



Draw Mango and Brash!

1. Draw two arches that sort of look like a bird with long, droopy wings.



2. Add a short line for the top of the snout.

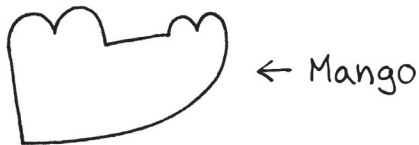


3. Draw two smaller arches for the nose.

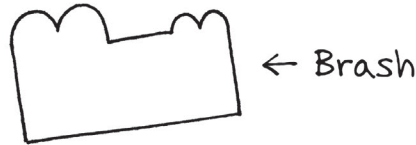


4. Make a line at the back of the head, and for **Mango** draw a curved snout connecting his neck to his nose.

If you're drawing **Brash**, give him a rectangular snout.



← Mango



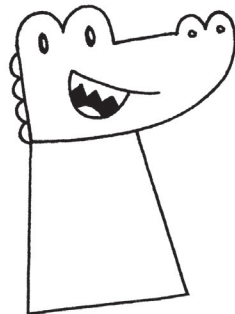
← Brash

5. Add details like eyes, nostrils, and neck ridges. Give them expressions with their mouths and eyebrows!

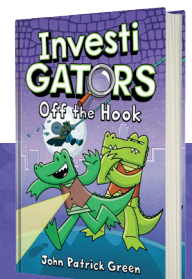
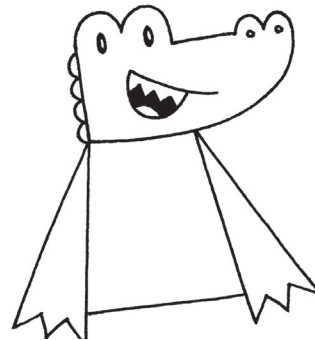


6. Mango and Brash have identical bodies. Let's draw Mango's, because Brash looks grumpy!

Draw a slightly crooked box shape for the torso.



7. Next, add arms, with little triangles at the ends for fingers. The InvestiGators usually have three, or four if we can see their thumbs.





Draw Mango and Brash!

8. Draw legs and feet, similar to the arms, with three triangles for toes.



9. Add a tail.



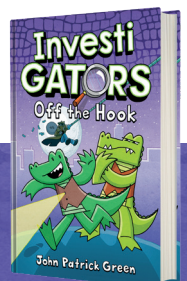
10. Almost done! Your Gator will need belly stripes and tail ridges.



