Pocket Detective Club

HOST ONLY - preparation and story

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

Welcome to the Pocket Detective Club. A moved badge box left a checked receipt, an old tag and a cancelled transfer. Your team has the original records on the table. First recover five pieces of information, then use the final plan to prove where the badge box belongs. 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 Badge receipts, Supply cards, 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.

Pocket Detective Club

HOST ONLY - solution guide

1. Record: RING

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

2. Kit: E

Compare coverage before weight. Only complete kits qualify; minimize their combined weight and report the selected cards in alphabetical order. Result: E.

3. Address: 3

C1, D2, A1, B2 reads CASE. The conversion table gives 3. Result: 3.

4. Moving: 6

Known stock: 12 + 4 - 1 = 15. Closing stock 21 minus 15 gives the missing return 6. Cancelled +7 never arrived. Result: 6.

5. Weight: 9

Remove 1 from 37; share 36 among 4 parcels to get 9. Check 2 x 9 + 3 = 21. Result: 9.

6. Final: SHELF-C

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: SHELF-C.

Pocket Detective Club

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

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

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

5 minutes: Solve Weight. 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 Kit: 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 Moving: 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 misplaced badge box at SHELF-C. 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.

Pocket Detective Club

Player clue 1: Record | Team 1

A moved badge box left a checked receipt, an old tag and a cancelled transfer. We will use the records on the table to prove where the badge box belongs. Share the reading, explain each choice and keep the five results for the final plan.

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

Badge receipts
item: ShelfA | tag: PINE | status: draft
item: ShelfB | tag: WAVE | status: checked
item: ShelfC | tag: STAR | status: cancelled
Transfer book
tag: STAR | bay: NORTH
tag: PINE | bay: EAST
tag: WAVE | bay: WEST
Clerk 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: _____

Pocket Detective Club

Player clue 2: Kit | Team 1

Pack a kit that supplies all three needs. One card may cover two needs, but its weight is counted once. Choose the lightest complete kit within the carrier limit. Report its card letters alphabetically.

Supply cards

A: weight 3; gives tie+light

B: weight 2; gives mark

C: weight 2; gives tie

D: weight 4; gives light+mark

E: weight 4; gives tie+light+mark

Packing order

Capacity 7; must cover tie, light, mark.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

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Player clue 3: Address | Team 1

Address 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	**S**	**T**	**C**	**Z**
2	**V**	**E**	**B**	**A**
3	**A**	**D**	**G**	**K**

CASE = 3

VASE = 6

BOOK = 9

READ COORDINATES IN ORDER:

C1 > D2 > A1 > B2

Address result: _____

Pocket Detective Club

Player clue 4: Moving | Team 1

Moving 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: 12. Closing stock: 21.

Received: +4 DONE
Planned: +7 CANCELLED
Issued: -1 DONE
Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Moving result: _____

Pocket Detective Club

Player clue 5: Weight | Team 1

Weight desk: Every parcel has the same whole-number weight. Remove loose units, find ONE parcel and check the second rule.

4 parcels + 1 loose units = 37 units

2 parcels + 3 loose units = 21 units

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

All parcels have equal weight.

Weight result: _____

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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, Kit, Address, Moving, Weight.

Location plan
SHELF-K: leaf / south / stone / lower / square
SHELF-L: leaf / south / wood / upper / round
SHELF-A: ring / south / stone / upper / square
SHELF-B: leaf / north / wood / upper / square
SHELF-C: leaf / north / wood / upper / round
SHELF-D: ring / south / wood / lower / square
SHELF-E: leaf / north / stone / upper / round
SHELF-F: ring / south / stone / lower / round
SHELF-G: ring / north / wood / upper / round
SHELF-H: ring / south / stone / lower / square
SHELF-I: leaf / north / wood / lower / round
SHELF-J: ring / north / stone / lower / square
Column order and evidence key
Stamp (Record): RING=leaf; KITE=ring
Door (Kit): A-B=south; E=north
Surface (Address): 3=wood; 6=stone
Level (Moving): 6=upper; 13=lower
Seal (Weight): 1=square; 9=round

Final result: _____

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

Pocket Detective Club

Hint level 1 - HOST ONLY

1. Record

Start with the status field in Badge receipts.

2. Kit

Read each supply card and the three required needs.

3. Address

Find the column letters and row numbers on the grid.

4. Moving

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

5. Weight

Find the equal parcels and the separate loose units.

6. Final

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

Pocket Detective Club

Hint level 2 - HOST ONLY

1. Record

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

2. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

3. Address

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

4. Moving

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

5. Weight

Remove the loose units before sharing the remaining weight among equal parcels.

6. Final

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

Pocket Detective Club

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. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

3. Address

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. Moving

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

5. Weight

Find one parcel from the first equation, then substitute that weight into the second equation before recording it.

6. Final

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

Pocket Detective Club

Team 1 result record

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

Record: _____

Kit: _____

Address: _____

Moving: _____

Weight: _____

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.

Pocket Detective Club

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.

Pocket Detective Club

You're invited to a mystery!

Join Birthday Explorer for Pocket Detective Club.

A moved badge box left a checked receipt, an old tag and a cancelled transfer. Work together to prove where the badge box belongs.

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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Pocket Detective Club

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

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

The team finds the misplaced badge box at SHELF-C. Thank each teammate for a different piece of reasoning.

Date: _____

Host signature: _____

Pocket Detective Club

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

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

The team finds the misplaced badge box at SHELF-C. Thank each teammate for a different piece of reasoning.

Date: _____

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Pocket Detective Club

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Team member: _____

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

The team finds the misplaced badge box at SHELF-C. Thank each teammate for a different piece of reasoning.

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Pocket Detective Club

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