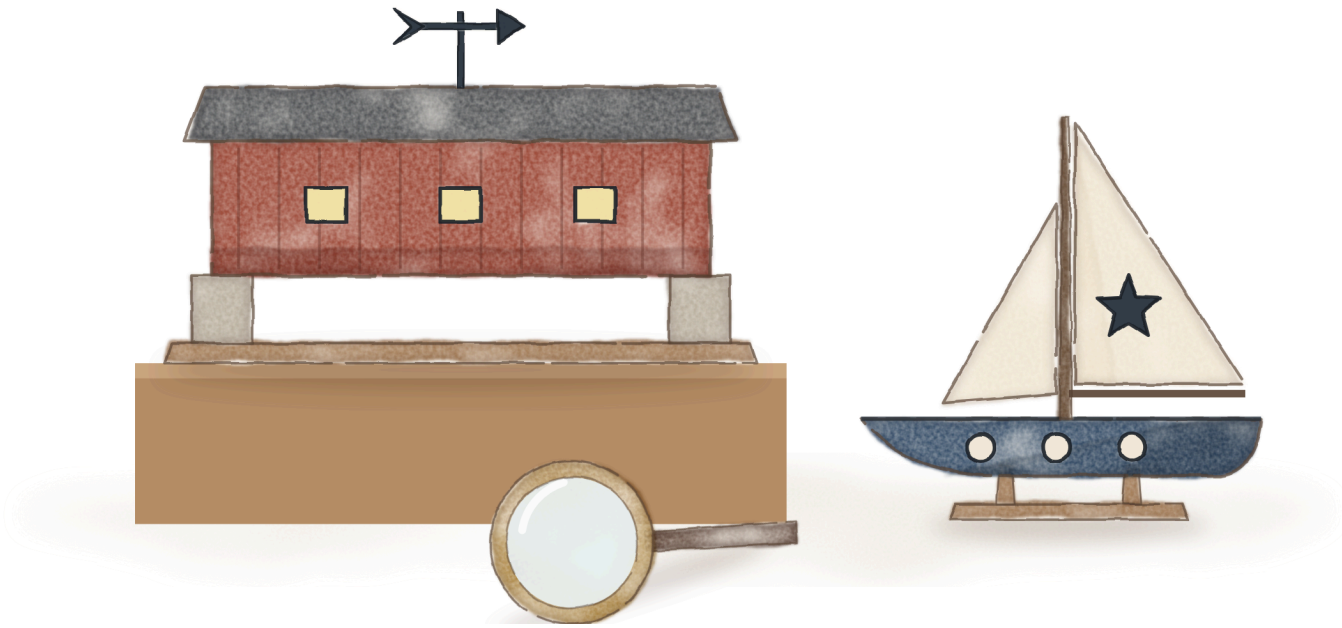
MAPLEBRIDGE DETECTIVE AGENCY • CASE FILE 1

The Switched Exhibit

A museum mystery for a grown-up and children to solve together. Look closely, check the dates, and put the exhibit right before the doors open.



IN THE FULL CASE FILE

- Your mission, and five pieces of evidence: E01 to E05
- Case Notes and a Team Report to fill in
- Hints and the full solution come in separate files

No one is hurt in this case, and nothing is stolen.

How this case works

FREE PREVIEW • Maplebridge Detective Agency, case file 1

On opening day at the Maplebridge Town Museum, six handmade models stand in the Small Wonders case. The volunteers who set them up were in a hurry and are not sure they got everything right. The curator is away, so the Maplebridge Detective Agency (that's you!) must check every model before the doors open at 10:00.

What you do

1. Look closely at the photos of the case, and match each model to its card in the museum catalogue.
2. Read the curator's instructions and the visitor route plan.
3. Work out which models are on the wrong plinths, and where each one belongs.
4. Write your answers on the Team Report, then check them against the solution.

IN THE FULL CASE

- The player case: the mission, five pieces of evidence (E01 to E05), Case Notes and a Team Report. 14 pages.
- Fifteen hints, one on each page, and a step-by-step solution, each in its own file.
- A two-page Start Here sheet for whoever sets up the game.
- Every file in US Letter and A4. The player case also comes in an ink-saver edition.

Designed for 2 to 4 players: a grown-up with children of about 8 to 12, in about 35 to 55 minutes. These are design targets. The case has not yet been timed with families.

This preview cannot be solved on its own. The evidence, the hints and the answer are in the full case.