11. Remember to put them in a V.E.S.T. when they're on the job!

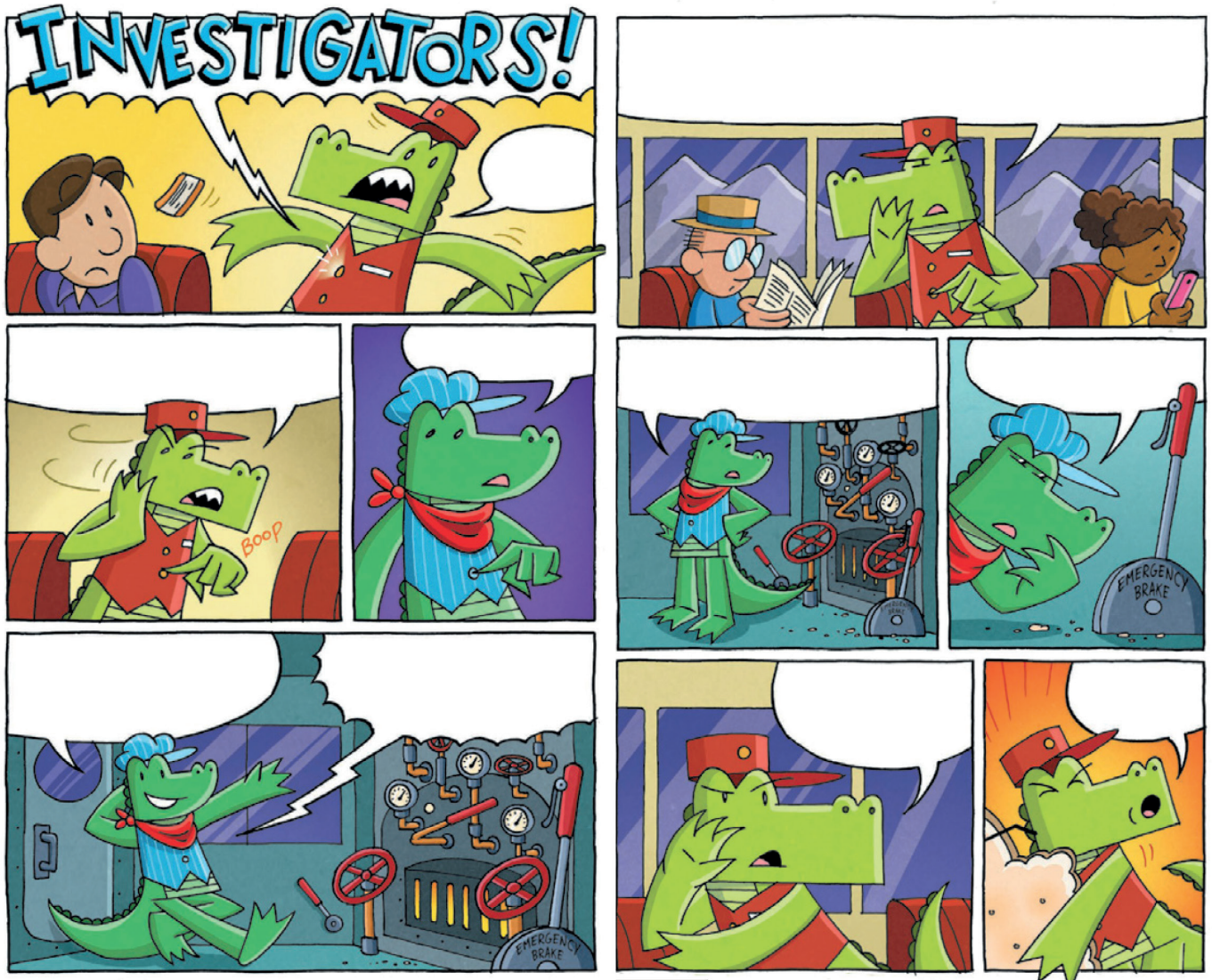


12. Last, give them some gadgets and color them in. Mango is dark green and Brash is light green. What kind of spy gear do YOU think they should have?



Tell your own "tail"

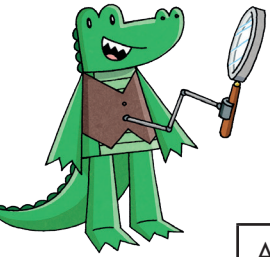
Fill in the speech bubbles below to tell your own InvestiGators story!



Mango and Brash are the InvestiGators: sewer-loving agents of S.U.I.T.* and scourge of supervillains everywhere! With their Very Exciting Spy Technology and their tried-and-true, toilet-based travel techniques, the InvestiGators are undercover and on the case! And on their first mission together, they have not one but two mysteries to solve! Can Mango and Brash uncover the clues, crack their cases, and corral the crooks—or will the criminals wriggle out of their grasp?

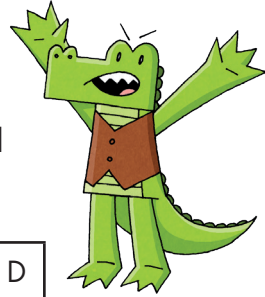
*Special Undercover Investigation Teams





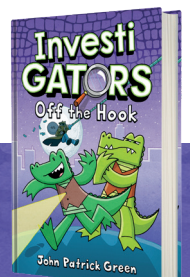
Wordsearch

Mango and Brash need help finding all the people, places and things related to their latest investigation. Can you find the words hidden below?



