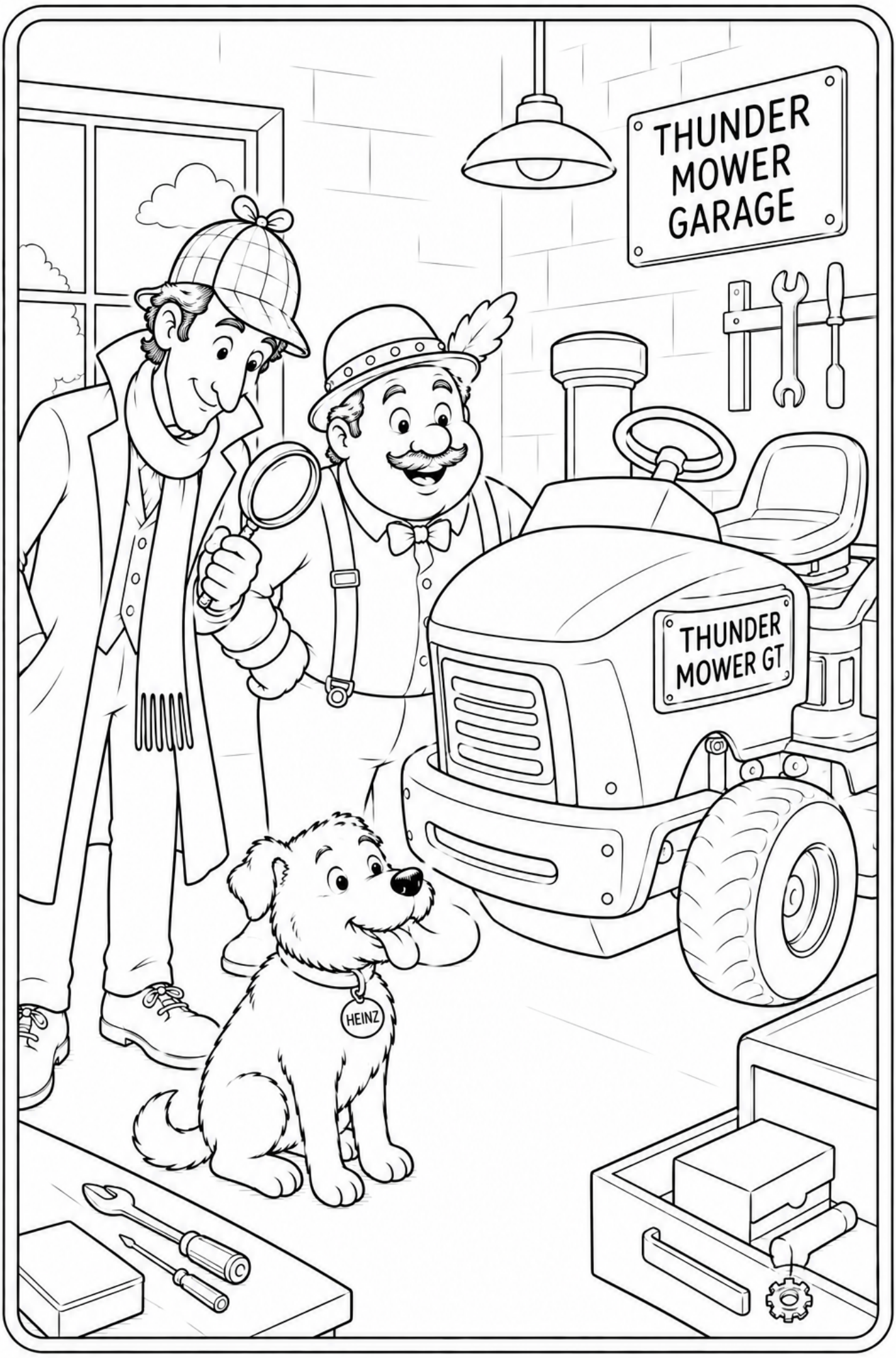

WELCOME TO
THE GABLEWICK
JUNIOR DETECTIVE CLUB
YOUNG DETECTIVES WELCOME HERE!
MYSTERY LANE
CLOCK TOWER
DUCK POND
GRAVEYARD
VAN ELFING MANOR
Congratulations, Detective!
You helped Frank, Stein and Sleuth solve *The Case of the Vanishing Village*.
But a good detective's work is never quite finished...
There are clues to find, mysteries to solve, puzzles to crack and one particularly sneaky little cog hiding where you least expect him.
Can you find In Cog Nito?
THE GABLEWICK DETECTIVE'S OATH
I promise to look carefully, think cleverly, be kind to others, never give up on a mystery — and always have fun.
THE CASE OF THE VANISHING VILLAGE
SLEUTH
WELCOME TO THE CLUB!
CAN YOU FIND IN COG NITO?


N
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WELCOME
TO
GABLEWICK
SLEUTH


