

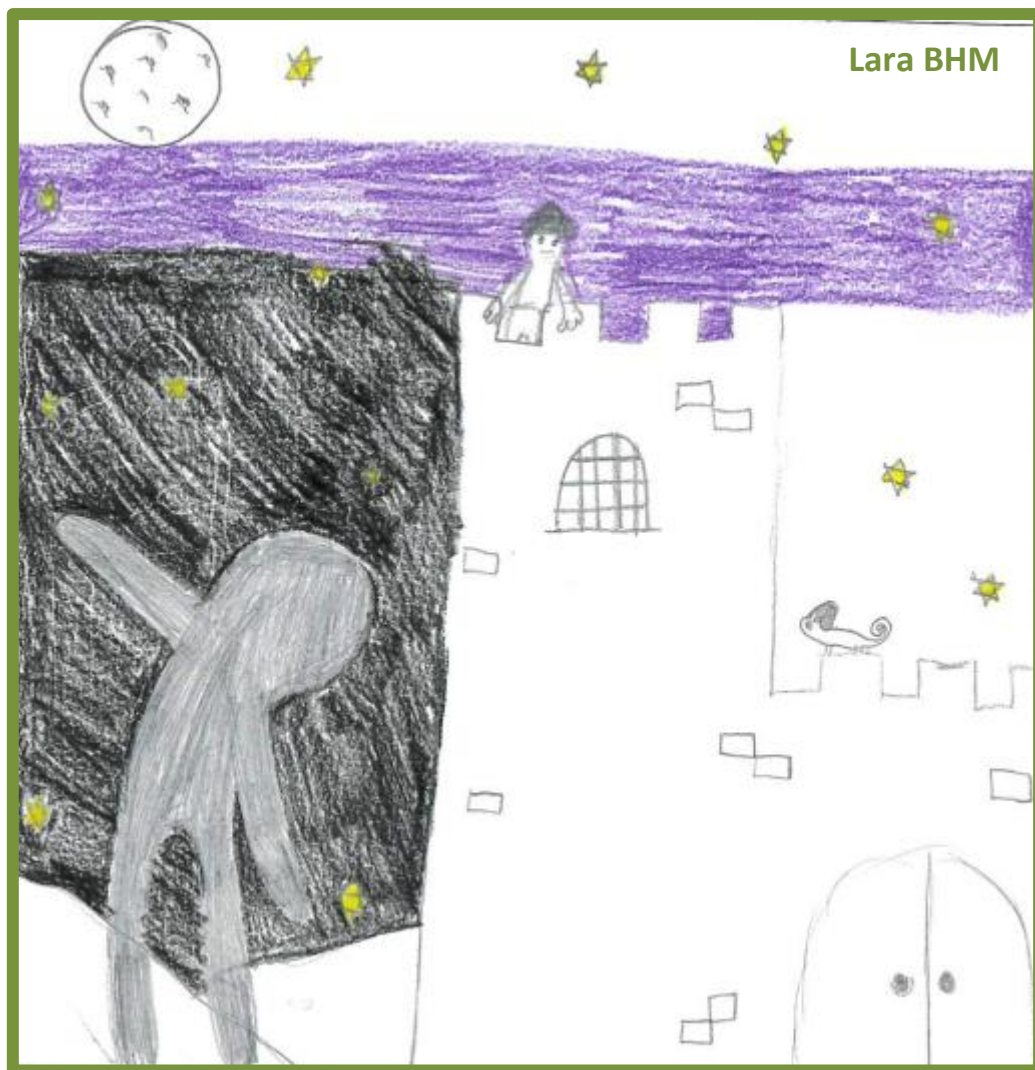


Detective Bryson  
&  
The Mystery of the Missing Princess



**Whole School Book**

**November 2021**



**BHM**

An ominous shadow lurked in the distance as Detective Bryson and his side-kick, Detective Solves the chameleon, inspected the newest clue: a footprint the size of a man's boot encrusted in gooey crumbs of cheese. Mysterious. Stealthily, the secretive shadow slid closer to them but they were oblivious, intrigued by the evidence. The shadow looked like it was holding something razor-edged.... something dangerous. Before the attacker could approach, Detective Bryson saw something out of the corner of his eye, glinting in the moonlight. Without thinking, he turned around and saw a figure sprinting off, cloaked in the night's darkness...

