Clockmaker Birthday Repair

Player clue 1: Order | Team 1

The clock repair cards must be returned to an order that allows every check to happen. We will use the records on the table to reconstruct the clock repair schedule. Share the reading, explain each choice and keep the five results for the final plan.

Arrange the four event cards using every witness note. "Immediately before" means there is no event between them. Report the requested position after the whole order has been checked.

Event cards

A: Open case

B: Fit spring

C: Stop clock

D: Clean wheel

Witness notes

D is immediately before B.

A is before D.

C is immediately before A.

Report the event ID in position 3.

Order result: _____

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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 15; window ends 30

MID: start 25; window ends 40

LATE: start 35; window ends 55

Work and travel

Earliest start 20; job 7 min.

Travel 5 min; arrival deadline 40.

Job + travel must both fit inside one window.

Report the only possible window ID.

Window result: _____

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Player clue 3: Parts | Team 1

Parts desk: A return entry lost its amount. Use the opening and closing stock to find the missing return. Apply DONE entries; ignore the CANCELLED plan.

Opening stock: 10. Closing stock: 16.

Received: +3 DONE
Planned: +7 CANCELLED
Issued: -3 DONE
Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Parts result: _____

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Player clue 4: Repairer | Team 1

Repairer desk: Each person has ONE different item. Use all four NOT rules. Find Kit's item and copy its digit.

Gear digit 9	**Spring** digit 2	**Hand** digit 5

People: Tess, Raj, Kit

Tess does NOT have Hand.

Raj does NOT have Gear.

Raj does NOT have Spring.

Kit does NOT have Gear.

Find Kit's item. Each item is used once.

Repairer result: _____

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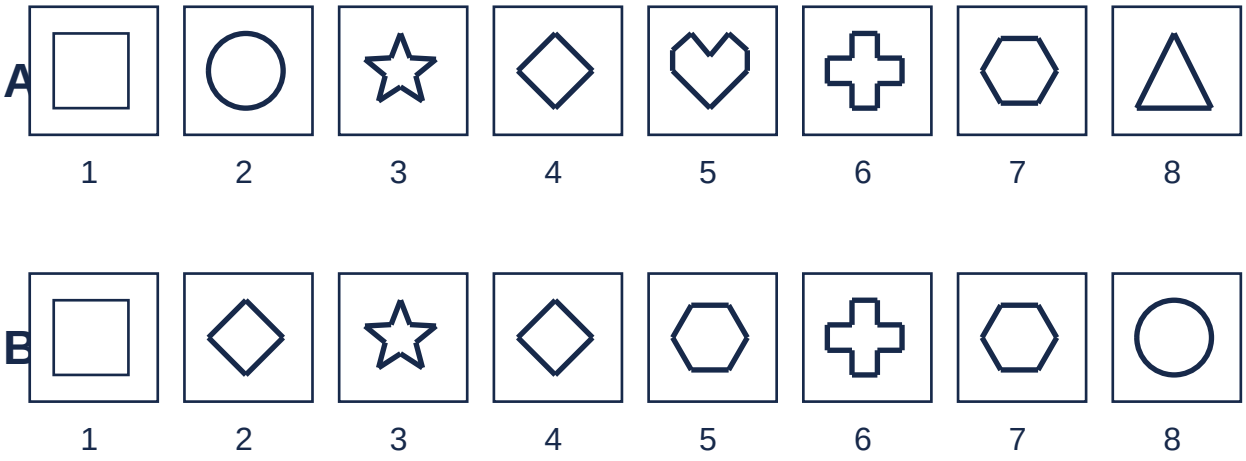
Player clue 5: Face | Team 1

Face desk: Compare the two records at matching numbered positions. Count different pairs once each; ignore box outlines.

Compare matching numbered positions.



Do not count title, labels, or boxes as differences.

Face result: _____

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Player clue 6: Final | Team 1

Each recorded result recovers one order note. Use all five notes to put the six named events in order. A>B means A happens before B. Write all six event IDs from first to last; check that every note is satisfied.

Use your results from: Order, Window, Parts, Repairer, Face.

Run sheet
A: Open case
B: Fit spring
C: Stop clock
D: Test chime
E: Clean wheel
F: Close case
Recovered order notes
Order: A=A>C; D=C>A
Window: MID=A>E; EARLY=E>A
Parts: 13=B>E; 6=E>B
Repairer: 2=B>F; 9=F>B
Face: 0=D>F; 3=F>D
Order rule
A>B means A happens before B. Use all five notes.
Report all six event IDs in order, with hyphens.

Final result: _____

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