7
SLEUTH

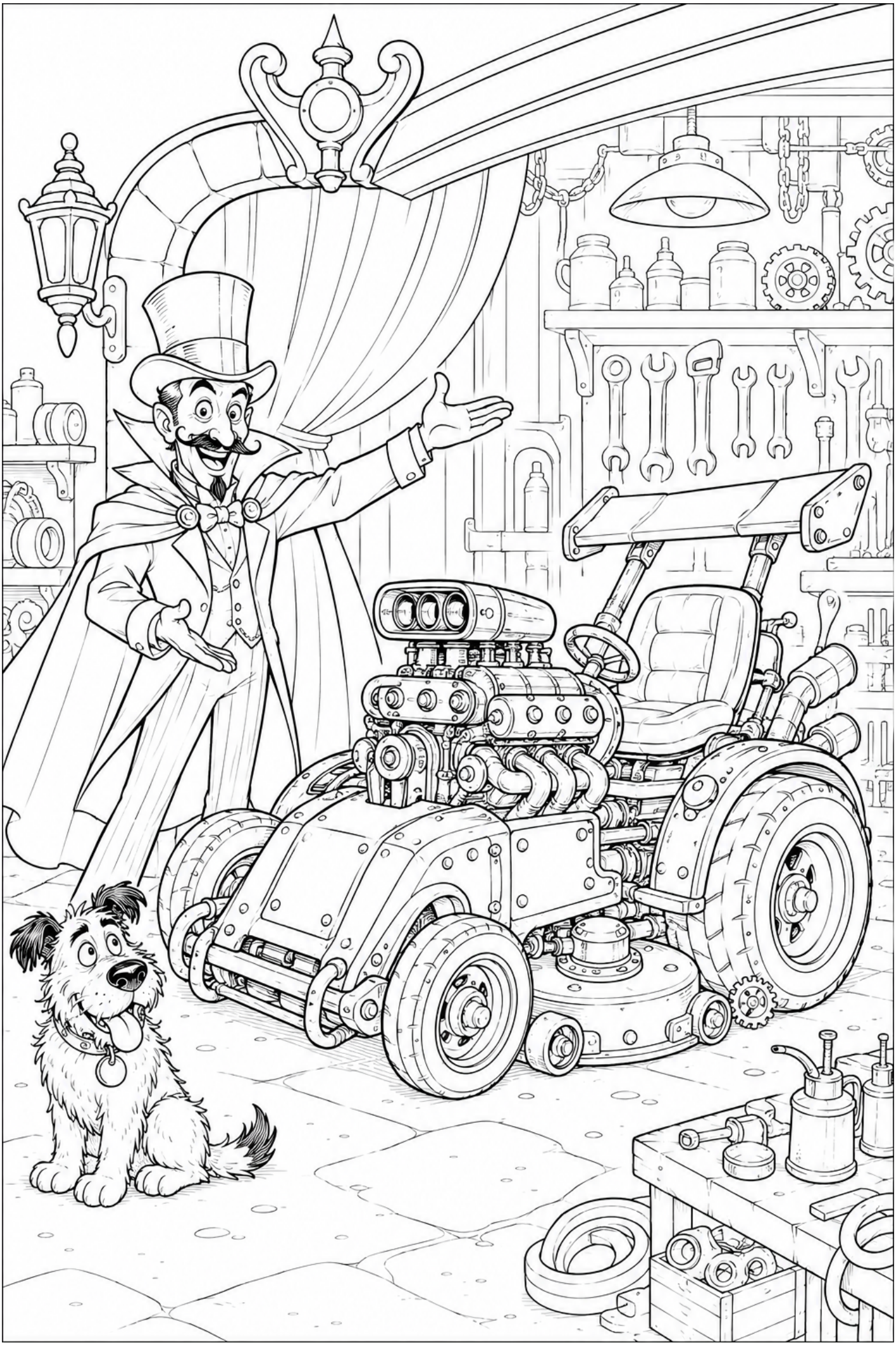




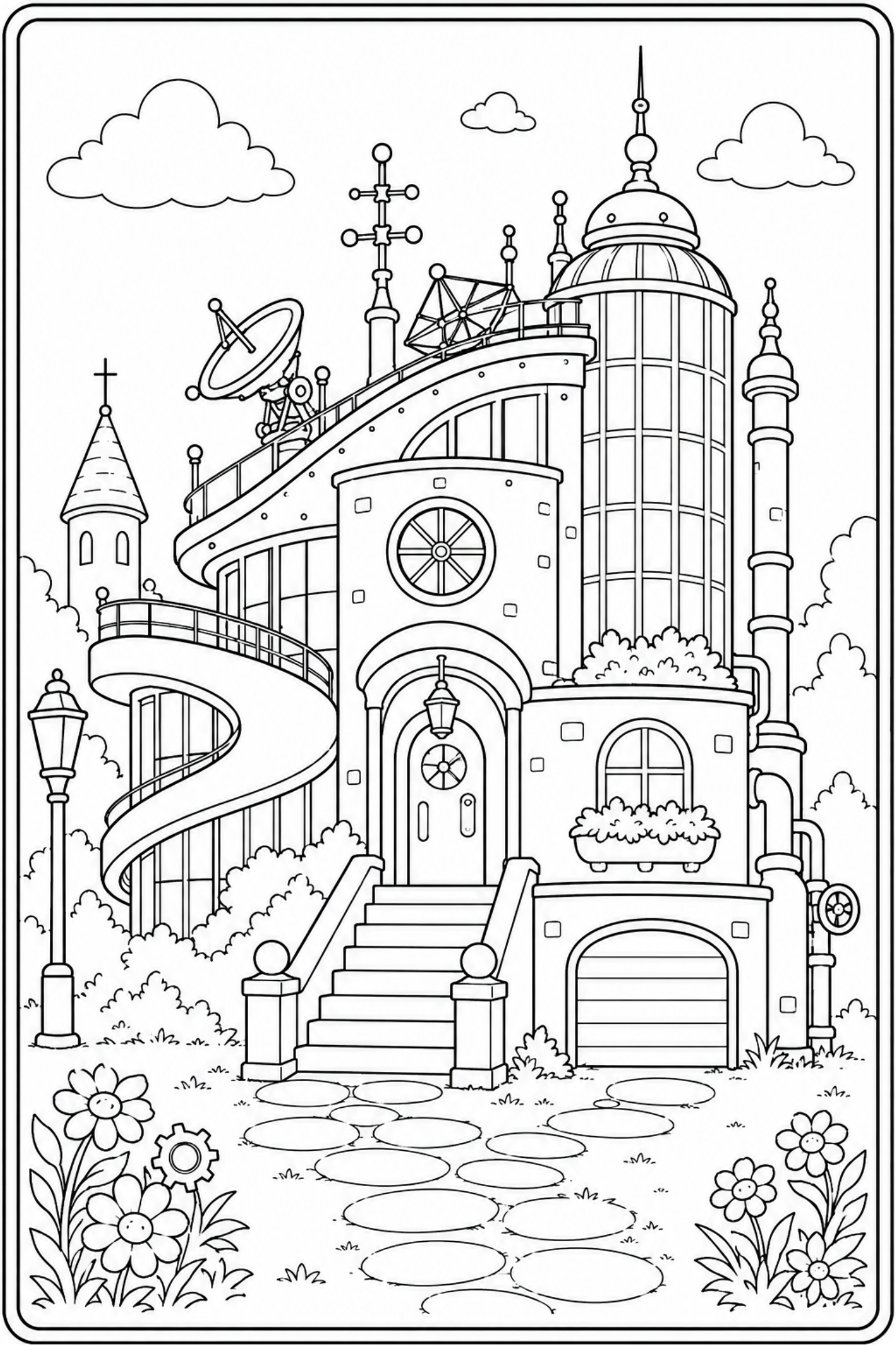

THUNDER
MOWER
GARAGE
THUNDER
MOWER GT
HEINZ


B

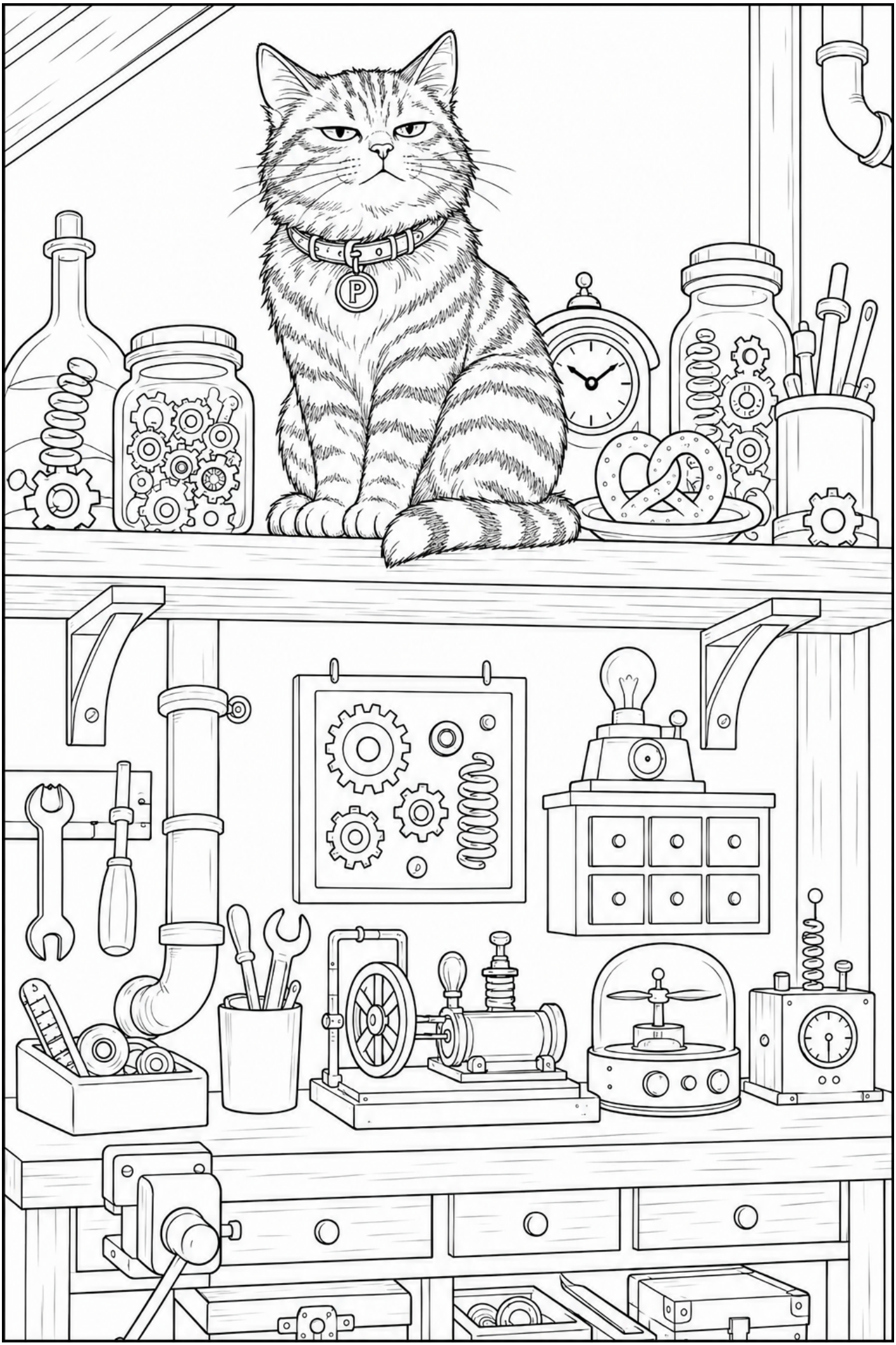

HEINZ











The Gablewick Junior Detective Club

Old Grumpy's Joke Corner

A small helping of groans, giggles and tea-time nonsense.



1 Old Grumpy and the Monkey

A policeman found a monkey in Gablewick.

"Old Grumpy, would you take him to the zoo? Here's ten pounds."

Two days later, the policeman saw Old Grumpy with the monkey again.

"I thought I asked you to take him to the zoo!"

"I did," said Old Grumpy. "We enjoyed it so much that today we're going to the cinema."

