

Archive Stamp Mystery

HOST ONLY - preparation and story

Includes answers. Keep these pages and all hint pages with the adult host.

Welcome to the archive room. The stamp was borrowed under a tag number rather than the name on its storage drawer. Your team has the original records on the table. First recover five pieces of information, then use the final plan to find the borrowed archive stamp. Keep every result beside its badge so another teammate can check your reasoning.

1. Print the six player sheets and two record sheets for each team. Keep answers and hints with the host.
2. Lay out Loan slips, Departure windows (minutes after opening), the remaining clue sheets and the final plan. All task records are printed inside the sheets; no extra prop is needed.
3. After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.
- 4 players; 1 team. Give each team 6 player sheets and 2 record sheets. Share one host guide and one set of three hint levels.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Optional: 4 invitations or certificates, only if selected.

Archive Stamp Mystery

HOST ONLY - solution guide

1. Record: KITE

Check source status first, then join the matching tag and bay. The useful information comes from separate records, not their printed row order. Result: KITE.

2. Window: MID

Add job time and travel time to each printed start. Compare the sum with both that window's end and the deadline, then reject early starts. Result: MID.

3. Word: 7

Only row 3 has FILE followed immediately by 7. Other rows have changed or reversed letters. Result: 7.

4. Entry: 3

The only order is Read record > Check stamp > Find drawer > File note. Position 2 carries 3. Result: 3.

5. Drawer: 4

D1, A3, B1, C2 reads FILE. The conversion table gives 4. Result: 4.

6. Final: BAY-D

Translate each recovered result through its named evidence key. Each location must match all five recovered features. Both values occur equally often in each column, so the location plan alone cannot identify the answer. Checked result: BAY-D.

Archive Stamp Mystery

HOST ONLY - timeline, story and ending

3 minutes: Read the opening. Show the evidence record and choose starting roles.

5 minutes: Solve Record. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Window. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Word. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Entry. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Drawer. Offer one hint at a time and rotate roles after checking.

7 minutes: Build the evidenced location using all five results.

3 minutes: Read the ending. Ask each teammate to explain one rejected alternative.

After Window: A checked entry can explain one feature, while another source can still rule out a near match. Pass the record sheet to a new checker before opening the next clue.

After Entry: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the evidenced location.

Check every result using the solution guide. Offer the next hint only when requested; save the answer reveal until the group is ready.

The team finds the archive stamp at BAY-D. Thank each teammate for a different piece of reasoning.

Explain one tempting wrong choice and the evidence that ruled it out. Show how each of the five results affected the evidenced location. If a clue is missing, say what remains uncertain before reopening that sheet.

Duration and ages are estimates. Adjust the pace and offer help for your group.

Archive Stamp Mystery

Player clue 1: Record | Team 1

The stamp was borrowed under a tag number rather than the name on its storage drawer. We will use the records on the table to find the borrowed archive stamp. Share the reading, explain each choice and keep the five results for the final plan.

Use the loan slips and tag register to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Loan slips

item: Drawer | tag: PINE | status: cancelled

item: Box | tag: WAVE | status: draft

item: Cabinet | tag: STAR | status: checked

Tag register

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Archivist note

bay: WEST | seal: RING

bay: NORTH | seal: KITE

bay: EAST | seal: LEAF

Cross-check

Match A.tag to B.tag.

Match B.bay to C.bay.

A.status is checked.

Report C.seal.

Record result: _____

Archive Stamp Mystery

Player clue 2: Window | Team 1

The team needs time for both the job and the journey. It cannot start before the earliest time, leave a window unfinished, or arrive after the deadline. Which departure window works? Times are minutes after opening.

Departure windows (minutes after opening)

EARLY: start 5; window ends 20

MID: start 15; window ends 30

LATE: start 25; window ends 45

Work and travel

Earliest start 10; job 7 min.

Travel 5 min; arrival deadline 30.

Job + travel must both fit inside one window.

Report the only possible window ID.

Window result: _____

Archive Stamp Mystery

Player clue 3: Word | Team 1

Word desk: Find the exact word FILE, reading RIGHT only. Reject near matches and reversed words. Copy the digit immediately after it.

Find FILE; only read to the RIGHT.

F	I	L	X	8	A	B	C
E	L	I	F	2	A	B	C
F	I	L	E	7	D	E	F
C	A	M	P	9	S	U	N

Answer = digit in the next square after the word.

Word result: _____

Archive Stamp Mystery

Player clue 4: Entry | Team 1

Entry desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 2.

Check stamp [3]

File note [7]

Find drawer [5]

Read record [1]

Read record BEFORE Find drawer

Check stamp BEFORE File note

Find drawer BEFORE File note

Read record BEFORE Check stamp

Check stamp BEFORE Find drawer

Read position 2 (positions start at 1).

Entry result: _____

Archive Stamp Mystery

Player clue 5: Drawer | Team 1

Drawer desk: Read the letter at each coordinate, in order. Letter = column; number = row. Convert the complete word using the printed table.

Columns: A, B, C, D. Rows: 1, 2, 3.

