

The Kidnapping of Mr T

You are just getting settled into the Balmedie Scout Group Virtual Camp. Your tent is pitched, you have plenty food, mostly marshmallows! You understand it is virtual, but you did at least expect Mr T to show up!!

After a quick search of the area you come across this note:

KIDNAPPED

I have got Mr T. For his safe return please leave the following outside my tent:

6 bags of marshmallows, 2 packets of digestives and a hand sanitiser!

Signed Leader



Looks like the suspect is one of the leaders.... But who??

There are 26 leaders on camp, follow the clues to eliminate the innocent and find out who took Mr T.

Good Luck Detectives!!

Leader	Section	Tent Colour	Likes S'mores?	Wearing a Necker?	How many toilet rolls did they bring to camp?	Can tie a clove hitch knot?	Guilty??
Shuna	Scouts	Green	Yes	Yes	4	Yes	
Malcolm	Cubs	Green	Yes	Yes	0	No	
Tom	Beavers	Blue	Yes	Yes	4	Yes	
Mark	Cubs	Blue	Yes	No	12	No	
Alison	Cubs	Blue	Yes	No	24	Yes	
Sam	Beavers	Blue	Yes	Yes	1	No	
Nicky	Scouts	Blue	Yes	No	3	No	
Lesley	Cubs	Blue	No	Yes	7	No	
Eleanor	Cubs	Green	Yes	Yes	2	No	
Owen	Scouts	Blue	Yes	Yes	139	Yes	
Keith	Scouts	Blue	Yes	Yes	8	No	
Niall	Cubs	Blue	Yes	Yes	10	Yes	
Elaine	Beavers	Blue	Yes	Yes	12	Yes	
Ian	Cubs	Blue	Yes	Yes	6	No	
Cherylle	Scouts	Blue	Yes	No	2	Yes	
Herman	Beavers	Green	Yes	No	5	Yes	
Ivor	Scouts	Blue	Yes	Yes	0	Yes	
Laura	Cubs	Blue	Yes	Yes	2	Yes	
Ben	Explorers	Green	Yes	Yes	15	No	
Neil	Scouts	Blue	Yes	No	6	Yes	
Peter	Cubs	Blue	Yes	No	1	Yes	
Daniel	Beavers	Blue	Yes	Yes	16	Yes	
Ali	Explorers	Blue	Yes	No	10	Yes	
Steven	Scouts	Green	Yes	No	10	Yes	
Gillian	Cubs	Blue	Yes	No	5	Yes	
Giuseppe	Scouts	Blue	Yes	No	7	No	

Armed with your ransom supplies you head towards the woods. You come across a maths sheet. You are about to throw it in the bin as you are not in school! But...could it be a clue??

Mystery Maths

Answer the questions below. The answer to each question is a number. The Number needs to be changed into a letter from the alphabet.

Key: 1=A, 2=B, 3=C etc

		Number	Letter
1	4 x 3		
2	20 divided by 4		
3	1 x 1		
4	Half of 8		
5	20 - 15		
6	6 x 3		
7	3 lots of 3		
8	32 - 13		
9	Half of 28		
10	3 lots of 5		
11	10 x 2		
12	Half of 10		
13	27 minus 3		
14	2 lots of 8		
15	4 plus 4 plus 4		
16	5 x 3		
17	Double 9		
18	15 divided by 3		
19	27 takeaway 9		

You see some flashing lights up ahead. Is it a party? Could it be a Morse code message? You quickly jot it down to decipher.

— — — — . . — . — . — —
. — — — — — .
— . — . —

Morse Code Alphabet

A	•-	N	-•	0	-----
B	-...•	O	---	1	•-----
C	-•-•	P	•--•	2	••----
D	-••	Q	--•-	3	•••---
E	•	R	•-•	4	••••-
F	••-•	S	•••	5	•••••
G	--•	T	-	6	-••••
H	••••	U	••-	7	--•••
I	••	V	•••-	8	----••
J	•---	W	•--	9	----•
K	-•-	X	-••-	.	•-•-•-
L	•-••	Y	-•--	,	--••---
M	--	Z	--••	?	••-•••

Armed with more information about the suspect, you head towards the leaders camping area. It is eerily quiet, you can just about hear some faint snoring.



As you approach the flag pole there appears to be a nonsense message attached to it. Another coded message?