2 The Rabbit and the Butcher

A rabbit hopped into the butcher's shop.

"Have you got any carrots?"

"No. We only sell meat."

He asked again the next week. The butcher said, "Ask once more and I'll nail your feet to the floor!"

The rabbit returned.

"Have you got any nails?"

"No."

"Have you got any carrots?"

3 The Fish and Chip Van

Stein said, "I hear there was a fight at the fish and chip van."

Old Grumpy nodded.

"There was."

"What happened?" asked Stein.

Old Grumpy sipped his tea.

"The fish got battered."

4 Duck Pond Detectives

Frank said, "Why do ducks make such good detectives?"

Old Grumpy looked suspicious.

"I have a feeling I won't like this."

Frank smiled.

"Because they always quack the case."

"Tea," said Old Grumpy. "I need more tea."

Bonus: find In Cog Nito hiding on this joke page.



The Gablewick Junior Detective Club

Old Grumpy's Joke Corner

A small helping of groans, giggles and tea-time nonsense.

5 Stein's Invisible Toast

Stein said, "I have invented a machine that makes invisible toast."

Frank asked, "Does it work?"

"Perfectly," said Stein.

"Where is it?"

Stein frowned.

"That's the problem. I can't find it."

6 Klaus Winds Up

Klaus was repairing a clock that kept grumbling.

Frank asked, "What's wrong with it?"

Klaus smiled.

"Nothing serious. It's just a little wound up."

7 Purrcy's Perfect Timing

Purrcy climbed onto a clock and sat there proudly.

Stein asked, "Why is Purrcy sitting on the clock?"

Old Grumpy said, "Because for once in his life, he wants to be on time."

8 Sleuth in the Shade

Sleuth lay down under a tree and refused to move.

Frank said, "Are you searching for clues?"

Old Grumpy shook his head.

"No. He just doesn't want to be a hot dog."

Bonus: find In Cog Nito hiding on this joke page.

The Gablewick Junior Detective Club

Section 10

Klaus Clockworks Challenge

Can you find all the hidden clocks and watches?



