

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.