BONUS MISSION FROM THE ACADEMY



“Agent Owl is missing!”

says Agent Zip



It is Graduation Day. Every trainee is ready to become a Special Agent.

But Agent Owl’s chair is empty. Her coat is still on the hook, and a trail of confetti leads out of the door.

“Somebody planned this,” says Agent Gears. “We need to find out **who**, and **where** she is.”

WHO: CHAPTERS 1 TO 3

Each chapter gives a clue about the planner. Use the table below.

WHERE: CHAPTERS 4 TO 6

The maze says where the trail starts. The safe says which moves card to use. The map does the rest.

TRAINEE	SPORT	PET	PRINT FOUND IN
 **Comet**	Soccer	Dog	Library
 **Pickle**	Soccer	Cat	Ropes Course
 **Spark**	Tennis	Dog	Lunch Hall
 **Pixel**	Tennis	Dog	Library
 **Ghost**	Soccer	Dog	Disguise Closet
 **Echo**	Tennis	Cat	Disguise Closet
 **Dash**	Tennis	Cat	Ropes Course
 **Quill**	Soccer	Cat	Disguise Closet

1 2 3 4 5 6

CHAPTER 1 OF 6: WORD SEARCH

The Planner's Secret Message

Find each word in the grid and cross it out. Cross it off the list too. Then read the letters that are left, from left to right and top to bottom. They spell a secret message!

Words go: → left to right ↓ down ↘ diagonal down ↗ diagonal up

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

~~MASK~~
~~TICKET~~
~~FROSTING~~
~~BOWTIE~~
~~BALLOON~~
~~SPARKLER~~
~~PINATA~~
~~GARLAND~~
~~STREAMER~~
~~RIBBON~~
~~STICKER~~
~~SPRINKLES~~

The secret message:

THE PLANNER PLAYS SOCCER

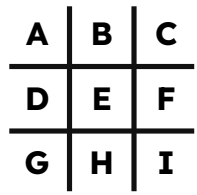
Stuck? See page 90 of your book.

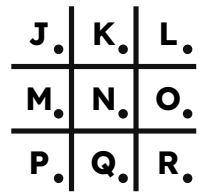
CHAPTER 2 OF 6: SECRET NOTE

A Note in the Trash Can

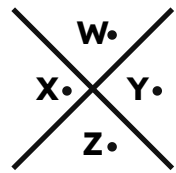


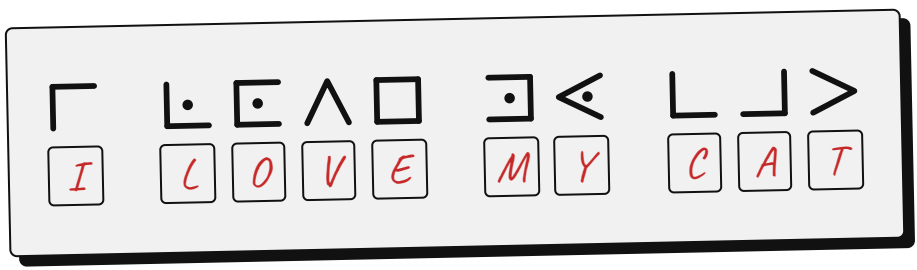
Agent Zip found a note in the trash can, in the Academy's secret code. Use the code chart to read it.











WRITE IT DOWN

So the planner has a pet: Cat

Look for it in the Pet column on page 1.

Stuck? See page 91 of your book.

CHAPTER 3 OF 6: TWIN PRINT

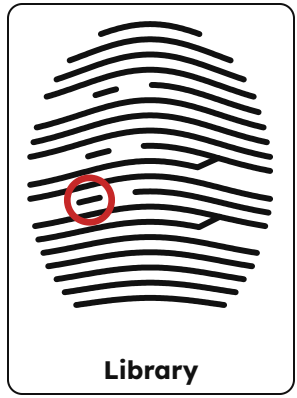
A Print on Agent Owl's Desk



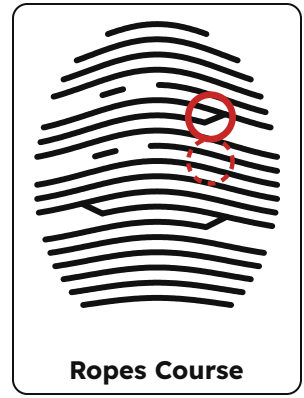
Agent Gears found a print on Agent Owl's desk, and four more around the Academy. One finger always leaves its **splits** and **short pieces** in the same places. Which card has **every** mark where the big print has it?

FOUND ON AGENT OWL'S DESK





Library



Ropes Course



Lunch Hall



Disguise Closet

The twin print was in the: *Disguise Closet*

Look for this room in the **PRINT FOUND IN** column on page 1.

Stuck? See page 95 of your book.

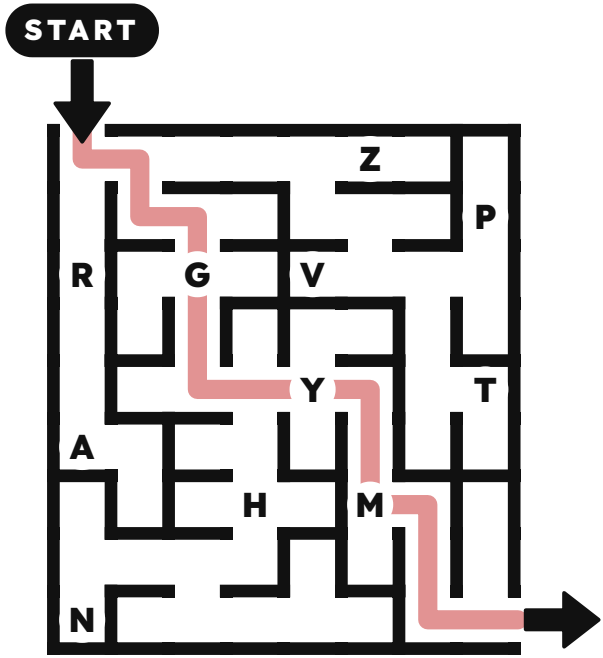
CHAPTER 4 OF 6: LASER MAZE

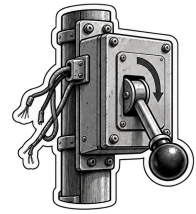
Through the Laser Room



The black lines are laser beams! Find the safe path from **START** to the control box without crossing a beam.

