

Pocket Detective Club

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The birthday team has arrived, but one important part of the celebration is missing. Find the badge box that was placed on the wrong shelf. Collect five named badge digits, then use the final sheet to finish your mission. All the clues you need are printed here. Work together and ask for a hint whenever you want.

1. Print one player pack and two record sheets per team. Keep the host answers and all three hint levels with the adult.
2. Keep every clue as a full sheet at one table. Put the final sheet face down until all five results are recorded. Nothing needs cutting, folding or hiding.
3. Give each child a pencil. Choose a reader, recorder and checker, and swap jobs after each clue. Use one team for 2-4 children or two teams for 5-6.

Players: 4; teams: 1. Print one player and prop set per team. Invitations and certificates: 4 each.

No locks, purchases or cutting required. Keep all clues at a low table. Scissors are optional and for adults only.

Pocket Detective Club

HOST ONLY - solution guide

1. Print: 3

Align each position in strip A with the same position in strip B. Count every unequal pair once.

2. Witness: 3

A fails striped; C fails not-round; only B meets all three requirements and gives 3.

3. Route: 9

Move exactly one orthogonal square per arrow; copy only the value at the endpoint.

4. Badges: 7

Count each triangle once; ignore the other shapes.

5. Weight: 6

Subtract 2 from 20, divide by 3 to get 6. Check $2 \times 6 + 5 = 17$.

6. Final: 01527

candidate-elimination: Compare all five clue digits against each row; only Parcel A matches.. Keep leading zeroes.

Pocket Detective Club

HOST ONLY - timeline and paper check

3 minutes: Read the opening story and explain the badges.

5 minutes: Solve Print; offer one hint at a time.

5 minutes: Solve Witness; offer one hint at a time.

5 minutes: Solve Route; offer one hint at a time.

5 minutes: Solve Badges; offer one hint at a time.

5 minutes: Solve Weight; offer one hint at a time.

5 minutes: Combine the badges on the final sheet.

2 minutes: Read the ending and award certificates.

Paper completion: check each badge against the solution guide, then check the final code. No device is required.

Mission complete! Pocket Detective Club is ready for its birthday celebration. Thank your team for sharing ideas and helping one another.

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

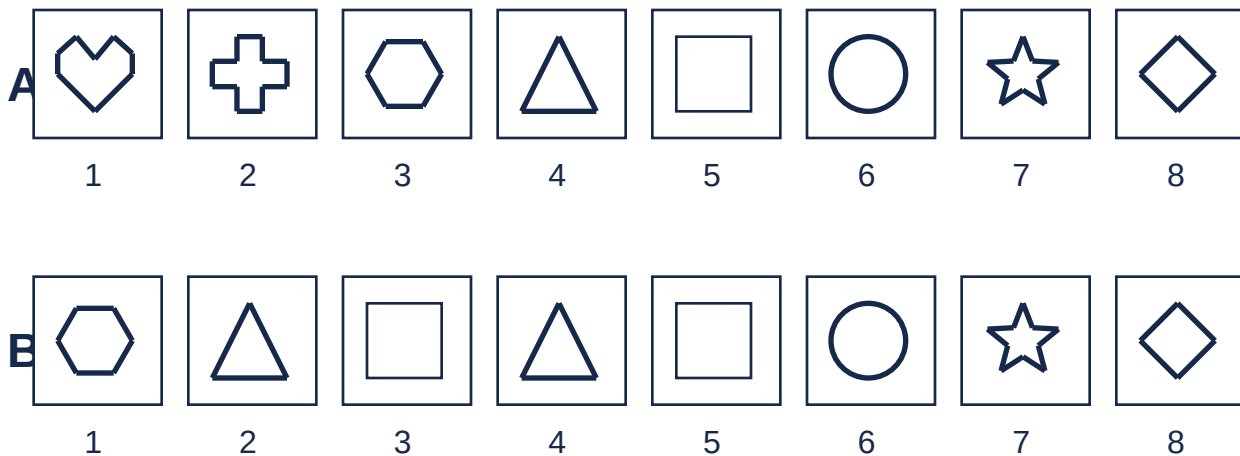
Pocket Detective Club

Player clue 1: Print | Team 1

Welcome, birthday explorers! Find the badge box that was placed on the wrong shelf. Find five badge numbers. Use them on the last page. You can help each other and ask me for hints.