Aiden RRW



RRW

Detective Bryson and his helper Detective Solves decided to follow the figure. They had to run as quickly as they could. Their hearts were beating really quickly and they had to take big breaths because they were running so fast. Suddenly Bryson tripped over an enormous, slippery rock and fell and bashed his elbow. He looked up and saw a knight in shining armour running away to protect her castle...

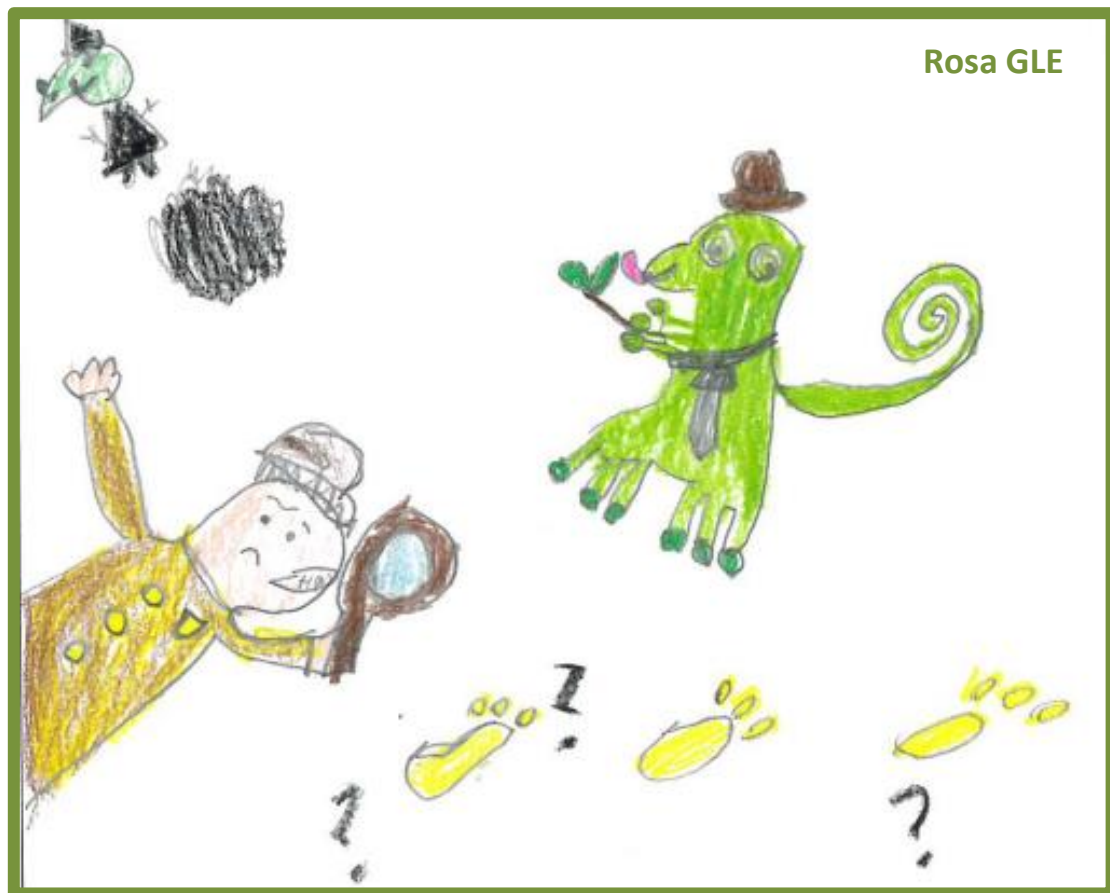


YSC

Although Detective Bryson's elbow was getting bigger by the second and really hurting, he knew he had to stay alert. They had a mystery to solve. What was it that had caught their attention glimmering in the moonlight? Why was the knight in shining armour running to protect her castle? Who or what did it need protecting from?

