DETECTIVE STORY B

1. Follow the main road to the settlement Baldekin. Sit next to boy Dražen. If you can`t take his ball, take his cap instead! Follow carefully the instructions on the map. Find the monument of a great king and a note nearby.
2. All the world is a stage…. Take a walk through our park to Poljana. On your left side you should see the Theatre. The next instruction is on the billboard of theatrical shows.
3. Ask a passerby for the location of the Mediterranean garden (St.Lawrence monastery). There is a new task for you at the door.
4. Calculate the surface oft he well using your knowledge in maths. When you finish, relax and god own to the Medulić square. On your right side and on the wall of a stone house, find and measure the elbow of Šibenik (unit of 117,2cm). Go one elbow to the left and continue to st. James. Find the two lions and put your hand inside its mouth. Don`t be afraid!
5. The last trace will lead you to the sea and our lungomare. On your lefte side there are the town defenders, cannons. They hide the secret!

DETECTIVE STORY A

1. Follow the main road to the settlement Baldekin. Sit next to boy Dražen. If you can`t take his ball, take his scarf instead!
2. Go to the town library and ask a man with a black hat in one of the languages of Comenius programme: „Could you borrow us a measuring meter“?
3. Follow Kalelerga to the Medulić square. When you see the well to your right, keep going straight. On the wall of a stone house, right in fronto f you, find and measure the elbow of Šibenik (unit of 117,2cm). Go one elbow to the right and continue forward. Ask a passerby the location oft he Mediterranean garden (St. Lawrence monastery) and go there. There is a new task for you at the door.
4. Calculate the volume of the well using your knowledge in maths. After that, relax and do to St. James. Find the two lions and put your hand in its mouth. Don`t be afraid!
5. The last trace will lead you to the sea and our lungomare. On your lefte side there are the town defenders, cannons. They hide the secret!