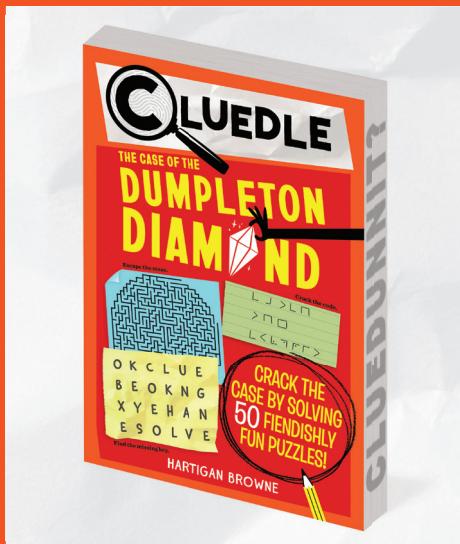


For the Bookseller: CLUEDLE EVENT Checklist and Set-Up

CLUEDUNNIT?

Host a Cluedle mystery-solving puzzle challenge!
Your mission: solve **THE CASE OF THE BOOKSTORE BANDIT**



CLUEDLE is a narrative mystery puzzle book series for code-cracking families and clever young super sleuths. It takes the best parts of classic favorites (think: the board game *Clue* meets the bestselling interactive education series *Brain Quest*, with a healthy dose of classic puzzle games mixed in) to create a one-of-a-kind interactive mystery adventure.

Designed for kids age 9 and up, the books invite young detectives to sharpen their pencils and join world-famous Private Investigator Hartigan Browne to solve cases around the globe.

See below for how to organize a successful in-store event for local young detectives—and get them hooked on this irresistible new series!

Materials Needed:

- Instructions for placing clues (“Task” signs) around your store (1)
- Task signs for placement around the store (4)
- The Case of the Bookstore Bandit activity packets (20)
- Pencils (20)

Stores Will Need to Provide:

- Pencil sharpener(s) for participants to sharpen their pencils
- Tape for securing the Task signs around the store

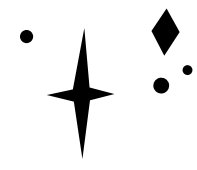
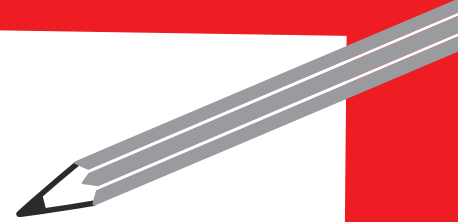


Instructions for Hosting the Bookstore Bandit Game:

1. Set up the Bookstore Bandit Game (for ages 9+) using the provided instructions for placing clues around your store.
2. Welcome participants to the store and distribute materials—each participant should receive an activity packet and a pencil. Then send them out on their mission!
3. Upon completion of the game, award a Grand Prize (we recommend a store gift card or copy of the book!) to the detective who solves The Case of the Bookstore Bandit fastest (or award it via an alternative method of your choosing).

* Note: If you expect younger siblings (AKA junior sleuths) to attend the event, download and print the Cluedle Fingerprints Game and coloring pages (for ages 5+). Materials and instructions are available on the server—just add crayons/markers!





FOR THE BOOKSELLER:

INSTRUCTIONS FOR PLACING THE CLUES AROUND YOUR STORE

1. Locate the four Task signs in your kit.
2. Use tape to secure Task 6 in the children's book section.
(Note: We recommend taping around the edges of the paper so that the signs are not as easy to tear down.)
3. Use tape to secure Task 8 in the travel book section.
4. Use tape to secure Task 9 in the food/cooking section.
5. Use tape to secure Task 10 in the history book section.
6. Make sure the Tasks signs are nice and visible!





Task 6.

Compare the book spines in your booklet to the ones on this sign. Some letters in the titles have been swapped out. In your booklet, circle the letters that have been changed, and unscramble them to spell out the next suspect you can eliminate.