There was only one way to find out. After disguising themselves as a mint green dragon with sharp red claws, they tiptoed slowly towards the castle. As they approached the castle, Detective Bryson spotted more of the cheesy footprints again. They decided to follow them. The footprints lead them to the back of the castle which was covered in ivy. They felt around in the darkness and discovered a secret door. It had been left ajar...





GLE

As they walked slowly to the door, they noticed more cheese all over the creaking floor. Shivering in fear, they crept closer and closer until they were inside. Looking around them, they saw lots of computers and tracking devices filling the room. Shining down on them was a red light from the security cameras that were watching them. They looked around and saw cheese in the corridor leading from the room. Where could all the cheese be coming from?

“Follow that cheese, quick!” whispered Detective Bryson, “Don’t make a sound or else they’ll trap us!”

“Look up there,” Detective Solves pointed, “It’s a massive trap with a noise sensor on!”

They tiptoed quietly out of the room and upstairs to the princess’ bedroom. They entered the room and spotted a bloodstained carpet...



**BAL**

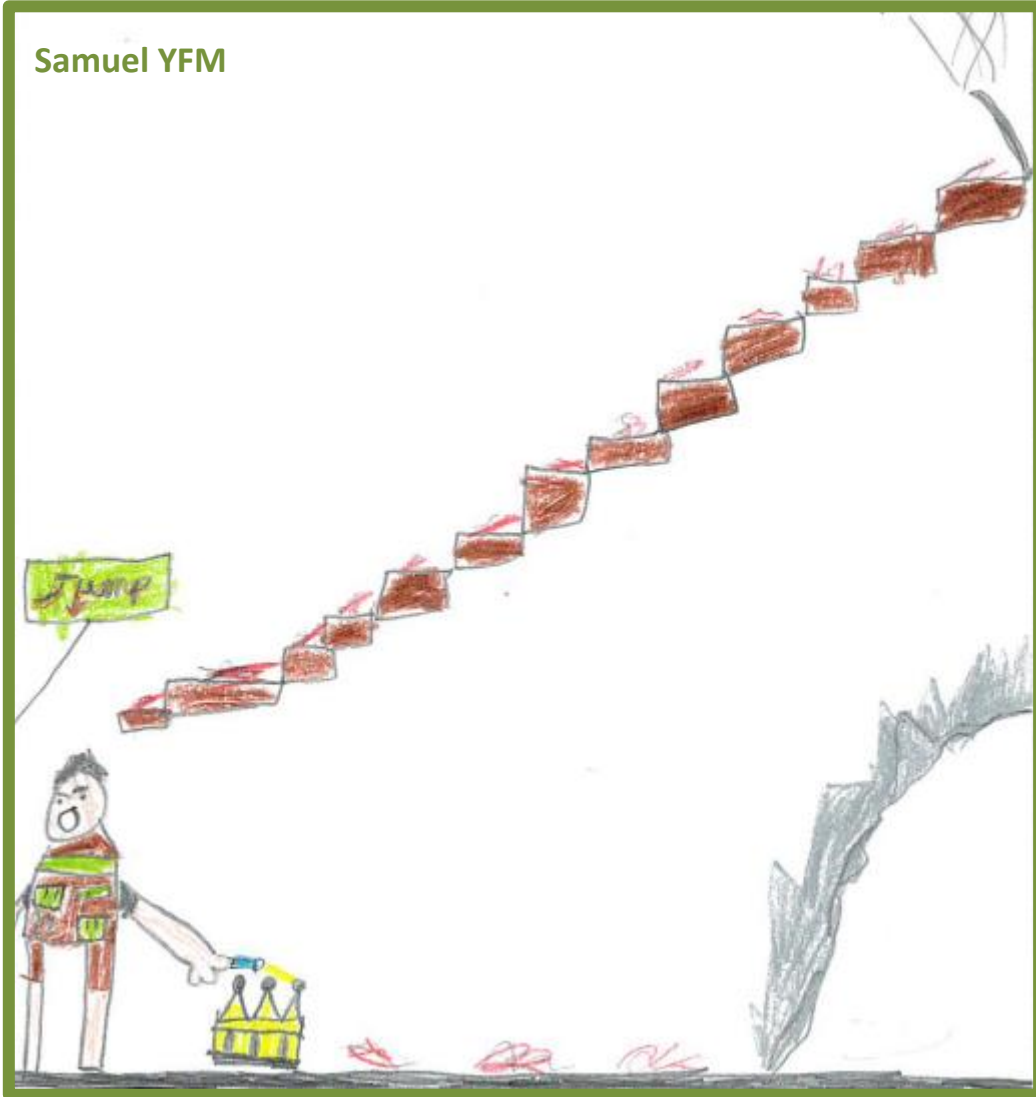
Where was the blood coming from? A million thoughts and possibilities were racing through the detective's heads; was the knight injured? Was the knight on a mission impossible trying to rescue the princess? There was just one way to find out- specialist investigation was needed. Without hesitation and with a sense of urgency, they out set to do what they knew best: taking samples of the blood stains, closely inspecting every single object but they couldn't find any other leading clues. What had they forgotten? "Eureka!" Detective Bryson had a brilliant idea-they should lift the carpet to see how much the floor was affected by the ruby red blood. To their surprise a trap door was hiding there, half covered in blood and sticky cheese. How would they be able to open the door?



