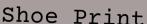
Mary Mischief

Tiger Den Leader Suspected of making mayhem and inciting shenanigans.

Last seen keeping an eye on the Tiger cubs... but who is keeping an eye on her?







Fingerprint



Brian Builderman Contractor

Suspected of building criminal hideouts and secret lairs.

Last seen playing with power tools without adult supervision.





Fingerprint



Shane San Antonio

Bear Den Leader

Suspected of selling counterfeit cowboy hats on the dark web.

Last seen by a campfire eating the last s'more. Showed no remorse.





Fingerprint



Ranger Mike

Camp Master

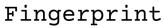
Suspected of playing with loaded dice. Not to win, but to sabotage all other players.

Last seen leading cub scouts on a ten mile hike to nowhere.









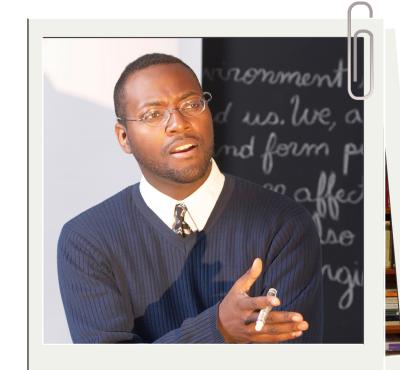


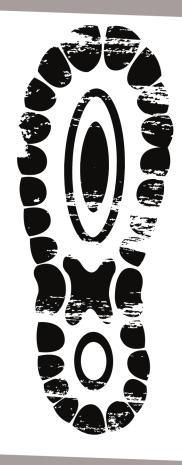
Professor Learch

AOL Den Leader

Suspected of forging transcripts for the Duuuval mafia.

Subject is highly elusive. No recent sightings on record.





Fingerprint



The stolen items have been hidden in a box with a lock. The lock is a four digit combination lock.

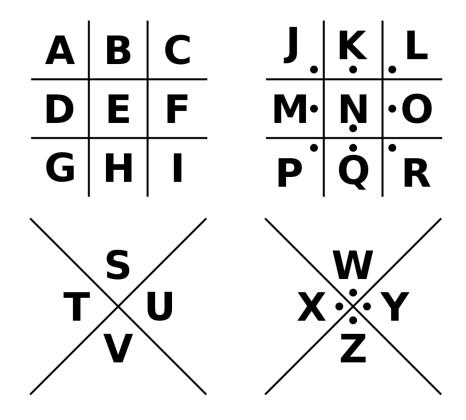
The Task:

Inspect the the evidence to find the hidden code and use the cypher to discover the combination needed to unlock the box.

The Clues:

The suspect is believed to be in possession of secret spy technology which they used to hide the code in plain sight.

Detectives received a tip from an informant. The thief knows Piq Pen Code.



A crumpled note was found at the scene of the crime. Detectives believe it may be a ransom note, but have not been able to decode it.

The Task:

Inspect the crumpled note and see if you can find a hidden meaning and discover what the thief stole from the trailer.

The Clues:

The crumpled note appears to be the Scout Law, but some of the letters have been changed to different colors.

A SCOUT 15: TRUSTWORTHY LOYAL HELPFUL FRIENDLY COURTEOUS KIND **OBEDIENT** CHEERFUL THRIFTY BRAVE CLEAN REVERENT

Multiple fingerprints were recovered from the trailer. Not all of the fingerprints are related to the crime.

The Task:

Review the suspect files to match the fingerprints from the trailer to a suspect to discover who committed the theft.

The Clues:

Fingerprints







The trailer was broken into after 6pm All suspects arrived at the Moose Lodge by 6:20pm.

The Task:

Use the map and clues to narrow your search and discover where the stolen items were hidden.

The Clues:

The suspect only had 20 minutes to hide what they stole. Each square on the map takes 1 minute to travel.

The thief only traveled on the roads on the map. The graph symbol shows where the footprints were found for each location.

Three sets of shoe print were found at each location on the map. All of these footprint were made sometime in the last 2 days.

Prints 4, 5 and 6 were found at the shed
Prints 1, 3, and 7 were found at the shoe store
Prints 1, 2, and 5 were found at the park
Prints 4, 6, and 7 were found at Publix

You will not be able to confirm the location until you also know the identity of the thief.

Shoe Print 1

Shoe Print 2







Shoe Print 3





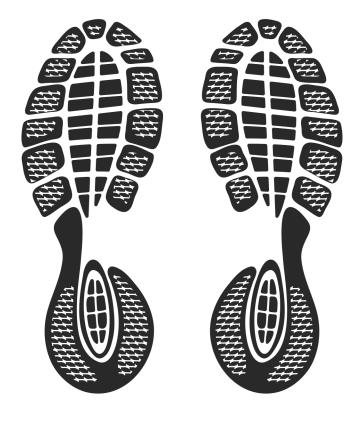






Shoe Print 5







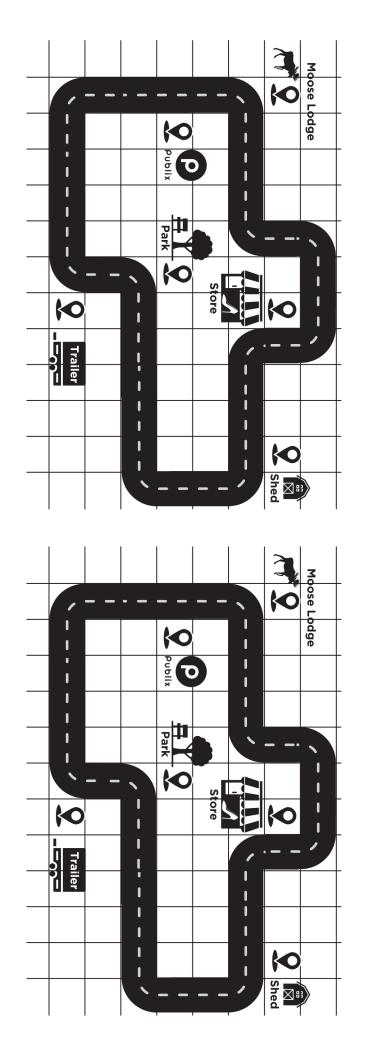
Shoe Print 7

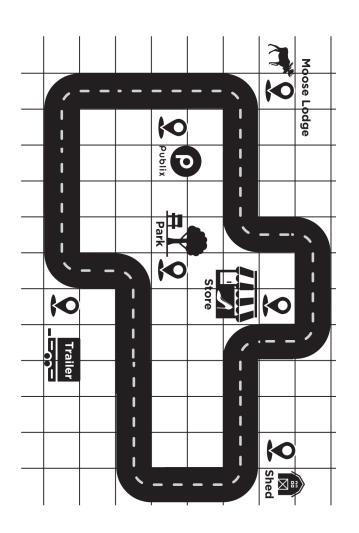
Shoe Print 8

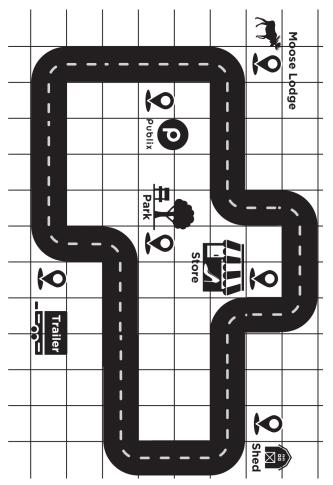












turry! tide the evidence! The cubs are onto you. They don't know you had help or that I am the mastermind behind the heist. If they catch you, admit nothing! I'll figure out a way to get you out of this. 600d luck!