THE SECRET LIFE OF
ROCKS

My Pet Sock Ate
ma Homework

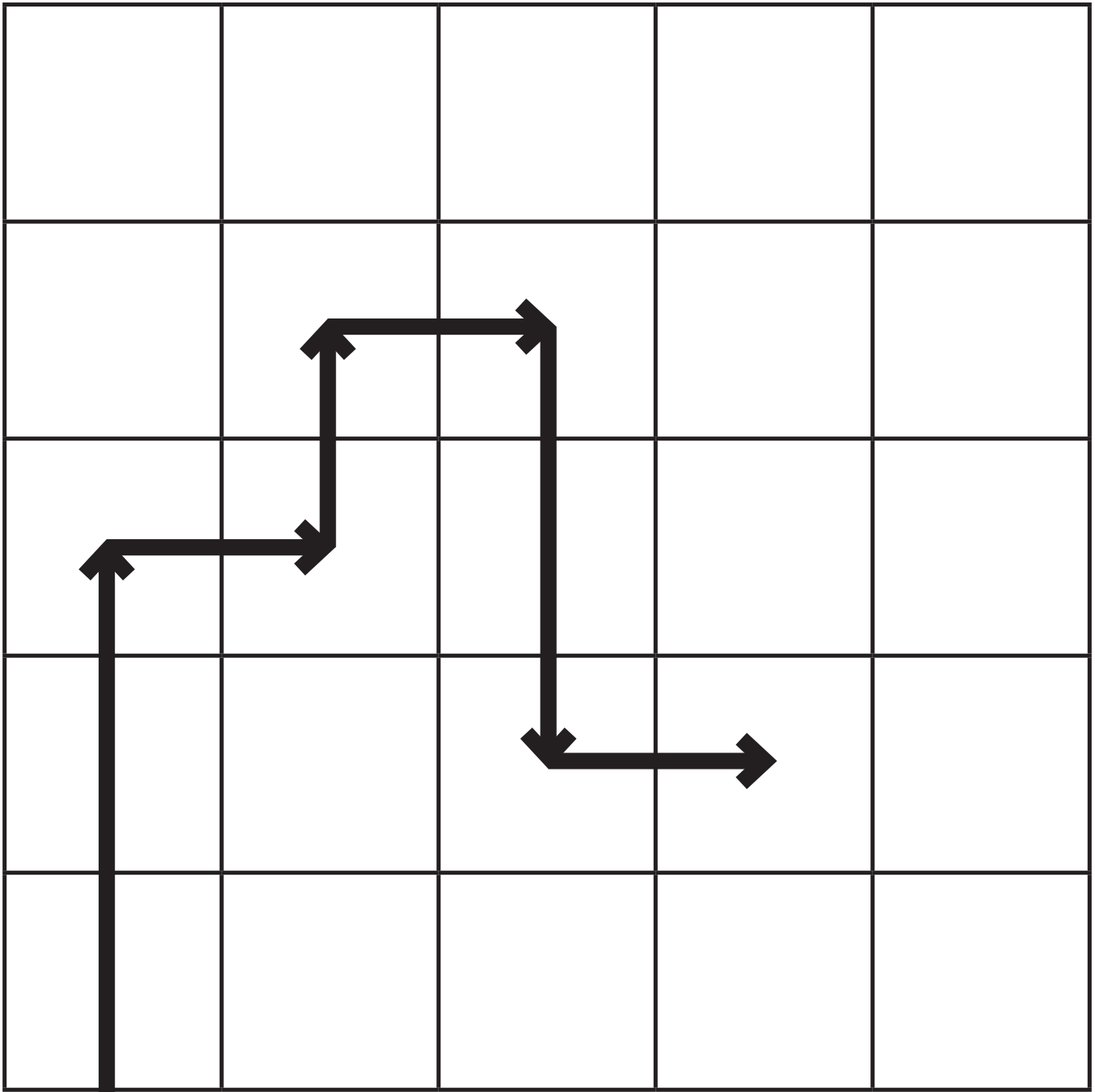
ZOILET PAPER ORIGAMI

BORPZILLA



Task 8.

To discover which genre of book the thief stole, trace the path of the arrow on this sign onto the grid in your booklet. The letters that the arrow passed through will reveal the answer





