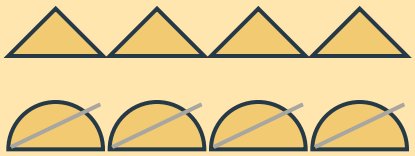
A festival full of surprises!

Meet Bramble Bunny and Hugo Hedgehog.

1

Look at one clue

2



Keep matching places

3

Use all three

The parade has a missing drum, a dragon has lost its wiggle, and a tiny show has a secret starting place.

Grown-up: look here together, then print pages 2-3 and choose one case from pages 4-6. No cutting. Help: page 9. Answers: page 10.

Welcome to the Festival!

Four places here. Four more next door.

A Bubble Boat

B Tumble Tower

C Mask Market

D Ribbon Rink

Put page 3 beside this page. The clues can lead to either side.

More festival places!

Use both pictures for every case.

E Pinwheel Patch

F Paint Post

G Costume Corner

H Cloud Carousel

No mystery objects are shown yet. Find the place that fits all three clue pictures.

1 / The Wobble Drum

Before Bramble and Hugo can start their silly parade, they must find the wobble drum using its three-picture delivery ticket.

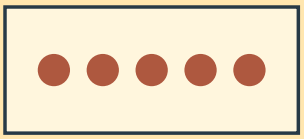
1

Pointed canopy

2

Star badge

3



Dotted awning

Where is the wobble drum?

Tap a silly beat.

2 / The Dragon's Missing Wiggle

The paper dragon is ready to dance, but Bramble and Hugo must find its missing streamer tail before it can wiggle.

1

Striped awning

2

Rounded canopy

3

Star badge

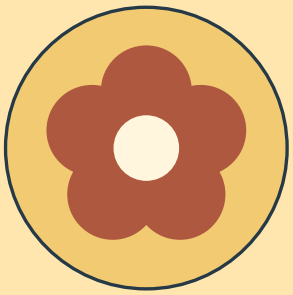
Where is the streamer tail?

Wiggle like a dragon.

3 / The Secret Pocket Show

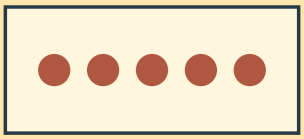
A pocket puppet show is hiding somewhere at the festival, and Bramble and Hugo have three pictures to find where it begins.

1



Flower badge

2



Dotted awning

3

Rounded canopy

Where will the tiny show begin?

Give a tiny show.

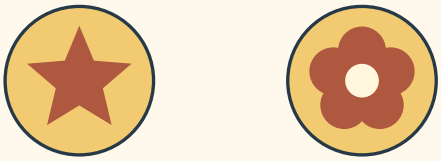
Our festival finder's notebook

Point, draw or ask a grown-up.

Canopy

Awning

Badge



Draw your discovery

Point to the place you found.

Bubble Boat

Tumble Tower

Mask Market

Ribbon Rink

Pinwheel Patch

Paint Post

Costume Corner

Cloud Carousel

What happens when the friends arrive?

Point, draw or tell. The festival board can stay unmarked.

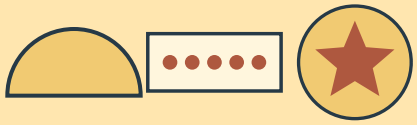
Make a festival mystery!

One picture from each row.

1

Choose a secret place

2



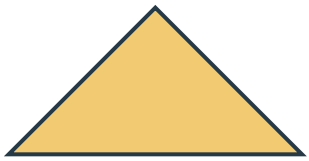
Choose three clues

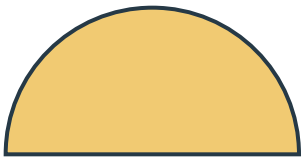
3

Let a friend find it

1

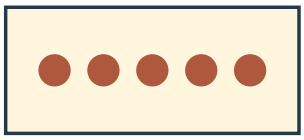
Canopy





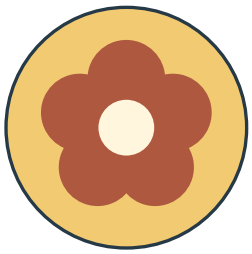
2

Awning



3

Badge



Point to one picture in each row.

Change just one clue. Which place fits now?

Grown-up pocket guide

A little help, then room to explore.

Print a first mystery

Core: pages 2-3 plus one case, 4, 5 or 6. Page 1 can stay on screen. Pages 7-8 are optional; answers are on page 10.

One first turn

Point at the first clue, keep the four matching canopies, then let your child try the next picture.

Open the festival

Place pages 2 and 3 side by side. Choose one case; each is a complete independent mystery.

Show the three special features at any stop: the marked canopy on top, its awning band, then the front badge. These three features are the evidence.

Read the one-sentence story if wanted. The child compares the pictures, points to possible places and uses the next clue. No reading, writing or cutting is needed to compare.

A little help

For a first visit, cover the clues after the first with scrap paper or your hand. Reveal another when the child is ready.

Ask, "Does this place still fit that picture?" rather than naming a place. Let the child point or ask you to move a cover.

Every first clue leaves four places; two different clues leave two. A last clue is useful, not a test of guessing quickly.

Start simply

Start by comparing only the eight marked canopies, then add one other feature. A shared first discovery is enough.

1 / The Wobble Drum

Look only at the canopy first. Four places match; keep the others aside for now.

Use the next picture only on the places still possible. Bubble Boat and Mask Market remain.

2 / The Dragon's Missing Wiggle

Look only at the awning first. Four places match; keep the others aside for now.

Use the next picture only on the places still possible. Pinwheel Patch and Paint Post remain.

3 / The Secret Pocket Show

Look only at the badge first. Four places match; keep the others aside for now.

Use the next picture only on the places still possible. Ribbon Rink and Cloud Carousel remain.

Try another way

Change the order of the same clues, explain why the other final choice fails, or use page 8 to make a new three-picture mystery.

Ready to replay

Uncover every stop and start each case from all eight. Keep the board unmarked so the other cases stay fair. Scrap-paper covers are optional.

What is supplied

The two illustrated boards, six picture clues, three complete mysteries, graded hints and complete answers let a parent start a fair game without inventing it.

You found the festival surprises!

Grown-up answers. Keep this page aside until a case is solved.

Mask Market

1 / Mask Market / The Wobble Drum

Mask Market alone has a pointed canopy, a dotted awning and a star badge.

At Mask Market, C, the wobble drum is waiting beside the cheerful masks; tap a silly beat to start the parade.

You choose the beat: two slow taps, or your own funny rhythm.

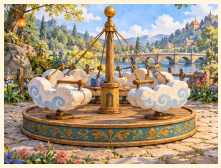
Pinwheel Patch

2 / Pinwheel Patch / The Dragon's Missing Wiggle

Pinwheel Patch alone has a rounded canopy, a striped awning and a star badge.

At Pinwheel Patch, E, the coral streamer tail is folded beside the low table; give the paper dragon your finest wiggle.

Will the dragon wiggle slowly, bounce in place, or invent a new dance?



Cloud Carousel

3 / Cloud Carousel / The Secret Pocket Show

Cloud Carousel alone has a rounded canopy, a dotted awning and a flower badge.

Beside Cloud Carousel, H, a tiny travelling theatre is opening; use two fingers to give Bramble and Hugo a very short, very silly show.

Which tiny puppet makes a squeak, and which one answers? You choose.