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

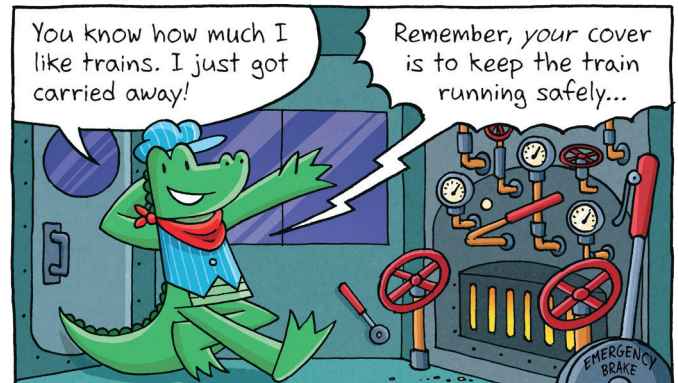
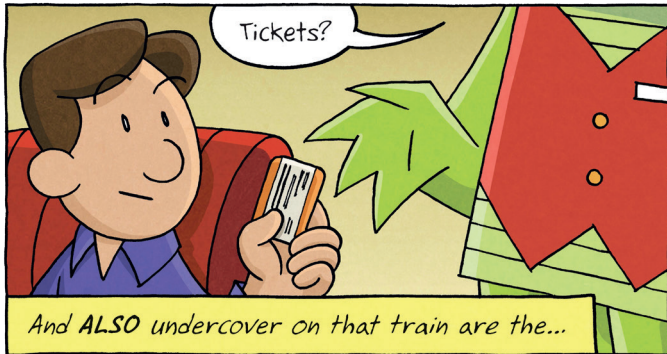
- | | | | |
|--------------------|---------------|--------------|-------------|
| Alligator | Culprit | Gustavo | Scientist |
| Assignment | Doctor Copter | Mustachio | Sewer |
| Brash | Experiment | Investigator | Suit |
| Cici Boringstories | Fingerprint | Mango | Thingamabob |
| Clues | Gadget | Moustache | Undercover |





InvestiGators Story Starter

Write and draw your own case for the InvestiGators.

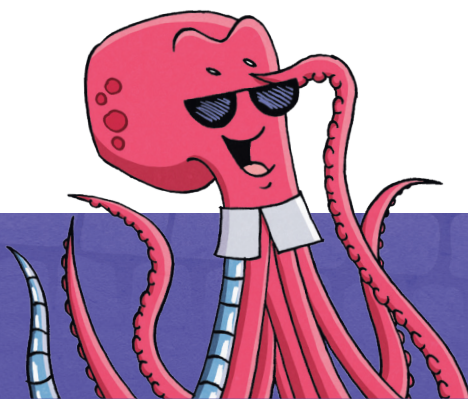
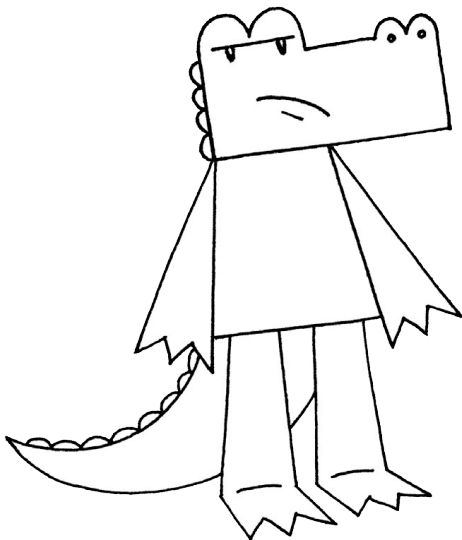


We've started the story for you, but what happens next is up to you!