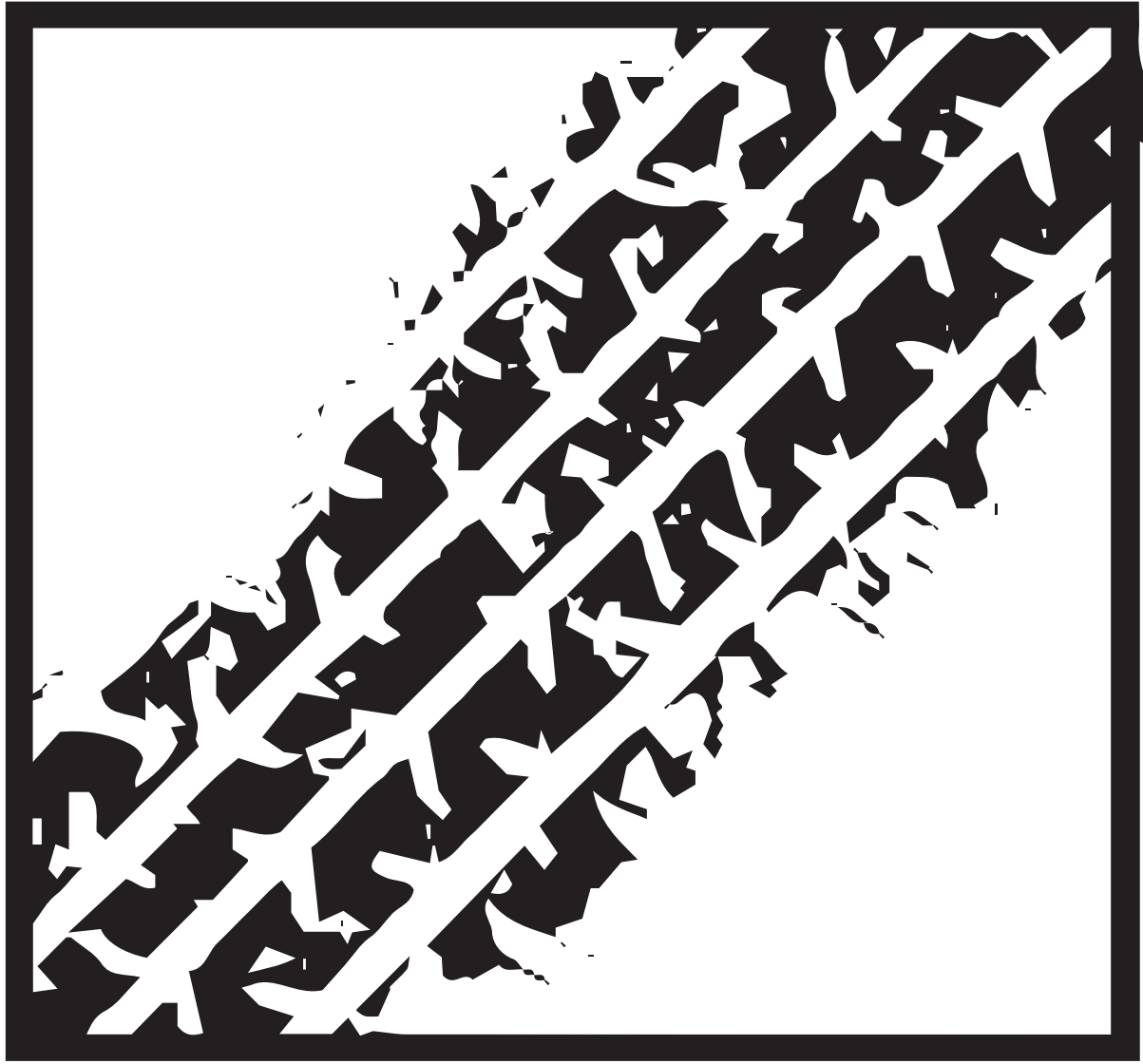
Task 9.

The fingerprint on this sign was found on a cookbook. Compare the fingerprint to those shown in Task 2, and use your answers to identify who it belongs to.



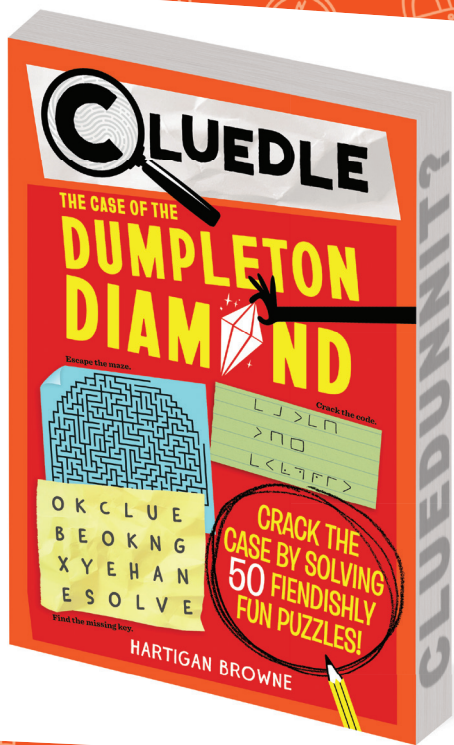
Task 10.

This sign shows a tire track left by the getaway vehicle.
Circle the matching tire track in your booklet.



CAN YOU WORK OUT **CLUEDUNNIT?**

Join us in store to solve
THE CASE OF THE BOOKSTORE BANDIT!