1. Draw the whole safe path with your pencil.
2. Follow it again slowly. Write each letter you pass, in order.





Control box

Letters on the safe path: GYM

The letters spell a room on the map in chapter 6. Not a room? Look for a wrong turn or a skipped letter.

Stuck? See page 92 of your book.

CHAPTER 5 OF 6: SAFE CODE

The Locked Locker



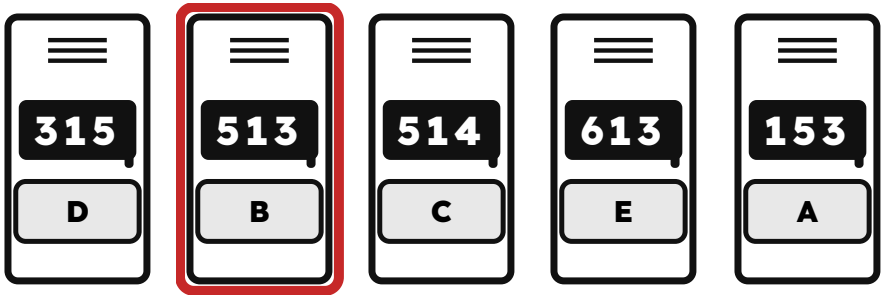
The planner locked the right moves card in a secret locker. Figure out each number. Together they make the locker code. Then find the locker with that code.

1ST NUMBER ★ + 7 = 12, so ★ = [5]

2ND NUMBER ● + 6 = 7, so ● = [1]

3RD NUMBER ▲ + ▲ = 6, so ▲ = [3]

The code: [5] [1] [3]



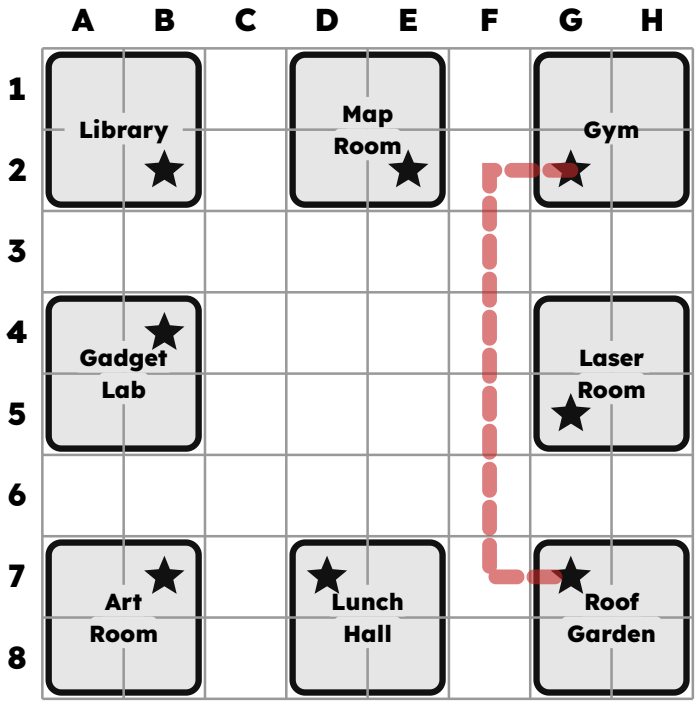
The code opens locker: B

Stuck? See page 94 of your book.

CHAPTER 6 OF 6: ACADEMY MAP

Follow the Trail

Every room has a ★. Start at the ★ in the room the laser maze spelled. Do the moves on the card the safe opened, one by one. Count squares, not rooms.



Card A
1. ↓ 1 square down
2. ← 5 squares left
3. ↑ 1 square up

Card B
1. ← 1 square left
2. ↓ 5 squares down
3. → 1 square right

Card C
1. ← 1 square left
2. ↑ 1 square up
3. ← 1 square left

Card D
1. ↓ 1 square down
2. ← 2 squares left
3. ↓ 2 squares down
4. → 2 squares right

Card E
1. ← 1 square left
2. ↓ 3 squares down
3. ← 4 squares left

The trail ends in the: Roof Garden

Stuck? See page 93 of your book.

THE FINAL PAGE

Who and Where?

Cross out every trainee who doesn't match chapters 1, 2 and 3. Circle the planner.



Comet



Pickle



Spark



Pixel



Ghost



Echo



Dash



Quill

WHO planned it: Agent Quill

WHERE Agent Owl is: Roof Garden

The ending

You have both answers. Here is what happened.

You run up the stairs to the Roof Garden. SURPRISE! Agent Owl is there, laughing, with a giant cake. Agent Quill planned it all, in a notebook, of course, and Agent Ghost kept the cake a secret. "A good agent can keep a secret," says Quill. "And a great agent can find one." Agent Owl pins a gold badge on your coat. Happy Graduation Day, Special Agent!