



CREATE YOUR OWN MURDER MOST UNLADYLIKE MYSTERY

'This is the first murder that the Wells & Wong Detective Society has ever investigated, so it is a good thing Daisy bought me a new casebook. The last one was finished after we solved The Case of Lavinia's Missing Tie. The solution to that, of course, was that Clementine stole it in revenge for Lavinia punching her in the stomach during lacrosse, which was Lavinia's revenge for Clementine telling everyone Lavinia came from a broken home. I suspect that the solution to this new case may be more complex.'

Choose Daisy and Hazel's next adventure! Put the Detective Society's crime-solving skills to the test with the most fiendish puzzle you can imagine – remember, you can set it anywhere and at any time you like, and the mystery they solve doesn't even have to be a murder ...

NAME THE BOOK

Titles are important – what will your mystery be called?

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WHAT, WHERE, WHO, HOW?

Now it's time to think about the plot:

1. What is the crime? It could be robbery, kidnapping, smuggling or even murder . . .

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2. Who is the victim? What sort of person are they, and why might someone want to commit a crime against them?

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3. Where does the crime take place? It could be a hotel, a ship, a beautiful holiday island or even the moon . . .

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4. Who are the suspects? Are they the victim's friends? Do they all work together? Or are they all members of the same family, like they are in Arsenic for Tea?

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5. What clues will you introduce to lead your detectives to the murderer?

They could be handkerchiefs, fingerprints, hairs or even suspicious food or drink . . .

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