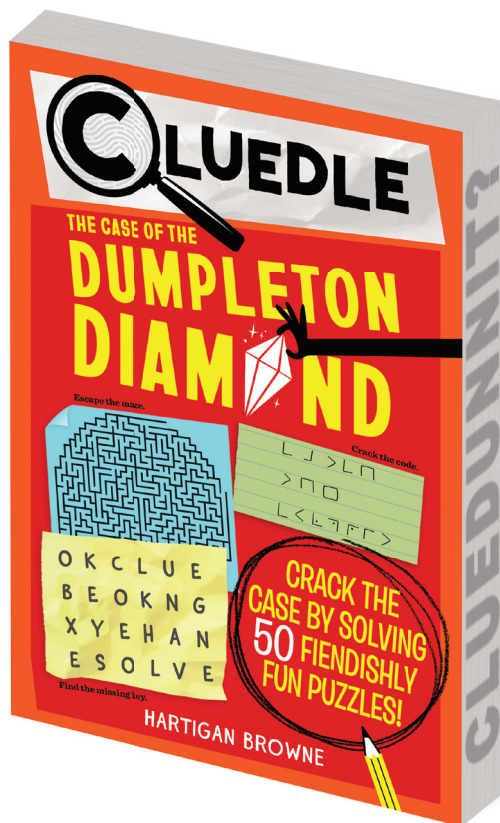
Date:

Time:

**CLUEDLE: THE CASE
OF THE DUMPLETON
DIAMOND (book 1)**
By world-renowned private
investigator Hartigan Browne
On sale 7/30



CAN YOU WORK OUT **C**LUEDUNNIT?




CLUEDLE: THE CASE OF THE DUMPLETON DIAMOND (book 1)

By world-renowned
private investigator
Hartigan Browne

On sale 7/30

Join us in store to solve
THE CASE OF THE BOOKSTORE BANDIT!

C LUEDLE



THE CASE OF THE BOOKSTORE BANDIT

THE DUMPLETON DAILY

BOOKSTORE BANDIT STRIKES AGAIN!

World famous Private Investigator Hartigan Browne needs your help! A thief has been stealing from this very bookstore, and Hartigan needs fresh eyes to find clues, solve puzzles, and catch the culprit.

This booklet has all the information that you will need to solve the cryptic crime. Use a pencil to crack the codes and be prepared to search for clues around the bookstore. Good luck!

HARTIGAN BROWNE

FREE
PUZZLE
BOOKLET

My name is Hartigan Browne, and I am one of the world's top private investigators. As soon as I walked into this bookstore, I thought, *there's* someone with a brilliant brain and a curious mind. You might be just the person I need to get to the bottom of a terrible crime. Let's see if I'm right with a little warm-up puzzle.

Task 1.

Decipher the coded message using a pencil and the key below

A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z				



<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Bravo! I knew you were the sleuthing sort—let's see if you can discover who has been stealing books out from under the manager's nose!



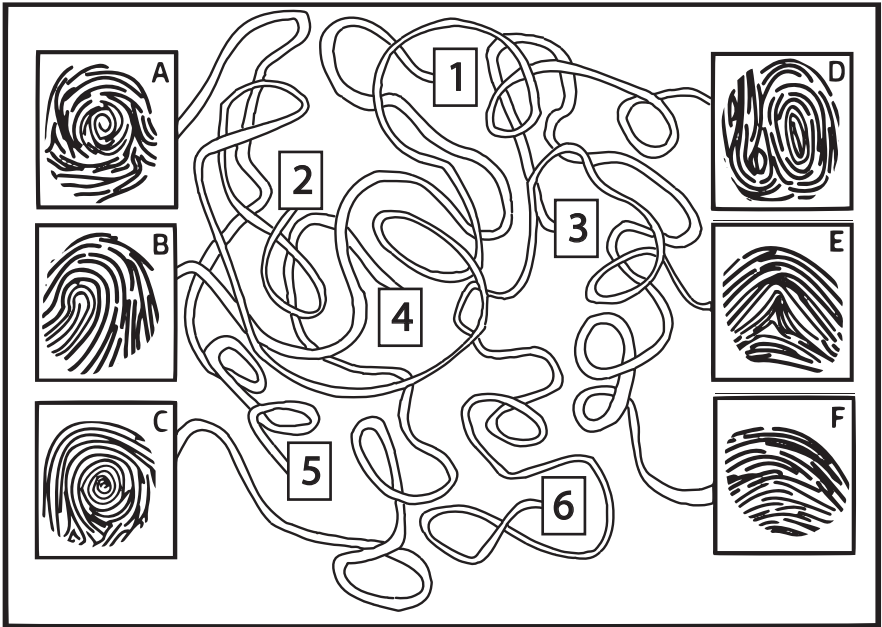
Evidence Log 1.

This is your list of suspects— they have each been assigned a number. One of these people is your thief. I have every confidence that you will catch the culprit!

- 1. Barry Tattleton: Town gossip
- 2. Ivana Wright: Local children’s book author
- 3. Jeff J. Jefferson: Town mayor
- 4. Rusty Rollins: Used car salesman
- 5. Max Cabbington: Local taxi driver
- 6. Paige Turner: Rival bookstore owner

Task 2.