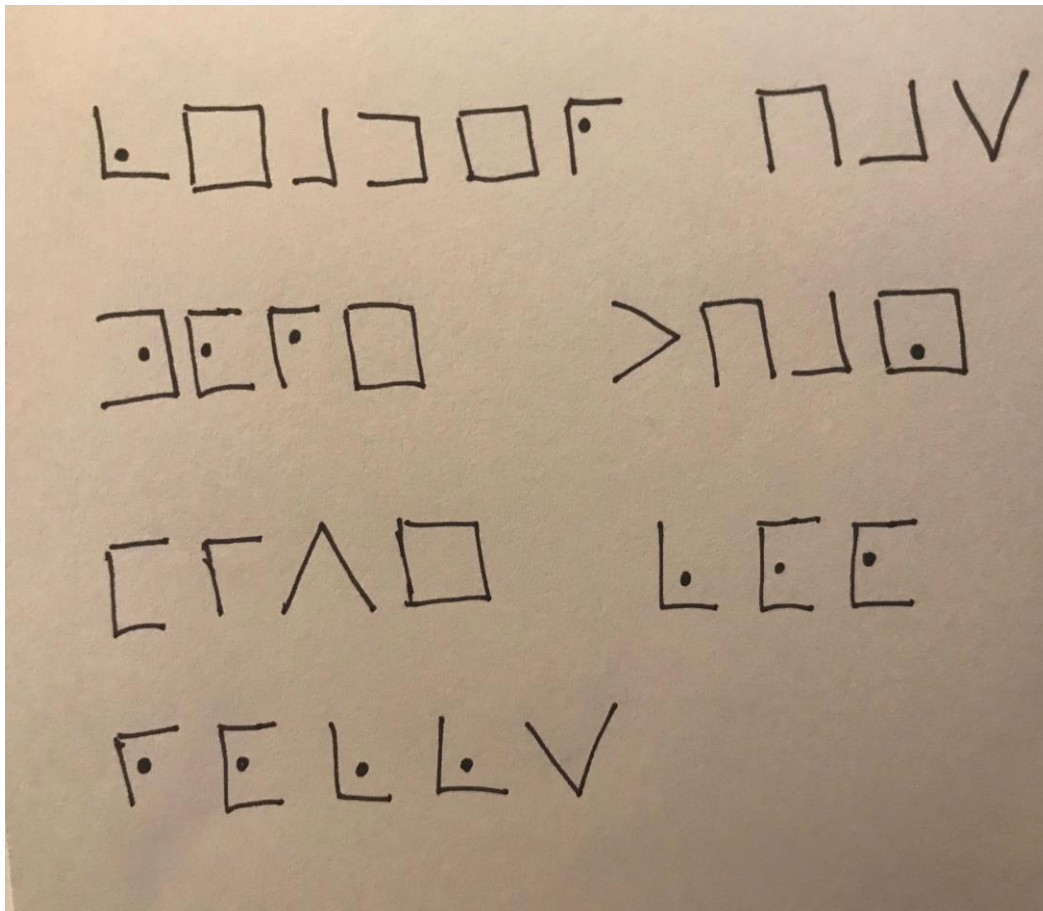
It's a 3 shift cypher...

a=D, b=E, c=F, d=G and so on..

NLGQDSSHU KDV QHFNHU RQ

You pass the campsite bathroom, there appears to be a ridiculous number of toilet rolls stacked outside. Could there have been panic about a shortage? Surely not!

They are arranged in a strange pattern. It appears to be a pig pen cypher message. Use the cypher on the next page to decode this clue.

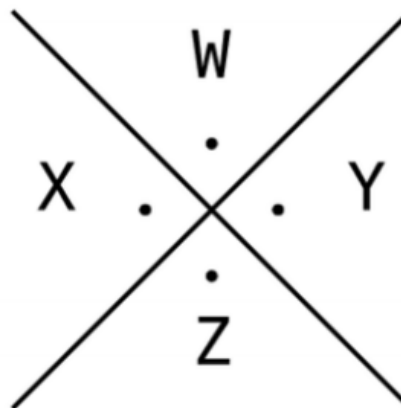
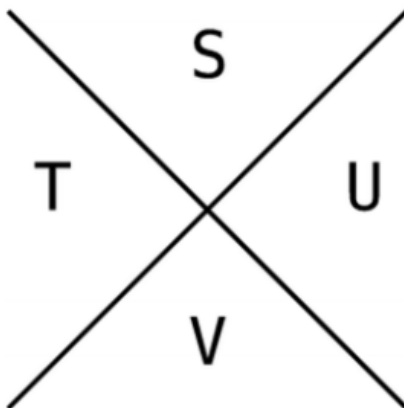


Pig Pen Cypher

A =  Q =  T =  Z = 

A	B	C
D	E	F
G	H	I

J.	K.	.L
M.	N.	.O
P.	Q.	.R



So you know a lot more about which leader we suspect to have kidnapped Mr T. You feel hungry now but try not to eat the ransom supplies!!