1	D	L	K	F
2	J	M	E	T
3	I	S	V	Y

FILE = 4

CASE = 7

VASE = 0

READ COORDINATES IN ORDER:

D1 > A3 > B1 > C2

Drawer result: _____

Archive Stamp Mystery

Player clue 6: Final | Team 1

Use each recorded result in the evidence key to learn one feature. Compare all five features with the location plan. Report the one location ID supported by every source, then explain why a nearby alternative fails.

Use your results from: Record, Window, Word, Entry, Drawer.

Location plan

BAY-L: leaf / south / stone / lower / square

BAY-A: leaf / south / wood / upper / round

BAY-B: ring / south / stone / upper / square

BAY-C: leaf / north / wood / upper / square

BAY-D: leaf / north / wood / upper / round

BAY-E: ring / south / wood / lower / square

BAY-F: leaf / north / stone / upper / round

BAY-G: ring / south / stone / lower / round

BAY-H: ring / north / wood / upper / round

BAY-I: ring / south / stone / lower / square

BAY-J: leaf / north / wood / lower / round

BAY-K: ring / north / stone / lower / square

Column order and evidence key

Stamp (Record): RING=ring; KITE=leaf

Door (Window): MID=north; EARLY=south

Surface (Word): 7=wood; 8=stone

Level (Entry): 3=upper; 7=lower

Seal (Drawer): 4=round; 7=square

Final result: _____

Ask your host to check your final result and read the ending.

Archive Stamp Mystery

Hint level 1 - HOST ONLY

1. Record

Start with the status field in Loan slips.

2. Window

Look at earliest start, each window end and the arrival deadline.

3. Word

Find the exact target word and the allowed reading direction.

4. Entry

Find all the event cards and the before notes.

5. Drawer

Find the column letters and row numbers on the grid.

6. Final

Keep the five named results beside the final plan and find the key for each badge.

Archive Stamp Mystery

Hint level 2 - HOST ONLY

1. Record

The tag links an item to a bay; rows in separate records need not line up.

2. Window

The journey uses time as well as the job; add both to the start of each window.

3. Word

A reversed word or almost-matching spelling does not qualify.

4. Entry

Connect cards linked by the notes; a card position is counted from the beginning of the completed order.

5. Drawer

A coordinate gives column first and row second; keep the printed coordinate order.

6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

Archive Stamp Mystery

Hint level 3 - HOST ONLY

1. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

2. Window

Check all three conditions for each window. A slot can be long enough yet start too early or arrive too late.

3. Word

Check every letter of the full word, then read the digit immediately after it in the permitted direction.

4. Entry

Check every before relationship, then read only the requested position. The printed card arrangement is not the answer order.

5. Drawer

Read the full word before using the conversion table. If the word is missing, recheck each row and column rather than choosing a similar word.

6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.

Archive Stamp Mystery

Team 1 result record

Write the complete result from each clue. Results can be words, routes, orders, settings or numbers.

Record: _____

Window: _____

Word: _____

Entry: _____

Drawer: _____

Keep this record beside the final clue. Copy results exactly, including any leading zero.

Reader / Recorder / Evidence checker / Route or model builder

After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

Archive Stamp Mystery

Team 1 final result and celebration

Our final challenge: Final

We combined our earlier clues to decide:

We know it works because:

Host: compare the result with your solution guide. Read the ending when it matches, then let the team explain one discovery.

No physical lock or prize is required. Draw a celebration star here if you like.

Archive Stamp Mystery

You're invited to a mystery!

Join Birthday Explorer for Archive Stamp Mystery.

The stamp was borrowed under a tag number rather than the name on its storage drawer. Work together to find the borrowed archive stamp.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

Archive Stamp Mystery

You're invited to a mystery!

Join Birthday Explorer for Archive Stamp Mystery.

The stamp was borrowed under a tag number rather than the name on its storage drawer. Work together to find the borrowed archive stamp.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

Archive Stamp Mystery

You're invited to a mystery!

Join Birthday Explorer for Archive Stamp Mystery.

The stamp was borrowed under a tag number rather than the name on its storage drawer. Work together to find the borrowed archive stamp.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

Archive Stamp Mystery

You're invited to a mystery!

Join Birthday Explorer for Archive Stamp Mystery.

The stamp was borrowed under a tag number rather than the name on its storage drawer. Work together to find the borrowed archive stamp.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

Archive Stamp Mystery

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Archive Stamp Mystery with curiosity,
teamwork and kindness.

The team finds the archive stamp at BAY-D. Thank each teammate for a
different piece of reasoning.

Date: _____

Host signature: _____

Archive Stamp Mystery

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Archive Stamp Mystery with curiosity,
teamwork and kindness.

The team finds the archive stamp at BAY-D. Thank each teammate for a
different piece of reasoning.

Date: _____

Host signature: _____

Archive Stamp Mystery

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Archive Stamp Mystery with curiosity,
teamwork and kindness.

The team finds the archive stamp at BAY-D. Thank each teammate for a
different piece of reasoning.

Date: _____

Host signature: _____

Archive Stamp Mystery

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Archive Stamp Mystery with curiosity,
teamwork and kindness.

The team finds the archive stamp at BAY-D. Thank each teammate for a
different piece of reasoning.

Date: _____

Host signature: _____