RSR

Quickly, they wiped away the blood and cheese using Detective Solves' rainbow coloured hanky. To their surprise, there was a glistening key in the lock. Slowly, they turned the key and lifted up the heavy trap door. Looking down the gloomy and creepy stairs, Bryson and Solves felt more nervous than ever.

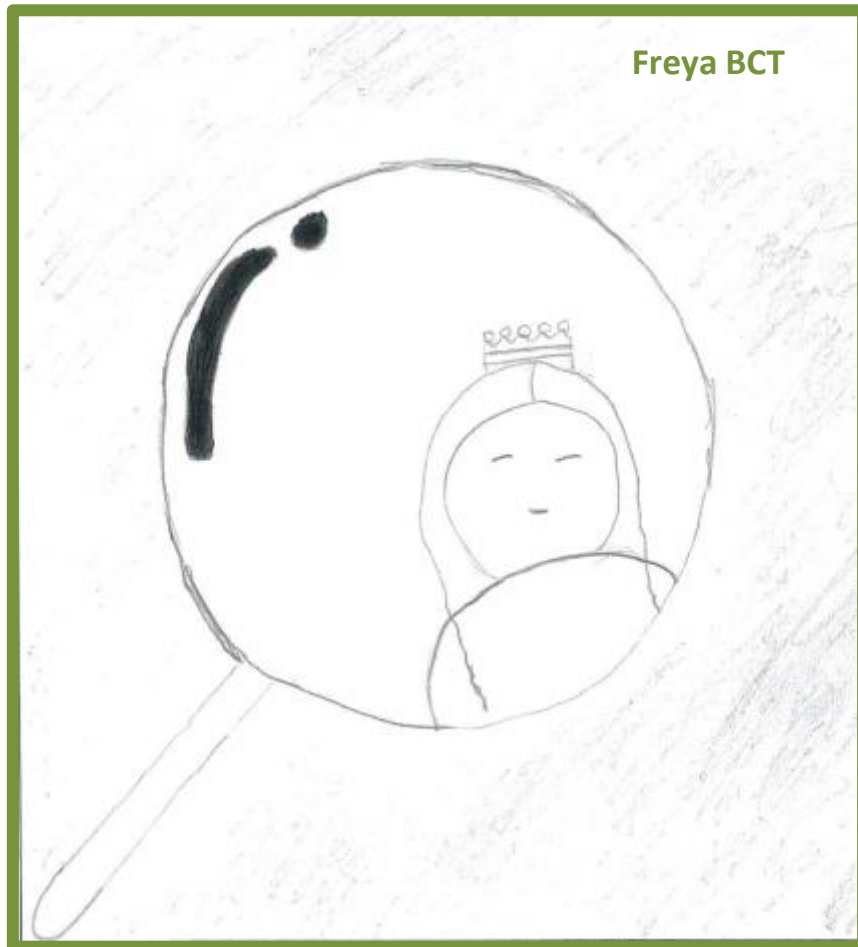
Samuel YFM



YFM

Very nervously the detectives followed the cheesy blood trail down the creaking, narrow stairs. Bryson shone his super-bright, ultra violet torch because they couldn't see any more blood with their own eyes. Just then they were shocked to see the princess' crown lying in the shadows. Frantically Bryson and Soves ran down the rest of the stairs into a dark lair. What would be living there? Suddenly they spotted a mysterious shape lying on the ground. Carefully tiptoeing across to the shape, the detectives placed the torch on the ground, knelt down and slowly rolled the shape over.





**BCT**

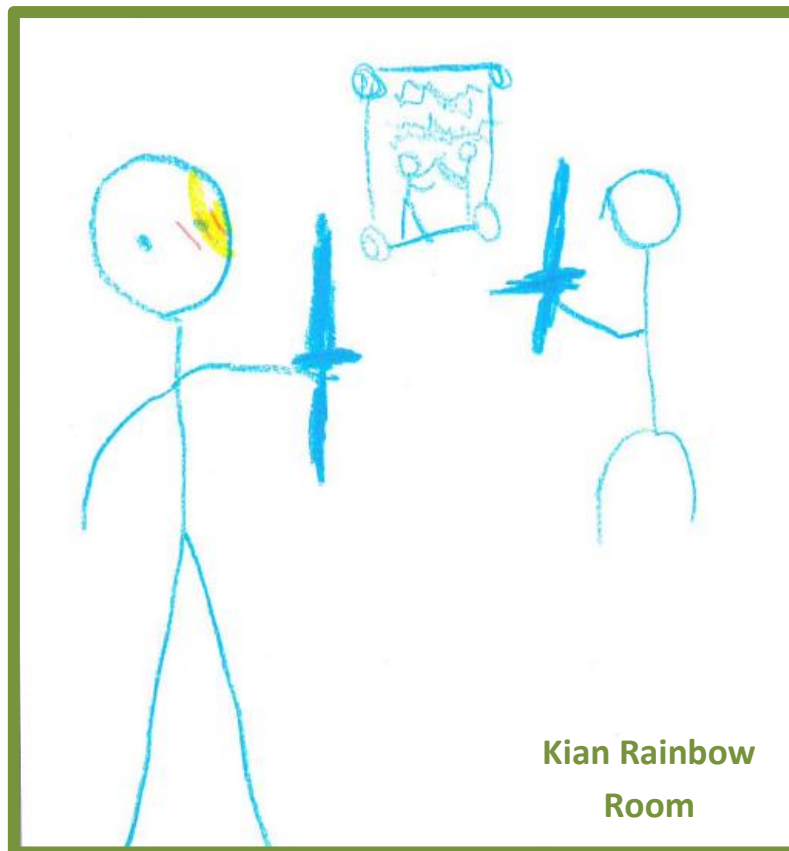
They let out a sharp gasp as they realised the figure on the ground was the princess herself! The detectives pulled out their magnifying glasses with shaky hands and inspected the princess' unconscious body. They checked for signs of life and noticed that she had been poisoned with a sleeping potion; causing an unusual green tinge to appear on her skin. Detective Bryson had lots of questions – Who could have done this? What could have happened to her? Out of the corner of his eye, the detective noticed an empty bottle lying in the corner. Alongside the glass container, they discovered a half-burnt note, revealing the message; “YOU WILL NEVER WIN!” A shiver ran down the detective's spine as a fist hurled towards him...

Lois YRS



YRS

SMASH! The fist hit the detective in his face. "Ow!" screamed Bryson as he fell backwards. Then a green, spooky witch appeared from behind some stones and ran away. The side-kick, Solves, chased after the witch, but he could not catch her. "Was it her who poisoned the princess?" he thought.