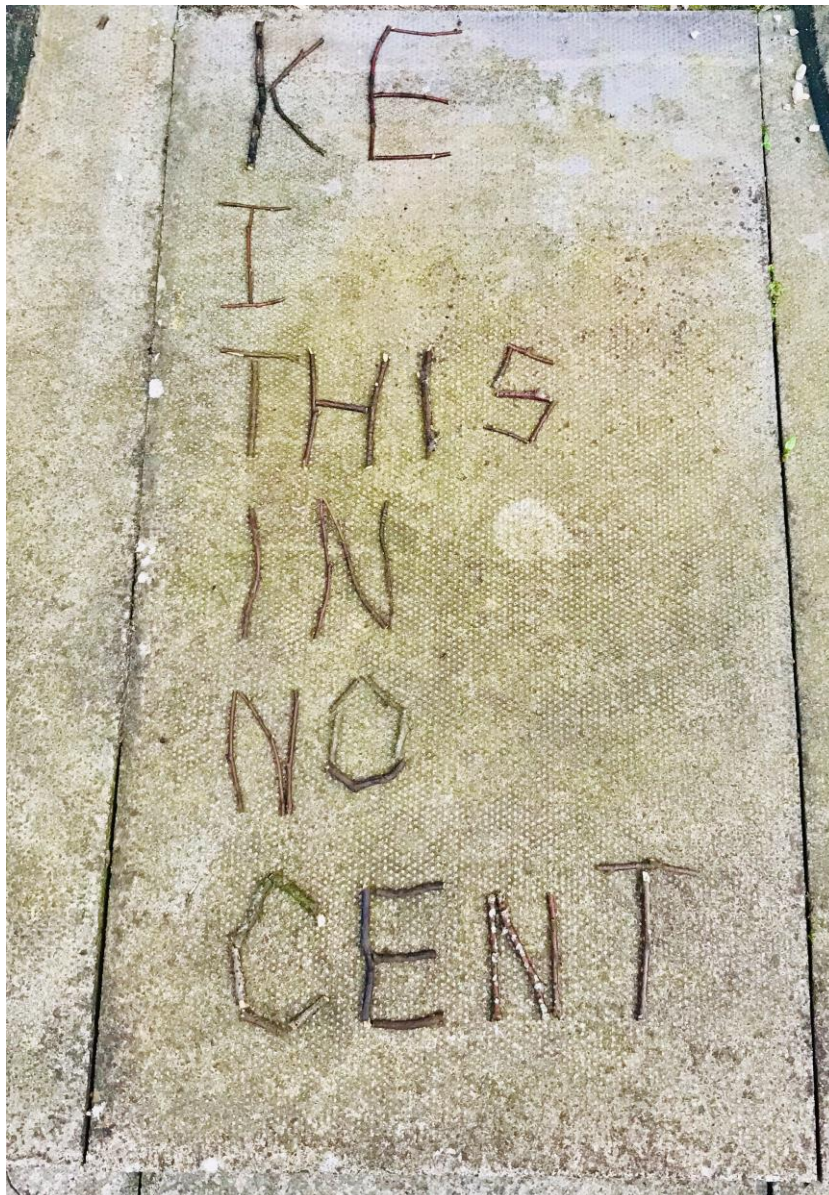
You come to the site map. Is it a map or another clue? Use the co-ordinates to find out!

C2, D9, F4, M6, C13, H3, B12, A14, A6, J6, M12, N8, L4, G4, K1, I15, L2, J10, K15, H5, M8, K4, D14

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	H	B	R	F	G	E	D	V	H	F	S	B	S	A
2	X	K	S	H	S	D	C	L	O	R	T	A	F	W
3	S	F	L	D	N	T	W	C	Q	H	M	S	T	P
4	H	C	P	K	B	S	E	Y	I	O	T	L	E	F
5	S	R	O	Y	Q	X	C	N	V	B	N	L	X	K
6	S	A	S	U	D	F	G	H	T	U	K	B	P	P
7	Z	X	C	V	T	B	E	A	V	E	R	S	L	C
8	C	A	M	T	Y	S	E	M	N	H	P	K	O	E
9	D	F	Y	U	P	N	X	Z	T	Y	B	E	R	T
10	S	M	O	R	E	P	W	E	A	T	F	F	E	R
11	B	E	A	N	T	E	R	C	O	L	I	S	R	Y
12	T	T	O	R	C	H	A	M	P	E	R	I	S	O
13	Q	U	E	T	V	B	C	U	B	S	E	C	H	E
14	I	P	L	S	T	O	S	E	E	M	R	T	N	N
15	F	C	A	M	P	I	N	A	S	H	K	N	O	T

(Bonus points if you find the 10 Scouting related words hidden in the puzzle too)

You've now reached the leaders tent area, you have a pretty good idea who the kidnapper could be! It looks like Mr T has left you a message written in sticks on the ground!



You now know exactly which leader kidnapped Mr T!!

You creep up to their tent, you have been much faster at deciphering the codes than the suspect expected. They are not back yet!

You are now able to rescue Mr T... AND keep all the marshmallows and chocolate biscuits!!

The camp is saved!

WELL DONE!!