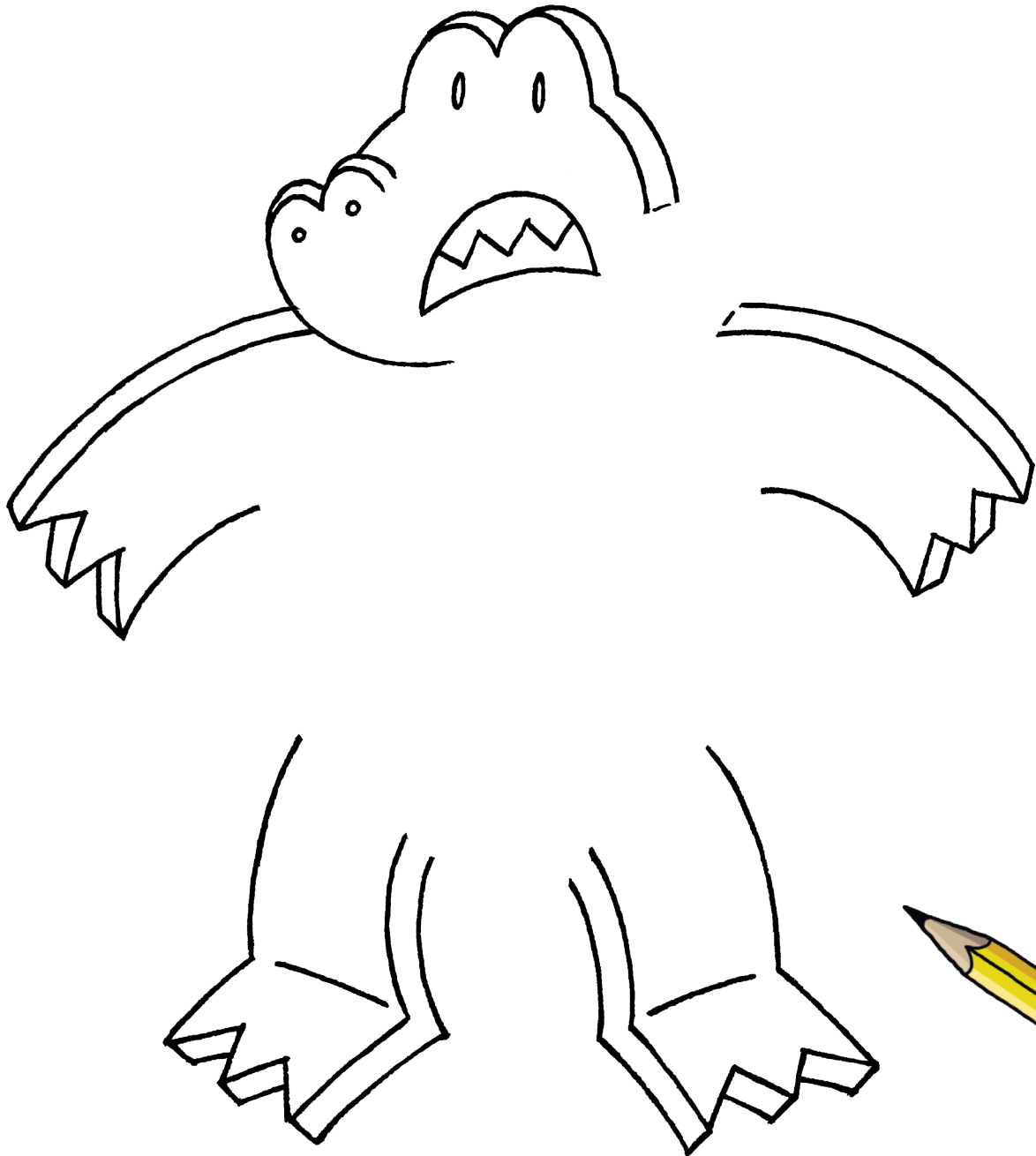
InvestiGators in disguise

Sven has designed a new V.E.S.T to suit any disguise for the undercover InvestiGators. Help the camouflage nanotech be prepared for anything by designing some undercover outfits for Mango and Brash.



Design your own Waffledile

Crackerdile was transformed into Waffledile but could only choose from round or square.
Design your own novelty shape Waffledile – a star or dinosaur or something else!





Make Alligator Clothes Pegs

WHAT YOU NEED:

- Wooden clothes pegs
- Green and black markers or paint
- Googly eyes

WHAT TO DO

1. Use the green markers or paint to make the wooden clothes peg completely green.
2. Once that has dried, glue two googly eyes at the closed end of the clothes peg.
3. Use the black marker or paint to add decorations (teeth, nostrils, scales, etc.).
4. Oh snap! Now you have a little Mango or Brash peg!





Get a Clue!: Solve Your Own Mystery

INSTRUCTIONS

Use the "Get a Clue!" cards included in this kit and the case files on the following pages to help children solve their own InvestiGators mystery!

1. Set up the "Get a Clue!" cards around the space. These will serve as different stations for the mystery.
2. Use the different coloured Case Files provided on the separate sheets.
3. Ask an adult to stand by the "Get a Clue!" card at each station with the corresponding part of the case file. Alternatively, tape the corresponding part of the case file underneath the card at each station.
4. Children should start at Station Red and read the beginning of the case file. As they decide how they want to proceed, they will go to the corresponding station.
5. When children have solved the mystery, they will receive the sticker/s that they have earned.





STATION RED

Help Mango and Brash
solve a mystery!