### Rainbow

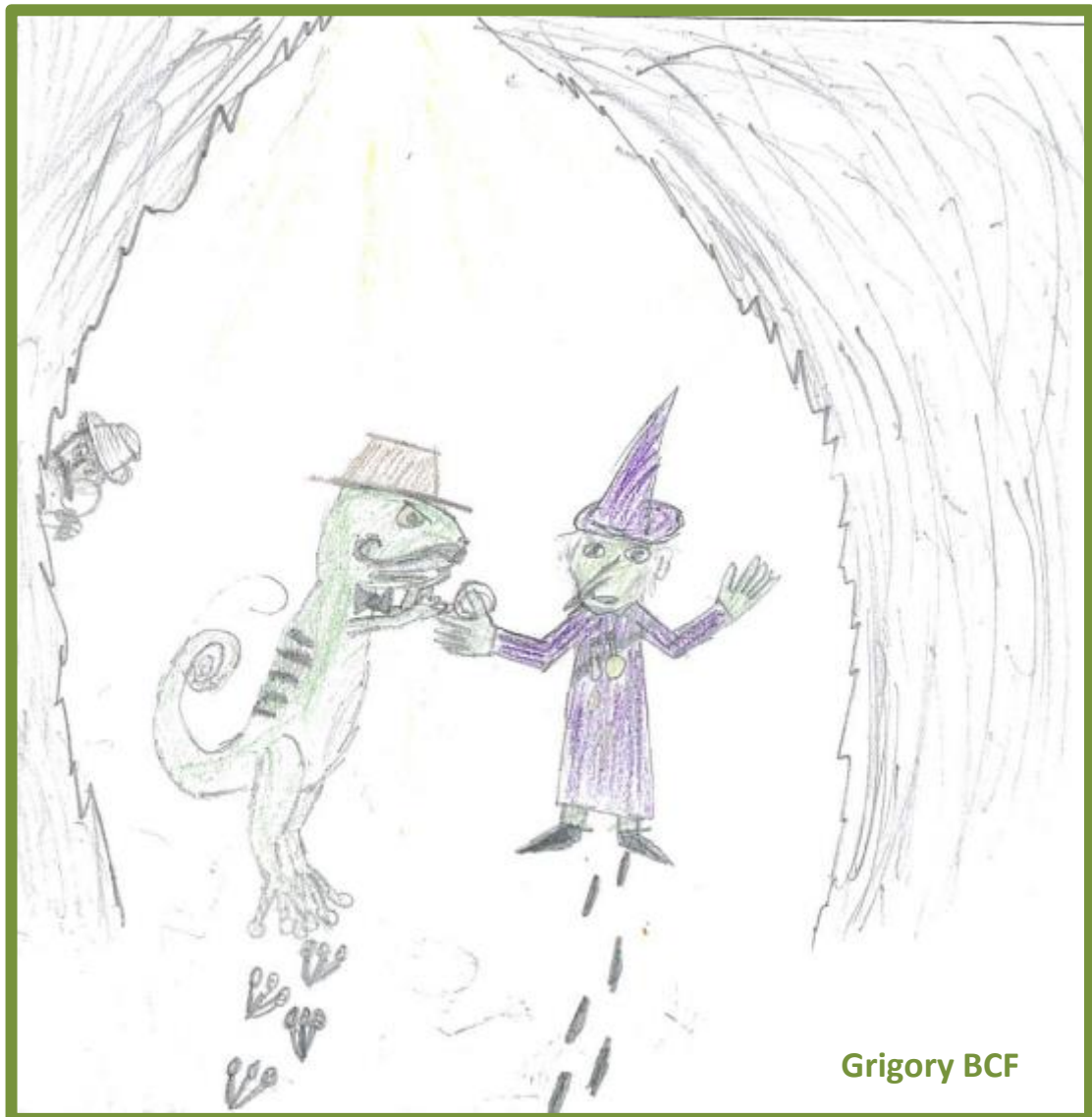
Bryson wiped his head and realised blood was pouring out of his head! He took off his smelly, cheesy sock off his gigantic foot and wrapped it around his head to act as a bandage. Bryson, in a daze, looked around the room and noticed another note... maybe this was left accidentally by the green, spooky witch?