Determine which fingerprint belongs to which suspect and enter your findings in the chart below.



SUSPECT NO.	NAME	PRINT
1	Barry Tattleton	
2	Ivana Wright	
3	Jeff J. Jefferson	

SUSPECT NO.	NAME	PRINT
4	Rusty Rollins	
5	Max Cabbington	
6	Paige Turner	

Task 3.

You can eliminate one of these suspects right away by solving this puzzle. Start on the shaded square and follow the directions of the line of arrows below. Each arrow moves you one square.

START THIS END



The number that you land on is the number of a suspect who did *not* steal from the bookstore.

What number did you land on?

Who can you eliminate?

Write their name here:

1	7	3	0	8	6	1	5
7	0	9	1	5	1	6	2
5	2	4	6	2	7	4	9
1	9	2	9	3	2	5	3
0	4	7	5	0	9	0	8
6	3	1	8	5	7	3	0
6	7	3	2	6	8	2	4
9	5	8	5	1	4	7	8

Task 4.

To eliminate another suspect, complete the 6 x 6 Sudoku puzzle.

The numbers 1 through 6 must only appear once in each row, column and 3 x 2 block.

		4	5	2	
				3	4
3	6	1		4	
	2		3	6	
5					
6	1	2	4		

Task 4. (cont.)

There are four shaded squares in the Sudoku puzzle. The number that appears the most frequently in the shaded squares is the number of the suspect you can eliminate.


















What number appears most frequently? _____

Who can you eliminate? Write their name here: _____

Terrific! You have eliminated two suspects. It's time to search for more clues here in the bookstore. You're closing in on the culprit!

Task 5.

To determine where you need to go to find your next clue, solve the code below using the key from Task 1.

										,
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
										
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				



To find the next clue and eliminate another suspect, follow the instructions revealed in the message above.

Task 6.

Compare the books on this sheet to the ones on the sign you find in this section of the bookstore. Some letters have been swapped out. In the image on the right, circle the letters that have been changed. Then, unscramble them to spell out the next suspect you can eliminate.

Who can you eliminate?

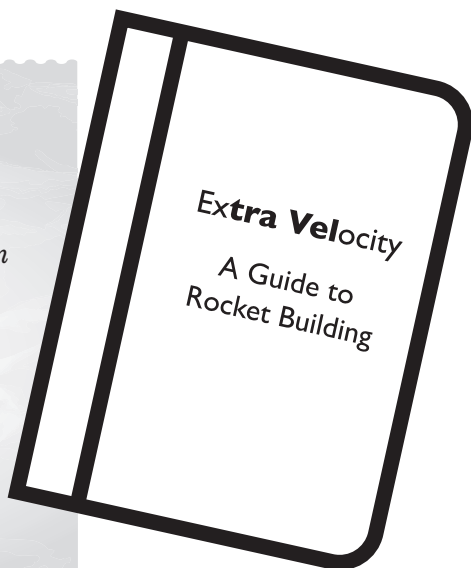
Write their name here:



Task 7.

You can find the destination for your next clue by spotting the word hidden in this book title. (For example, in *The Human Gazelle: The Life of a Marathon Runner*, the word **MANGA** is hidden.)

According to the hidden word in the book title on the right, which section of the bookstore do you need to head to now?



Task 8.

When you arrive at the section, you will see a sign. To discover which genre of book the thief stole, follow the path of the arrow on the sign on the grid on this sheet. The letters that the arrow passes through will give you the answer to the question below.

A	S	T	M	P
F	D	R	Y	O
I	L	E	M	W
H	E	N	S	B
C	P	T	O	U

What genre of book did the thief steal? _____

Well done! Now go to the **Food/Cooking** section to find your next clue...

Task 9.

When you get there, you find a sign. The fingerprint on the sign was found on a cookbook.

Compare the fingerprint to those shown in Task 2, and use the information you've gathered so far to identify who it belongs to.

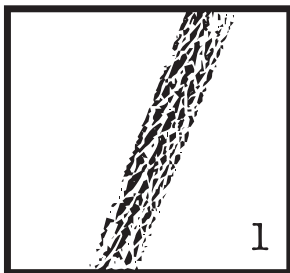
Whose fingerprint is it?



*The next clue is in the
History book section...*

Task 10.

When you get to the History book section, you find a sign showing the tire tracks left by a getaway vehicle. Circle the matching tire track below.