Compare the two strips position by position. How many positions have different shapes? Count positions, not shapes.

Compare matching numbered positions.



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

Print badge: _____

Pocket Detective Club

Player clue 2: Witness | Team 1

Find the ONE card matching all three requirements. Cross out cards that fail any requirement. Record its digit.

Rule: striped = yes

Rule: round = no

Rule: tagged = yes

Card A - digit 8

striped: no / round: no / tagged: yes

Card B - digit 3

striped: yes / round: no / tagged: yes

Card C - digit 2

striped: yes / round: yes / tagged: yes

Witness badge: _____

Pocket Detective Club

Player clue 3: Route | Team 1

Start at S. Follow each arrow by one square in the listed order. Record the number on your final square.

S: 0	1	2	3
4	5	6	7
8	9	0	1

right > right > down > left > down

One arrow = one square. S = start.

Route badge: _____

Pocket Detective Club

Player clue 4: Badges | Team 1

Count only the triangle shapes. Write that number on your Badges badge.



triangle



triangle



triangle



triangle



triangle



triangle



triangle



circle



circle



circle



circle

Badges badge: _____

Pocket Detective Club

Player clue 5: Weight | Team 1

All parcels have the same whole-number weight. Use the first rule to find ONE parcel, then check it against the second rule.

3 parcels + 2 loose units = 20 units



2 parcels + 5 loose units = 17 units

One parcel = ? units. Whole numbers 1-9.

All parcels have equal weight.

Weight badge: _____

Pocket Detective Club

Player clue 6: Final | Team 1

Use your five badge digits to compare every clue column. Choose the single card matching ALL five digits, then enter its printed code.

C1=Print / C2=Witness / C3=Route / C4=Badges / C5=Weight

Parcel A: code 01527

C1=3 / C2=3 / C3=9 / C4=7 / C5=6

Parcel B: code 15183

C1=3 / C2=4 / C3=9 / C4=7 / C5=6

Parcel C: code 15549

C1=3 / C2=3 / C3=9 / C4=8 / C5=6

Final badge: _____

Need help? Ask your host for one hint at a time.

Pocket Detective Club

Hint cards - level 1 (spoilers; keep with host)

1. Print

Compare the first square in A with the first square in B.

2. Witness

Check every rule, not only the first.

3. Route

Start at the top-left S square.

4. Badges

Look for the word triangle.

5. Weight

The loose units are separate from the equal parcels.

6. Final

Keep the five badge results visible. Every number has a badge name.

Pocket Detective Club

Hint cards - level 2 (spoilers; keep with host)

1. Print

Mark a pair only if its shapes differ.

2. Witness

Rule 2 says round = no. A positive match on one rule is not enough.

3. Route

One arrow means one square, even if the next square looks interesting.

4. Badges

Point to one triangle at a time.

5. Weight

Remove the loose units before sharing the remaining total.

6. Final

Use the order, slots, route or matching columns printed on this page.

Pocket Detective Club

Hint cards - level 3 (spoilers; keep with host)

1. Print

Count the marks, not the total number of printed shapes.

2. Witness

Compare the three yes/no values in each row. Only one row matches the complete rule list.

3. Route

Trace each move with a pencil and mark the final square.

4. Badges

Mark the triangle shapes as you count, then check again.

5. Weight

Check the same whole-number result in BOTH equations.

6. Final

Compare all five columns, not just the first. Copy the code of the remaining card.

Pocket Detective Club

Team 1 badge record (no cutting needed)

Write a digit beside each badge as you solve its clue.

Print: _____

Witness: _____

Route: _____

Badges: _____

Weight: _____

Reader: reads the clue. Recorder: writes the digit. Path finder: traces routes. Swap roles every clue.

Pocket Detective Club

Team 1 paper unlock card

Our five badges are ready. We used the final sheet to find this code:

Host: compare this with your solution guide. When it matches, read the ending and celebrate.

No physical lock or prize is required. You may draw a celebration star on this card.

Pocket Detective Club

You're invited to a birthday mystery!

Join Birthday Explorer for Pocket Detective Club.

Find the badge box that was placed on the wrong shelf.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

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Pocket Detective Club

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Pocket Detective Club with curiosity,
teamwork and kindness.

Mission complete! Pocket Detective Club is ready for its birthday
celebration. Thank your team for sharing ideas and helping one
another.

Date: _____

Host signature: _____

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