How many clocks can you find? _____

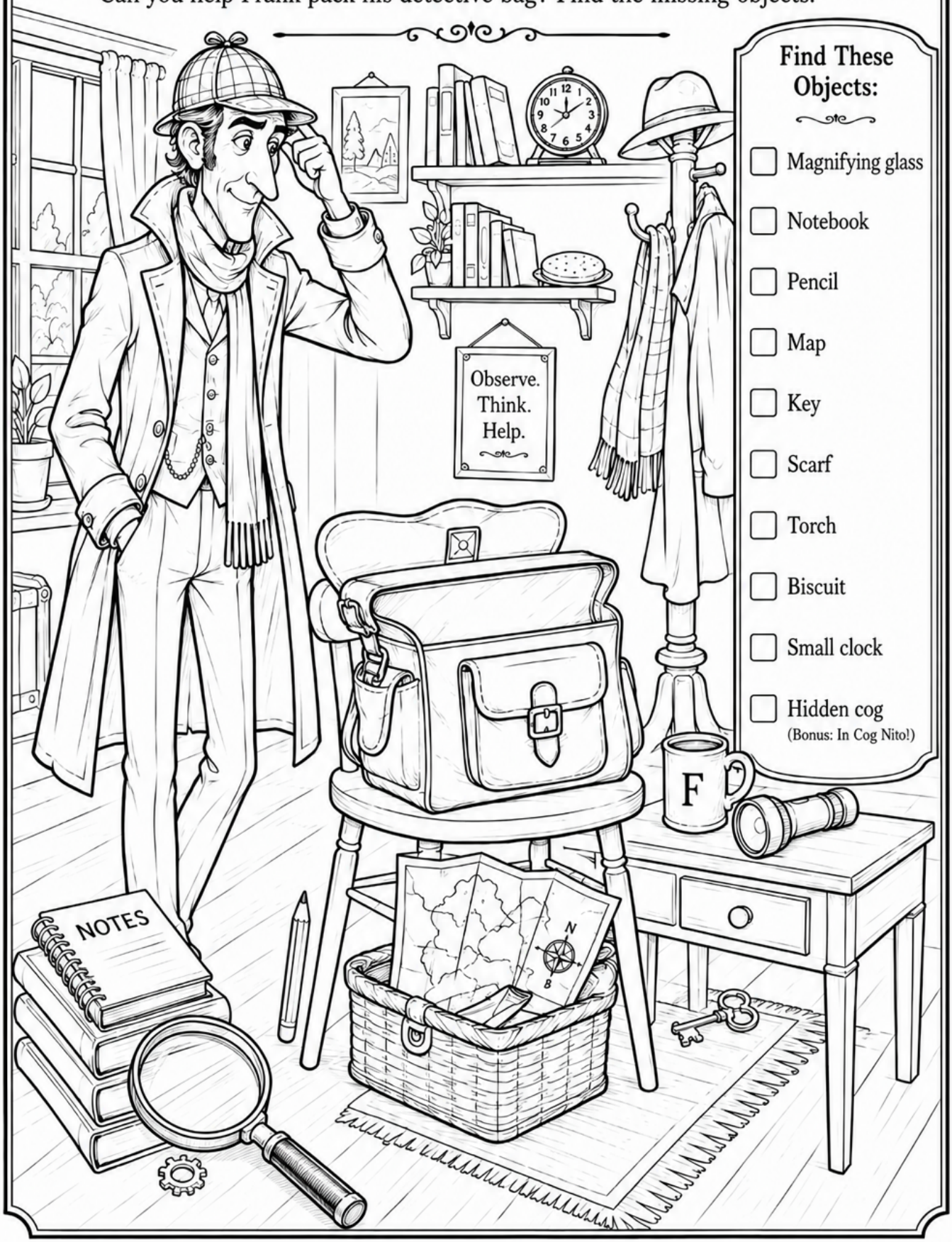
How many watches can you find? _____

Did you find In Cog Nito? _____

The Gablewick Junior Detective Club

Frank's Missing Clues

Can you help Frank pack his detective bag? Find the missing objects.