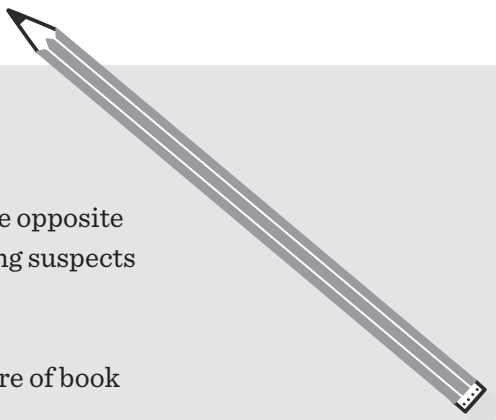


Task 11.

Time to find out **CLUEDUNNIT!**

Complete the elimination grid on the opposite page to discover who of the remaining suspects is the bookstore bandit!

- Each suspect has a different genre of book and drives a different vehicle.
- You know who had the cookbook thanks to the fingerprint you found.
- The tire tracks of the getaway vehicle belong to an ATV.
- Barry does not require keys to start his vehicle.
- Paige Turner bought a book for her upcoming vacation.
- The tire tracks on Paige's car look like this: →



Task 11. (cont.)

To solve this grid, place an **X** where a statement isn't true and a **✓** if it is correct. The first one has been done for you.

		Ivana Wright	Paige Turner	Barry Tattleton
Elimination Grid	Food/Cooking			✓
	Children's			
	Travel			
	Bicycle			
	Buggy			
	ATV			

Congratulations! You've reached the end of the case. Now that you've solved all the puzzles, who do you think the Bookstore Bandit is?

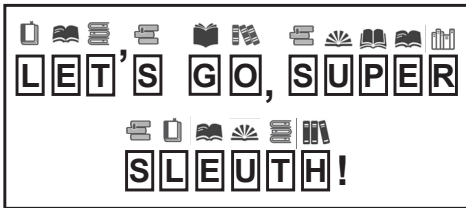
Write their name here: _____

Check your answers on the following pages to see if you caught the thief.

ANSWERS

DON'T LOOK IF YOU HAVEN'T STARTED THE CASE!

Task 1.



Task 2.

SUSPECT NO.	NAME	PRINT
1	Barry Tattleton	B
2	Ivana Wright	D
3	Jeff J. Jefferson	F
4	Rusty Rollins	C
5	Max Cabbington	A
6	Paige Turner	E

Task 3.

Answer: 3 = **JEFF**

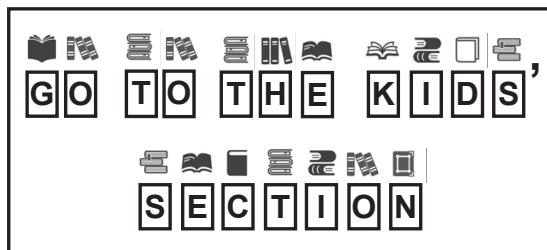
1	7	3	0	8	6	1	5
7	0	9	1	5	1	6	2
5	2	4	6	2	7	4	9
1	9	2	9	3	2	5	3
0	4	7	5	0	9	0	8
6	3	1	8	5	7	3	0
6	7	3	2	6	8	2	4
9	5	8	5	1	4	7	8

Task 4.

Answer: 5 = **MAX**

1	3	4	5	2	6
2	5	6	1	3	4
3	6	1	2	4	5
4	2	5	3	6	1
5	4	3	6	1	2
6	1	2	4	5	3

Task 5.



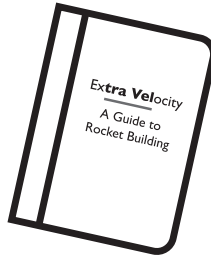
Task 6.

Answer: SYRTU = **RUSTY**



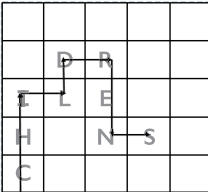
Task 7.

Answer: Head to the **TRAVEL** section



Task 8.

Answer:
CHILDRENS



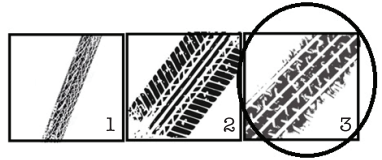
Task 9.

Answer:
BARRY



Task 10.

Answer: **Tire Track 3**
(circled)



Task 11. Answer: Ivana Wright, Children's Book Author!

