

Secret Library Parcel

HOST ONLY - preparation and story

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

Welcome to the secret library. A parcel changed desks twice and its first shelf label is no longer current. Your team has the original records on the table. First recover five pieces of information, then use the final plan to locate the returned story parcel. 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 Borrower slips, 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.

Secret Library Parcel

HOST ONLY - solution guide

1. Record: LEAF

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

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. Order: 6

The only order is Log return > Check title > Find shelf > Place parcel. Position 3 carries 6. Result: 6.

4. Reader: 8

Mia has Poem; Leo has Fable; Nia has Atlas. Leo's item gives 8. Result: 8.

5. Shelf: 8

B1, C2, C2, D3 reads BOOK. The conversion table gives 8. Result: 8.

6. Final: BAY-B

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: BAY-B.

Secret Library Parcel

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

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

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

5 minutes: Solve Shelf. 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 Window: 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 Reader: 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 returned story parcel at BAY-B. 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.

Secret Library Parcel

Player clue 1: Record | Team 1

A parcel changed desks twice and its first shelf label is no longer current. We will use the records on the table to locate the returned story parcel. Share the reading, explain each choice and keep the five results for the final plan.

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

Borrower slips

item: Desk | tag: PINE | status: checked

item: Shelf | tag: WAVE | status: cancelled

item: Chest | tag: STAR | status: draft

Return book

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Librarian 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: _____

Secret Library Parcel

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 10; window ends 25

MID: start 20; window ends 35

LATE: start 30; window ends 50

Work and travel

Earliest start 15; job 7 min.

Travel 5 min; arrival deadline 35.

Job + travel must both fit inside one window.

Report the only possible window ID.

Window result: _____

Secret Library Parcel

Player clue 3: Order | Team 1

Order desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 3.

Place parcel [8]

Check title [4]

Log return [2]

Find shelf [6]

Log return BEFORE Find shelf

Check title BEFORE Place parcel

Find shelf BEFORE Place parcel

Log return BEFORE Check title

Check title BEFORE Find shelf

Read position 3 (positions start at 1).

Order result: _____

Secret Library Parcel

Player clue 4: Reader | Team 1

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

Atlas digit 5	Fable digit 8	Poem digit 1
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People: Mia, Leo, Nia

- Mia does NOT have Fable.
- Leo does NOT have Poem.
- Leo does NOT have Atlas.
- Nia does NOT have Poem.

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

Reader result: _____

Secret Library Parcel

Player clue 5: Shelf | Team 1

Shelf 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	P	B	V	Y
2	U	X	O	D
3	Z	C	F	K

BOOK = 8

CASE = 1

VASE = 4

READ COORDINATES IN ORDER:

B1 > C2 > C2 > D3

Shelf result: _____

Secret Library Parcel

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, Window, Order, Reader, Shelf.

Location plan

BAY-J: leaf / south / stone / lower / square

BAY-K: leaf / south / wood / upper / round

BAY-L: ring / south / stone / upper / square

BAY-A: leaf / north / wood / upper / square

BAY-B: leaf / north / wood / upper / round

BAY-C: ring / south / wood / lower / square

BAY-D: leaf / north / stone / upper / round

BAY-E: ring / south / stone / lower / round

BAY-F: ring / north / wood / upper / round

BAY-G: ring / south / stone / lower / square

BAY-H: leaf / north / wood / lower / round

BAY-I: ring / north / stone / lower / square

Column order and evidence key

Stamp (Record): RING=ring; LEAF=leaf

Door (Window): MID=north; EARLY=south

Surface (Order): 6=wood; 8=stone

Level (Reader): 5=lower; 8=upper

Seal (Shelf): 1=square; 8=round

Final result: _____

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

Secret Library Parcel

Hint level 1 - HOST ONLY

1. Record

Start with the status field in Borrower slips.

2. Window

Look at earliest start, each window end and the arrival deadline.

3. Order

Find all the event cards and the before notes.

4. Reader

Find the three people, the three items and the forbidden pairings.

5. Shelf

Find the column letters and row numbers on the grid.

6. Final

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

Secret Library Parcel

Hint level 2 - HOST ONLY

1. Record

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

2. Window

The journey uses time as well as the job; add both to the start of each window.

3. Order

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

4. Reader

Each item is used once. A person ruled out of two items must have the third.

5. Shelf

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

6. Final

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

Secret Library Parcel

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. Window

Check all three conditions for each window. A slot can be long enough yet start too early or arrive too late.

3. Order

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

4. Reader

Place the most restricted person, remove that item from the others, then use the remaining rule. Read the target person only after checking all pairs.

5. Shelf

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.

6. Final

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

Secret Library Parcel

Team 1 result record

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

Record: _____

Window: _____

Order: _____

Reader: _____

Shelf: _____

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.

Secret Library Parcel

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.

Secret Library Parcel

You're invited to a mystery!

Join Birthday Explorer for Secret Library Parcel.

A parcel changed desks twice and its first shelf label is no longer current. Work together to locate the returned story parcel.

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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Secret Library Parcel

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Secret Library Parcel with curiosity,
teamwork and kindness.

The team finds the returned story parcel at BAY-B. Thank each teammate
for a different piece of reasoning.

Date: _____

Host signature: _____

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