

## Confidential Case Files



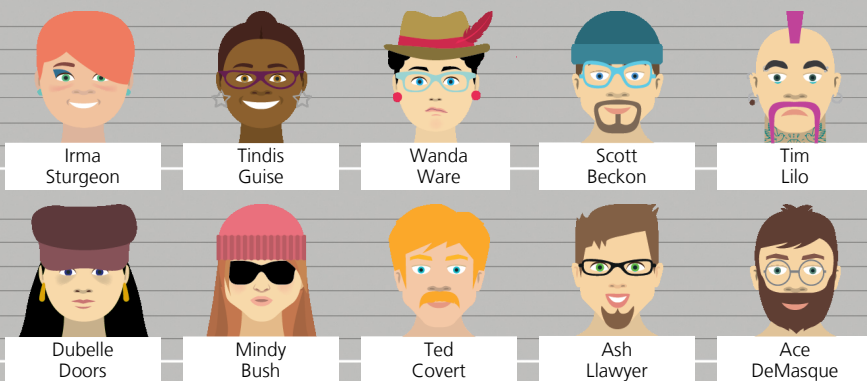
### The Hidden Detective - a hide-and-seek mystery!

As part of their final training, ten rookie detectives have embarked on the ultimate game of hide and seek to test their undercover skills. Their brief was to hide out in one of Britain's purpose-built villages, also known as model villages, but not the miniature kind. Once hidden, they were to transmit a clue back to Police HQ so that they could be tracked, traced, identified and then judged on their hiding spot. However, Chief C. Kerr is not happy. She has only received nine clue transmissions, meaning one rookie detective has not correctly followed the brief. This is an instant fail, but we need to identify which detective it is. As Chief Kerr's favourite recruit, it's now up to you to work out which detective has gone AWOL and earn your Hide & Seek 'seeker' stripes.

### Ready to solve this case?

Your case notes are above, your instructions right here. This is a real self-guided virtual adventure! You'll need to explore various UK 'model villages' via Google Streetview in order to spot the evidence you need to reveal the missing hidden detective. Every sneaky clue you answer will match one of the possible rookie sleuths in the gallery below. Once identified, they can be eliminated from this investigation. Solve all the clues and you'll be left with just one rookie detective - case solved, seeker stripes earned!

### Hidden Detectives



### Briefing notes

Chief C.Kerr here! We have ten rookie detectives hiding undercover but just nine clues to tell us where they are. Each clue answer will match and eliminate one of the hidden detectives. Solve all the clues to reveal the missing detective so that we can reprimand them for not transmitting their clue.

### Let's Go



Open Google Maps on your chosen device and get ready for a whirlwind tour of UK model villages (not the miniature kind!). Visit the location specified in each clue box. Use satellite view or Street View as directed. To enter Street View mode, drag the little orange man or press and hold on the map on a mobile.

### Clue 01

First stop, Bourneville, built to house workers of the Cadbury chocolate factory. Search around Bourneville Village Green for two red phone boxes. Peer between these and the postbox in the wall. Letters 1, 4 and 5 of the word above 'PLACE' will form the first name of a detective. They are found! Cross them off!

### Clue 02

Port Sunlight is your next 'port' of call (built to house workers of Lever's Sunlight Soap Factory). Search The Causeway - our next hidden detective is hiding out at The Memorial. If THEIR NAME is 1 and 2, this unlucky rookie is named within word 13. Identify them and cross them off your list.

### Clue 03

Head to Bolsover Castle and zoom out to identify New Bolsover; built for miners and officials of the Bolsover Colliery, it's the square horseshoe shaped double row of housing. A building at one end of the horseshoe has a single word in stone identifying its former use. A rookie detective's surname rhymes with this word.

### Clue 04

Next stop Portmeirion, built as an architect's ideal village. Zoom in and out to locate Bridge House and then enter Street View on the road here. Just downhill you'll find our detective out in the open on a balcony. He's altered his appearance but hasn't shaved. Visually match his facial hair to that of one of our detectives.

### Clue 05

Our next model village stop is Saltaire, built by Sir Titus Salt for workers of Salts Mill. One of our hide and seekers is currently undercover inside No.66 Victoria Road. They are using its original use for their disguise. Oh, and they've added an extra letter to their surname to throw you off the scent!

### Clue 06

Your next model village is New Lanark, built to house workers of the cotton mill. One of our rookie detectives is hanging out in plain sight on some railings along New Lanark Road! The items poverty and ignorance are exchanged with share three letters. The name of an undercover detective also shares these same letters.

### Clue 07

Still in Scotland, head to Quarrier's Village, built as the Orphans Homes of Scotland. Search Hope Avenue for no.12. Find the year 1888 on this house. Follow Street View down the little lane along this side of the house. Just before the end, some entwined initials on The Aberdeen Home are what you need.

### Clue 08

Next stop Swindon Railway Village, built to house railway workers, whose rent was deducted from their pay. Stroll along Bristol Street - do you see what look like upright giant white letterboxes on the row of terraced houses? Count them. The \_\_\_th letter above the car park entrance will uncover a hidden sleuth.

### Clue 09

The final location you seek is a great hiding spot as there is no Street View in the village at all! Find Whiteley Village, built as a retirement village, and study it from above. If INNER is Circle, what is OUTER? The 3rd and 5th letters are the initials of the last hidden detective to be found. Cross them off.

### Case Solved



Great seeking! If you've solved all nine clues, you'll have found nine detectives and revealed the remaining hidden rookie. All that's left to do is let Chief C.Kerr know who's missing so that she can track them down and tell them off for not following the brief. Submit your answer at [bit.ly/THiddenDetective](http://bit.ly/THiddenDetective)