	Ivana Wright	Paige Turner	Barry Thuleton
Food/Cooking	✗	✗	✓
Children's	✓	✗	✗
Travel	✗	✓	✗
Bicycle	✗	✗	✓
Buggy	✗	✓	✗
ATV	✓	✗	✗

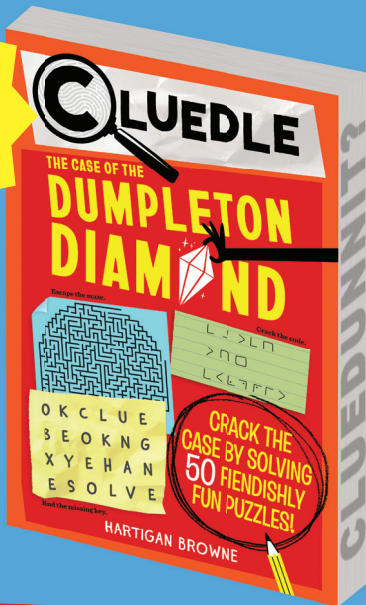
Ivana Wright has been stealing books from the children's section because she is jealous of other children's book authors' success! She thinks that hers are the only books kids should read. But everyone knows children must read widely to keep their brains as sharp as yours, detective! Thanks to you, she'll be writing her next story from behind bars!

Presale Code

Cluedle: The Case of the Dumpleton Diamond (Book 1) is available to buy in stores and online now! Can't get enough Cluedle? Visit barnesandnoble.com to preorder your copy of **Cluedle: The Case of the Golden Pomegranate** (Book 2), on sale October 2024. To unlock a 25%-off presale code for Book 2, crack the message below using the key from Task 1:



50
FIENDISHLY
FUN MYSTERY
PUZZLES



Keen for more Cluedle? Look for
THE CASE OF THE **DUMPLETON DIAMOND**

AVAILABLE IN BOOKSTORES NOW!

CLUEDLE

FOR THE BOOKSELLER:

INSTRUCTIONS FOR SETTING UP THE FINGERPRINTS GAME

1. Print pages 2-3 of this PDF. Use scissors to cut out the ten fingerprints on the sheets. Then use tape to hang the fingerprints in various hidden locations throughout your store. Some fingerprints should be easy to find and some should be hidden more thoroughly.

(**Note:** We recommend you tape down the fingerprints or place them up high so they cannot be easily removed.)

2. Print pages 4-6 of this PDF (three “Find the Fingerprints Game” signs) and use tape to hang each of them at the front of your store.

3. Print 25 (or more) copies of page 7 of this PDF (“Fingerprint Discovery Log” for players to record their findings. Print 25 (or more) copies of page 8 of this PDF (“Super Sleuth of the Day!” certificates) to give out as participation awards for all players.

4. Print 25 (or more) copies of page 9 of this PDF (“Design Your Own Detective Badge!”) as an alternative activity.

INSTRUCTIONS FOR PLAYING THE FINGERPRINTS GAME

1. Distribute a Fingerprint Discovery Log and a pencil to each player.

2. Instruct players to search for fingerprints around the store. Once a player locates a hidden fingerprint, they should also identify the letter that appears on that fingerprint. Instruct them to record their finding in their Fingerprint Discovery Log by checking the box next to the corresponding number and writing down the correct letter of the fingerprint.

3. Once a player has found all ten fingerprints, they must use the letters they found to spell out a secret code word. (DETECTIVES)

4. The first player to locate all ten fingerprints and crack the code word wins! All sleuths should be issued a “Super Sleuth of the Day!” certificate of participation.



FINGERPRINT CUT-OUTS

Cut out these 10 fingerprints and tape them around the store for the young detectives to discover.

1.



D

2.



E

3.



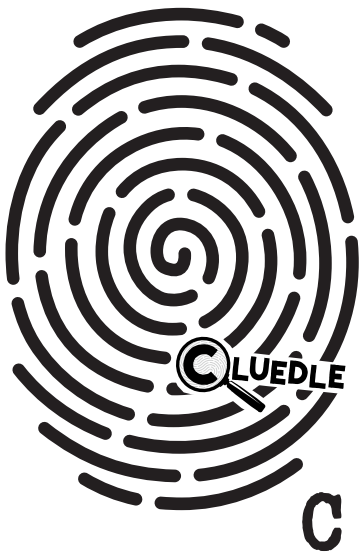
T

4.



E

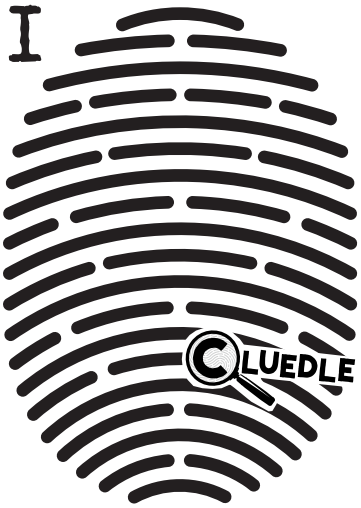
5.



6.



7.



8.



9.



10.