**GBF**

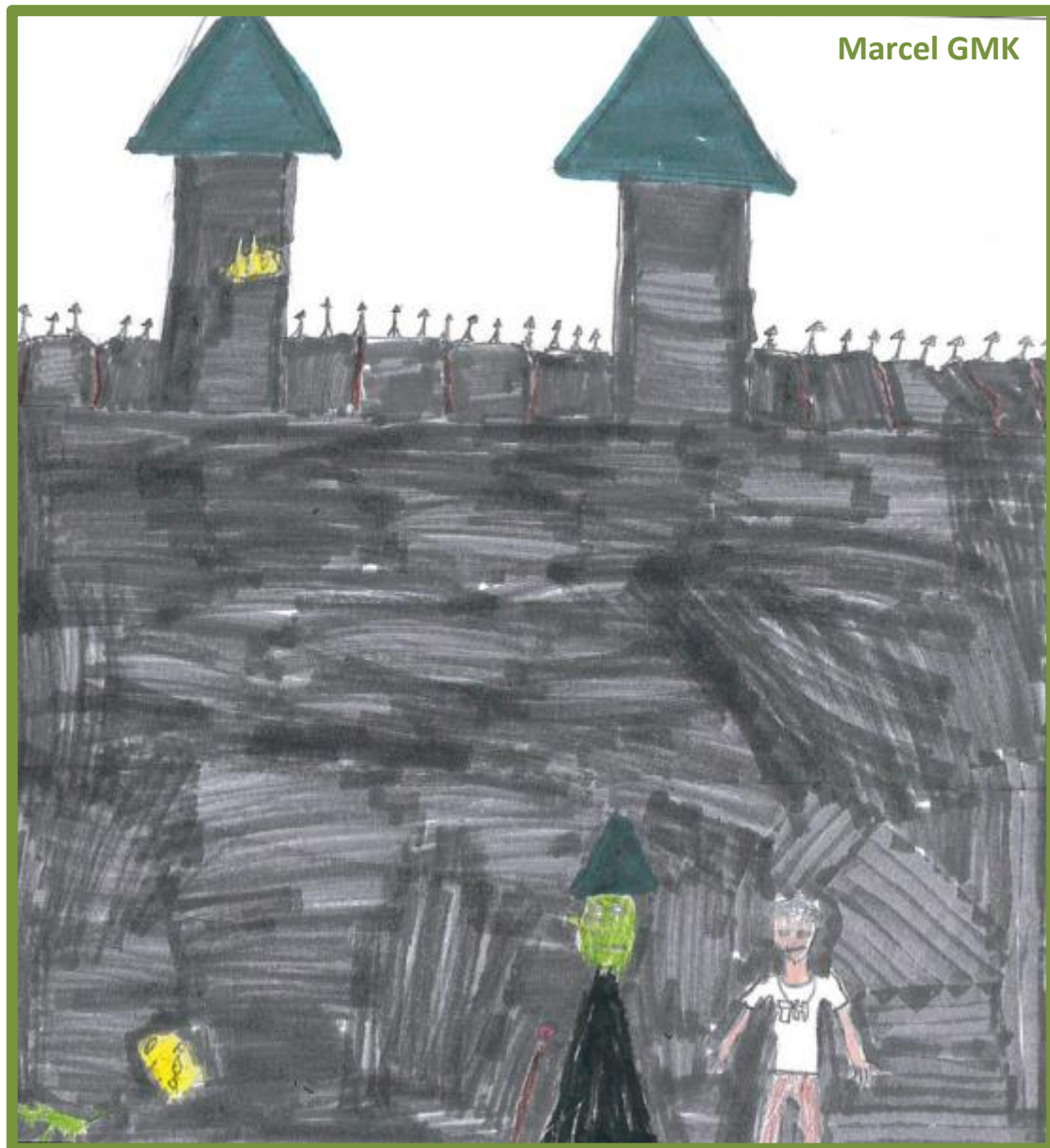
Detective Bryson picked up the slimy green note. Shaking it to get rid of the disgustingly slippery slime, he looked closely. It was a map! Next to the hand-drawn map, Bryson could see some numbers. What did they mean? He looked around for Detective Solves but couldn't see him. Now there were two more mysteries to solve – the meaning of the code and the whereabouts of Solves. Bryson followed the tunnel further underground and the stench of cheese grew stronger and smellier. Holding his nose, he could hear the sounds of a struggle ahead of him...