STATION ORANGE

After helicoptering
over...



STATION YELLOW

After jumping down
the toilet...



STATION GREEN

Enter the cafeteria



STATION BLUE

Enter the
loading dock



STATION BLACK

Creativity



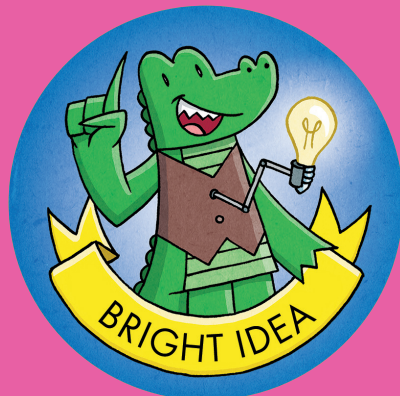
STATION WHITE

Teamwork



STATION PURPLE

Bravery



STATION PINK

Cleverness



STATION RED

Help Mango and Brash solve a mystery!

One day, Mango and Brash are walking the streets of the city, when all of a sudden they hear a shout from a nearby building! Determined to help, Mango and Brash need to act quickly. How do they respond?

Do they press a button on their vests to pop open their helicopter gadget?

Go to Station Orange!

OR

Do they hop into the nearest toilet to travel through the sewer?

Go to Station Yellow!

STATION ORANGE

After helicoptering over...

Mango and Brash land on the roof of a school. There they encounter the principal, who says, "All the crackers from the school cafeteria have been stolen! InvestiGators, can you help us?" Of course, Mango and Brash are eager to solve this mystery! They see two potential clues in front of them. Which should they follow?

Clue 1: A trap door on the roof was left wide open.

Jump through the door and go to Station Green!

Clue 2: There is a suspicious trail of crumbs leading to a fire escape that goes down the side of the school. **Follow the trail and go to Station Blue!**

STATION YELLOW

After jumping down the toilet...

Mango and Brash run through the sewers and emerge in the teachers' bathroom! There they meet the janitor, who says, "All the crackers from the school cafeteria have been stolen! InvestiGators, can you help us?" Of course, Mango and Brash are eager to solve this mystery! They see two potential clues in front of them. Which should they follow?

Clue 1: The janitor has some crumbs on his dustpan. Should Mango and Brash ask how the crumbs got there and follow the clue? If you said yes, **go to Station Blue!**

Clue 2: A shadowy figure runs pass the bathroom. Should Mango and Brash follow the shadowy figure? If you said yes, **go to Station Green!**



STATION GREEN

Enter the cafeteria

Mango and Brash end up in the cafeteria where they hear maniacal laughter. It's Crackerdile, stealing crackers to repair his fragile cracker body!

How should they catch him?

Should they rummage through their vests and find mustaches and sunglasses, quickly creating the PERFECT disguise? If you said yes, **go to Station Black!**

OR

Should they work together to create a distraction, trapping him instantly? If you said yes, **go to Station White!**

STATION BLUE

Enter the loading dock

The crumbs leads them to a loading dock behind the cafeteria when Mango and Brash hear maniacal laughter. It's Crackerdile, stealing crackers to repair his fragile cracker body!

How should they catch him?

Should they gather their strength and rush at him, ultimately knocking him over? If you said yes, **go to Station Purple!**

OR

Should they tip-toe quietly and sneak up on him, catching him by surprise? If you said yes, **go to Station Pink!**

STATION BLACK

Creativity

Mango and Brash don their disguises. Crackerdile thinks nothing of two suave tuxedo-clad gators wandering by....

And just when Crackerdile's back is turned, Mango and Brash capture him on the spot!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. CREATIVITY BADGE for all your hard work!



STATION WHITE

Teamwork

Mango runs ahead to distract Crackerdile. While Crackerdile's back is turned, Brash captures him on the spot!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. TEAMWORK BADGE for all your hard work!

STATION PURPLE

Bravery

With extreme courage, Mango and Brash rush at Crackerdile and subdue him instantly!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. BRAVERY BADGE for all your hard work!

STATION PINK

Cleverness

Using the highest level of stealth, Mango and Brash creep up to Crackerdile and capture him on the spot!

Thanks for helping Mango and Brash solve the mystery!

You deserve the S.U.I.T. CLEVERNESS BADGE for all your hard work!