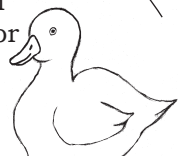


duck

5th
floor

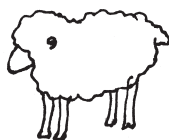


1. Look for **crates with Rollo's paw-prints** on the 2nd, 3rd, 4th and 5th floors. Each crate contains an animal stowaway!



sheep

4th
floor



2. When you find the missing animal, use the embossing tool inside the crate to make an imprint of the animal on back of this paper.

whale

4th
floor



3. Collect all seven imprints, and your team is a super group of **Mercer pet detectives!**

hog

3rd
floor

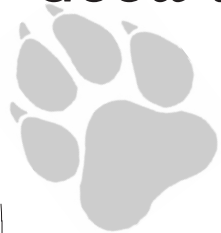


deer

3rd
floor



Good luck!



cow

2nd
floor



bee

2nd
floor