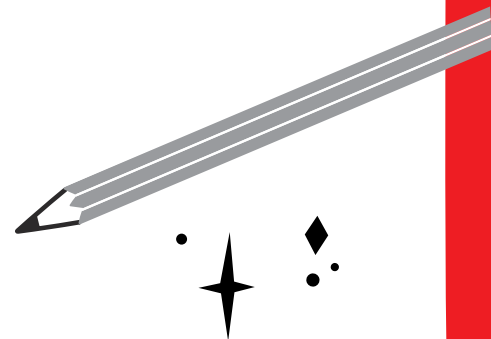




FIND THE FINGERPRINTS GAME:

A Cluedle challenge for young sleuths ages 5+

Find the numbered fingerprints hidden around the store. When you find a fingerprint, find the matching number on your “Discovery Log” and write down the letter that appears next to that fingerprint. Once you’ve found all the fingerprints, use the letters you’ve collected to spell out a secret code word. The detective who finds all the fingerprints and cracks the code first wins!



FIND THESE FINGERPRINTS HIDDEN AROUND THE STORE, SUPER SLEUTH!

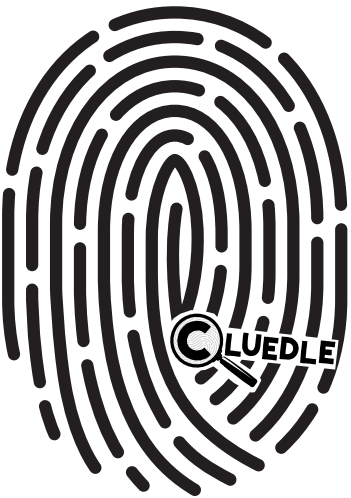
1.



2.



3.



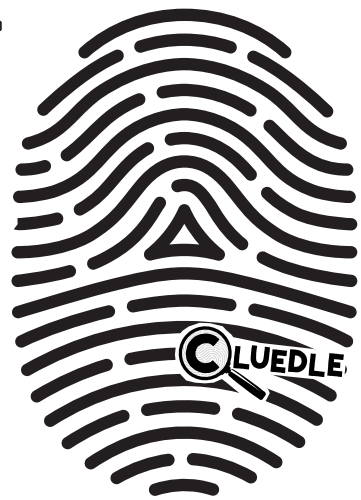
4.



5.



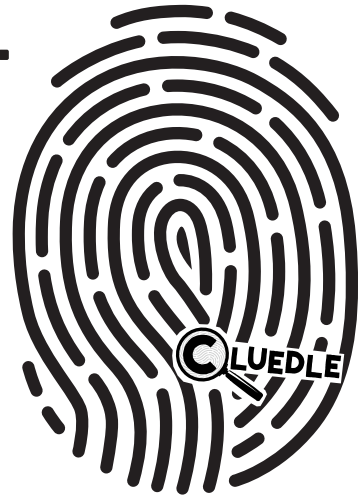
6.



7.



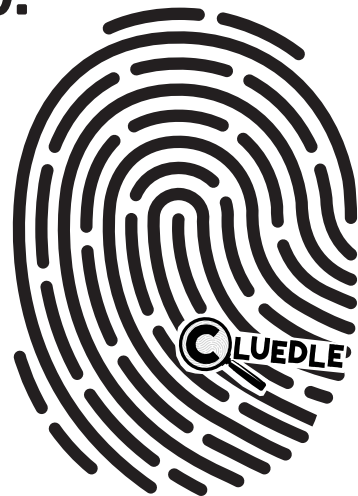
8.



9.



10.



FINGERPRINT DISCOVERY LOG

Search for 10 fingerprints around the store!
When you find one, check off the correct box below.
What letter do you see? Write it next to the number.
At the end, use all the letters to spell out
a secret code word!

1. _____

6. _____

2. _____

7. _____

3. _____

8. _____

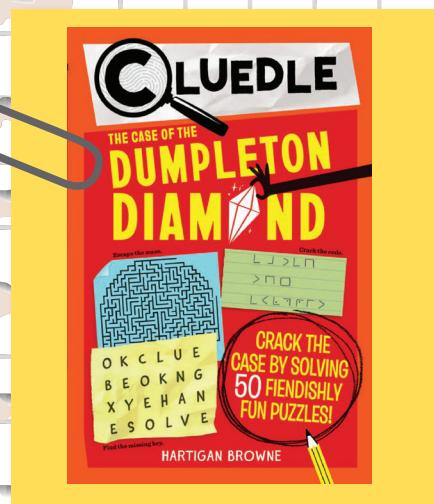
4. _____

9. _____

5. _____

10. _____

**Write the letters in order below to
reveal the secret code word:**





SUPER SLEUTH OF THE DAY!



This award is given to

in recognition of their keen eye
and evidence gathering.



DESIGN YOUR OWN DETECTIVE BADGE!