Find These Objects:

- [ ] Magnifying glass
- [ ] Notebook
- [ ] Pencil
- [ ] Map
- [ ] Key
- [ ] Scarf
- [ ] Torch
- [ ] Biscuit
- [ ] Small clock
- [ ] Hidden cog
  (Bonus: In Cog Nito!)

The Gablewick Junior Detective Club

Design Your Own Gablewick Resident

Invent a new villager, then draw them in the big box.

Can you draw them?

Name: _____

Occupation: _____

Favourite music: _____

Running joke: _____

House: _____

Favourite food: _____

A little Gablewick thinking:

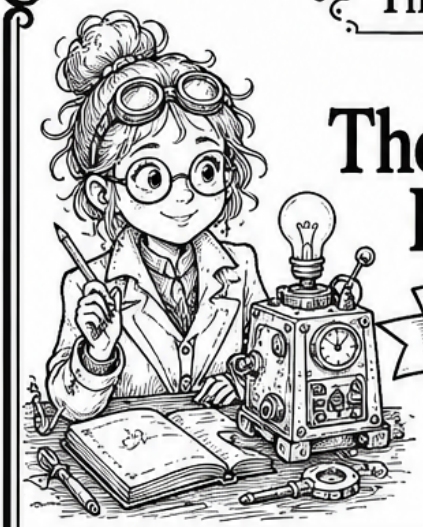
- What do they always carry?
- Who is their best friend in the village?
- What could possibly go wrong?

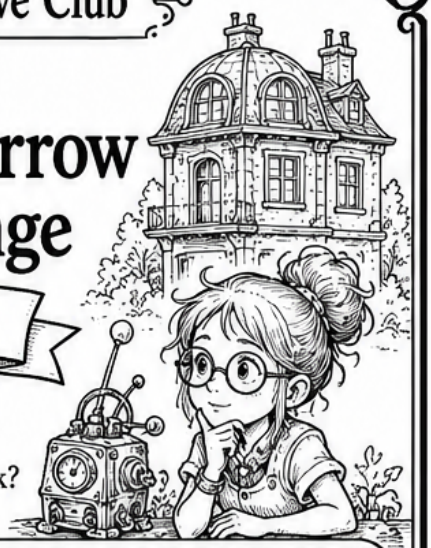
Bonus: find In Cog Nito.

The Gablewick Junior Detective Club

Section 9

The House of Tomorrow Invention Challenge





Draw your own invention!

Imagine something amazing that could help the people of Gablewick. What does it look like? How does it work?

Invention name: _____

What does it do? _____

_____

Who built it? _____

Does it work properly? ☐ Yes ☐ Most of the time ☐ Only when it feels like it!

What could possibly go wrong? _____

_____





★ Every great invention starts with a great idea! ★

The Gablewick Junior Detective Club

Klaus Clockworks Challenge

Answers

Use this page at the back with the other solutions.



How many clocks can you find? 14

How many watches can you find? 7

Did you find In Cog Nito? Yes

In Cog Nito is hidden in the small tray at the bottom right.

The Gablewick Junior Detective Club

Frank's Missing Clues

Answers

Here is where all the missing objects were hiding.



1. Magnifying glass
2. Notebook
3. Pencil
4. Map
5. Key
6. Scarf
7. Torch
8. Biscuit
9. Small clock
10. Hidden cog (In Cog Nito)

The Gablewick Junior Detective Club

Gablewick Award

Official Junior Detective Certificate



Presented to

_____

write your name here

for successfully completing

The Gablewick Junior Detective Club

and proving excellent powers of observation,
puzzle solving, clue spotting
and In Cog Nito finding.

Junior Detective Promise

I will keep my eyes open,
look for clues carefully,
and always remember:
"*Look to the stars, not the stairs.*"

Signed by

_____	_____	_____
Frank	Stein	Old Grumpy

Date: _____

Awarded for bravery in the face of puzzles, ducks and mysterious cogs.

Bonus: find In Cog Nito on this certificate.