BCF

Bryson precariously tiptoed down the tunnel towards the eerie noise and the putrid stench. As the first rays of light burst into the tunnel, he caught a glance of the mischievous witch arguing with another figure, who Bryson didn't recognise at first as their face was shrouded in shadow. That cackle sounded familiar. He could spy Solves on the opposite side of the opening. The cheesy prints they had been carefully following had led them both to the devious witch. It was time for him to interrogate her about the poisoned princess, whose life was hanging in the balance, hopefully opening doors to new answers...



**GMK**

“What have you done to the princess?” shouted Bryson. It was as if the witch didn’t hear a single word because she didn’t offer any response. “I’m talking to you,” bellowed Bryson, realising that his words were falling on deaf ears. Again, the ugly, cruel witch simply looked back at him with a blank expression. Bryson then realised that getting information from this sinister character was not going to be a straight forward task! He had so many questions unanswered. What had happened to the princess? What about the knight? What was the cheese all about?

## Summer YOM



### YOM

Pacing the room like a caged tiger, Detective Bryson spied the witch's spell book. A light bulb went on in his head; he had an ingenious idea! He opened the old, thick, magical book and located a truth spell. In a loud voice, he recited the spell and the witch said, with wide eyes, "look at the slimy green note and say the truth spell again." Taking the note, he repeated the spell and suddenly words appeared on it. He had the answers now!



Amelia GOJ

GOJ

“To reverse the sleeping spell, you must concoct a potion of smelly cheese, gloopy blood and sticky green slime. Pour this mixture into the ear of the slumbering princess and she will jump up and scream.”  
The two detectives scanned the floor for the ingredients they needed and put them all into the bottle from the corner of the room. Bubbles spewed from the top of the bottle as they carefully and steadily carried it back to where the princess lay. Bryson took the lead and poured the fizzing mixture into her royal ear. In the blink of an eye, she sprang to life and let out a deafening scream.





### The Nest

The princess was alive and they had solved the mystery! But one puzzle still remained – who was the knight in shining armour? The princess shyly went to a cupboard and opened the door. There stood the shining suit of armour but it was empty. The princess explained that she wasn't allowed out of the castle as her father, the king, was so protective and so she would put on the suit of armour to disguise herself. Detective Bryson chuckled to himself, 'You're just like Detective Solves – a bit of a chameleon!' The princess then explained how the witch had found her in the first place...

During her days out of the palace walls, the princess liked to take part in cooking classes at the local bakery. One day, she pricked her finger on a raspberry bush thorn when she was collecting them to make a delicious raspberry cheesecake with a scoop of mint green sorbet for a competition. Now sharks which can smell a drop of blood in the ocean from miles away and witches are the same when it comes to the alluring smell of princess blood in the open air. Unfortunately for the princess, the witch who smelt her spilt blood happened to be none other than her green faced evil sister, who the king had banished many years before! Seeing her princess sister, the witch decided to take revenge and slowly kill her sister with a wicked spell which would also turn her face green. Isn't it amazing though that Detectives Bryson and his chameleon side-kick Solves saved her by pouring her own week-old smelly cheesecake and melted slimy green sorbet into her ear! Her witch sister was right in the note, the princess never did win the cheesecake competition, but everyone did think that she was rather 'grate'!



Inspired by 'Hermelin' by Mini Grey, Thameside Primary children have written this whole school book during our 2021 Book Week.

