Clockmaker Birthday Repair

HOST ONLY - preparation and story

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

Welcome to the clockmaker workshop. The clock repair cards must be returned to an order that allows every check to happen. Your team has the original records on the table. First recover five pieces of information, then use the final plan to reconstruct the clock repair schedule. 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 Event cards, 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.

Clockmaker Birthday Repair

HOST ONLY - solution guide

1. Order: D

The before relationships connect all four events. Place linked cards, check any immediate handoff and then read the specified position. Result: D.

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. Parts: 6

Known stock: 10 + 3 - 3 = 10. Closing stock 16 minus 10 gives the missing return 6. Cancelled +7 never arrived. Result: 6.

4. Repairer: 2

Tess has Gear; Raj has Hand; Kit has Spring. Kit's item gives 2. Result: 2.

5. Face: 3

Different positions are 2, 5, 8. There are 3 differences. Result: 3.

6. Final: C-A-E-B-F-D

The five recovered order notes link all six events. Arrange them into one continuous order. Removing any link leaves two neighboring sections without a known order. Checked result: C-A-E-B-F-D.

Clockmaker Birthday Repair

HOST ONLY - timeline, story and ending

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

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

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

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

7 minutes: Build the six-event run sheet using all five results.

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

After Window: One time window can fit the work but fail the journey. Keep each order note beside its source. Pass the record sheet to a new checker before opening the next clue.

After Repairer: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the six-event run sheet.

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

The crew uses run sheet C-A-E-B-F-D; every recovered order note is respected. 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 six-event run sheet. 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.