

Amber Lab Dispatch

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The amber lab has a scrambled sample note, a stock correction and three courier assignments. Match the printed records to the final dispatch route. Collect five named badge digits and use the final sheet. Every clue is on the table; ask the host for one hint at a time.

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.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Amber Lab Dispatch

HOST ONLY - solution guide

1. Note: 6

The decoded word is AMBER; its row gives 6.

2. Stock: 9

Known stock: $10 + 2 - 2 = 10$. Closing stock 19 minus 10 gives the missing return 9. Cancelled +7 never arrived.

3. Courier: 9

Nell has Case; Otto has Box; Tia has Tray. Otto's item gives 9.

4. Drawer: 6

A3, B1, C2, D3, A2 reads AMBER. The conversion table gives 6.

5. Order: 5

The only order is Read sample > Check stock > Seal case > Send case. Position 4 carries 5.

6. Final: 59966

Start > Stop 1 > Stop 2 > Stop 3 > Stop 4 > Stop 5 > Finish; Order > Stock > Courier > Note > Drawer

Amber Lab Dispatch

HOST ONLY - timeline and paper check

3 minutes: Read the story, show the badge record and choose roles.

4 minutes: Solve Note. Offer one hint level at a time if wanted.

5 minutes: Solve Stock. Offer one hint level at a time if wanted.

6 minutes: Solve Courier. Offer one hint level at a time if wanted.

5 minutes: Solve Drawer. Offer one hint level at a time if wanted.

5 minutes: Solve Order. Offer one hint level at a time if wanted.

5 minutes: Use the five results on the final sheet.

2 minutes: Read the ending and thank each teammate.

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

The amber sample cards reach their correct paper drawers. Thank your team for checking the evidence together. Confirmed final control code: 59966.

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

Amber Lab Dispatch

Player clue 1: Note | Team 1

The amber lab has a scrambled sample note, a stock correction and three courier assignments. Match the printed records to the final dispatch route. Find five badge digits, then use the final sheet. Help each other and ask for hints.

Note desk: Decode all shapes in message order. Repeated shapes repeat their letter. Convert the full word using the table.



triangle = A



square = M



circle = B



star = E



diamond = R



triangle



square



circle



star



diamond

AMBER = 6

EGGS = 9

BONE = 2

Note badge: _____

Amber Lab Dispatch

Player clue 2: Stock | Team 1

Stock 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: 10. Closing stock: 19.

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

Missing return = ? units. Ignore cancelled plans.

Stock badge: _____

Amber Lab Dispatch

Player clue 3: Courier | Team 1

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

Case digit 3	Tray digit 6	Box digit 9
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People: Nell, Otto, Tia

Nell does NOT have Box.

Otto does NOT have Case.

Otto does NOT have Tray.

Tia does NOT have Case.

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

Courier badge: _____

Amber Lab Dispatch

Player clue 4: Drawer | Team 1

Drawer 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	M	Q	T	AMBER = 6 EGGS = 9 BONE = 2
2	R	S	B	Y	
3	A	X	A	E	

READ COORDINATES IN ORDER:
A3 > B1 > C2 > D3 > A2

Drawer badge: _____

Amber Lab Dispatch

Player clue 5: Order | Team 1

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

Seal case [3]	Read sample [9]
Send case [5]	Check stock [1]

- Read sample BEFORE Seal case
- Check stock BEFORE Send case
- Seal case BEFORE Send case
- Read sample BEFORE Check stock
- Check stock BEFORE Seal case

Read position 4 (positions start at 1).

Order badge: _____

Amber Lab Dispatch

Player clue 6: Final | Team 1

Find the route from Start to Finish visiting Stop 1-5. Reject branches that cannot finish. Join the badge digits in route order.

Start > Stop 1 OR Dead end

Stop 1 (Order) > Stop 2

Stop 2 (Stock) > Stop 3 OR Dead end

Stop 3 (Courier) > Stop 4

Stop 4 (Note) > Stop 5

Stop 5 (Drawer) > Finish

Required: Stop 1, 2, 3, 4, 5. Dead end has no exit.

Final badge: _____

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

Amber Lab Dispatch

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

1. Note

Use the letter under each named shape.

2. Stock

The missing amount is a return into stock. The cancelled delivery never happened.

3. Courier

No item can belong to two people. Cross out each forbidden pairing.

4. Drawer

Columns A-D run left to right. Rows 1-3 run top to bottom.

5. Order

The printed cards are deliberately out of order.

6. Final

Keep all five named badge results beside this sheet.

Amber Lab Dispatch

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

1. Note

The first two shapes give A then M. Decode the remaining shapes the same way.

2. Stock

Start with 10. Apply +2 then -2. Ignore the cancelled +7.

3. Courier

Otto cannot have two items, so Otto must have Box.

4. Drawer

The first coordinate A3 means column A, row 3. Its letter is A.

5. Order

Read sample must come first. Work out which action comes directly after it.

6. Final

At Start, choose Stop 1. Dead end has no path to Finish.

Amber Lab Dispatch

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

1. Note

Write AM first, then one letter per remaining shape. Choose the table row matching the whole message.

2. Stock

The known entries leave 10. How much must return to reach the closing stock of 19?

3. Courier

Cross Box off for the other two people. Apply the last NOT rule, then find Otto's item.

4. Drawer

Begin with A, then read B1, C2, D3, A2 in order. Use the complete word's conversion row.

5. Order

The first two actions are Read sample, then Check stock. Finish the chain and read position 4.

6. Final

Follow Stop 1, 2, 3, 4, 5 to Finish. Copy the badge digit beside each stop in that order.

Amber Lab Dispatch

Team 1 badge record (no cutting needed)

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

Note: _____

Stock: _____

Courier: _____

Drawer: _____

Order: _____

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

Amber Lab Dispatch

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.

Amber Lab Dispatch

You're invited to a birthday mystery!

Join Birthday Explorer for Amber Lab Dispatch.

Recover the dispatch route for the amber sample cards.

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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Amber Lab Dispatch

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Amber Lab Dispatch with curiosity,
teamwork and kindness.

The amber sample cards reach their correct paper drawers. Thank
your team for checking the evidence together. Confirmed final
control code: 59966.

Date: _____

Host signature: _____

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