# Cloud Castle Invitation

## HOST ONLY - preparation and story

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

Welcome to the cloud castle. The guests can enter only after the invitation checks are completed in the right order. Your team has the original records on the table. First recover five pieces of information, then use the final plan to rebuild the castle welcome 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, Guest ledger, 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.

# Cloud Castle Invitation

## HOST ONLY - solution guide

### 1. Order: A

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

### 2. 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.

### 3. Seal: 6

A3, B1, C2, D3 reads GATE. The conversion table gives 6. Result: 6.

### 4. Steps: 5

The only order is Find seal > Read invite > Check gate > Enter hall. Position 4 carries 5. Result: 5.

### 5. Cloud: 3

Known stock: 11 + 2 - 2 = 11. Closing stock 14 minus 11 gives the missing return 3. Cancelled +7 never arrived. Result: 3.

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

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

# Cloud Castle Invitation

## 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 Record. Offer one hint at a time and rotate roles after checking.

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

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

5 minutes: Solve Cloud. 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 Record: 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 Steps: 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 B-D-A-F-C-E; 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.

# Cloud Castle Invitation

## Player clue 1: Order | Team 1

The guests can enter only after the invitation checks are completed in the right order. We will use the records on the table to rebuild the castle welcome 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: Read name

B: Ring bell

C: Raise flag

D: Check seal

**Witness notes**

D is immediately before B.

A is before D.

C is immediately before A.

Report the event ID in position 2.

Order result: _____

# Cloud Castle Invitation

## Player clue 2: Record | Team 1

Use the guest ledger and seal book to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

**Guest ledger**
item: Tower | tag: PINE | status: cancelled
item: Arch | tag: WAVE | status: draft
item: Stair | tag: STAR | status: checked
**Seal book**
tag: STAR | bay: NORTH
tag: PINE | bay: EAST
tag: WAVE | bay: WEST
**Gate 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: _____

# Cloud Castle Invitation

## Player clue 3: Seal | Team 1

Seal 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** | **J** | **A** | **Q** | **T** |
| **2** | **P** | **S** | **T** | **Y** |
| **3** | **G** | **X** | **A** | **E** |

**GATE = 6**

**MAIL = 9**

**LAMP = 2**

**READ COORDINATES IN ORDER:**

**A3 > B1 > C2 > D3**

Seal result: _____

# Cloud Castle Invitation

## Player clue 4: Steps | Team 1

Steps desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 4.

| | |
|---|---|
| **Check gate [3]** | **Find seal [9]** |
| **Enter hall [5]** | **Read invite [1]** |

Find seal BEFORE Check gate

Read invite BEFORE Enter hall

Check gate BEFORE Enter hall

Find seal BEFORE Read invite

Read invite BEFORE Check gate

**Read position 4 (positions start at 1).**

Steps result: _____

# Cloud Castle Invitation

## Player clue 5: Cloud | Team 1

Cloud 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: 11. Closing stock: 14.

| |
|---|
| **Received: +2 DONE** |
| **Planned: +7 CANCELLED** |
| **Issued: -2 DONE** |
| **Returned: ? DONE** |

Missing return = ? units. Ignore cancelled plans.

Cloud result: _____

# Cloud Castle Invitation

## 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, Record, Seal, Steps, Cloud.

**Run sheet**
A: Check seal
B: Raise flag
C: Open gate
D: Read name
E: Welcome guest
F: Ring bell
**Recovered order notes**
Order: A=B>D; B=D>B
Record: RING=A>D; KITE=D>A
Seal: 6=A>F; 9=F>A
Steps: 3=C>F; 5=F>C
Cloud: 3=C>E; 10=E>C
**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.

# Cloud Castle Invitation

## Hint level 1 - HOST ONLY

### 1. Order

Read the event letters and all three witness notes.

### 2. Record

Start with the status field in Guest ledger.

### 3. Seal

Find the column letters and row numbers on the grid.

### 4. Steps

Find all the event cards and the before notes.

### 5. Cloud

Find opening stock, closing stock and the DONE or CANCELLED marks.

### 6. Final

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

# Cloud Castle Invitation

## Hint level 2 - HOST ONLY

### 1. Order

Join immediately-before pairs as a block; other before notes set the direction between blocks.

### 2. Record

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

### 3. Seal

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

### 4. Steps

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

### 5. Cloud

Only completed entries change stock. A cancelled plan cannot be added or subtracted.

### 6. Final

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

# Cloud Castle Invitation

## Hint level 3 - HOST ONLY

### 1. Order

Try the remaining positions, then check every note against your full order before reading the requested position.

### 2. Record

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

### 3. Seal

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.

### 4. Steps

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

### 5. Cloud

Apply every known completed change to opening stock. Compare that result with closing stock to recover the missing completed return.

### 6. Final

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

# Cloud Castle Invitation

## Team 1 result record

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

Order: _____

Record: _____

Seal: _____

Steps: _____

Cloud: _____

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.

# Cloud Castle Invitation

## 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.

# Cloud Castle Invitation

**You're invited to a mystery!**

## Join Birthday Explorer for Cloud Castle Invitation.

The guests can enter only after the invitation checks are completed in the right order. Work together to rebuild the castle welcome schedule.

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.

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# Cloud Castle Invitation

## Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Cloud Castle Invitation with curiosity, teamwork and kindness.

The crew uses run sheet B-D-A-F-C-E; every recovered order note is respected. Thank each teammate for a different piece of reasoning.

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