

Archive Stamp Mystery

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

An archive stamp is missing its drawer label. A coded note, three clerk assignments and a misleading word strip are the only paper evidence. 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.

Archive Stamp Mystery

HOST ONLY - solution guide

1. Note: 1

The decoded word is FILE; its row gives 1.

2. Clerk: 4

Uma has Stamp; Ivo has Seal; Lin has Tag. Ivo's item gives 4.

3. Word: 7

Only row 3 has FILE followed immediately by 7. Other rows have changed or reversed letters.

4. Entry: 3

The only order is Read record > Check stamp > Find drawer > File note. Position 2 carries 3.

5. Drawer: 4

D1, A3, B1, C2 reads FILE. The conversion table gives 4.

6. Final: 44713

E1 > B1 > C1 > A1 > D1

Archive Stamp Mystery

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.

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

undefined minutes: Solve Word. Offer one hint level at a time if wanted.

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

5 minutes: Solve Drawer. 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 stamp is returned to its drawer. The archive record is complete. Thank your team for checking the evidence together. Confirmed final control code: 44713.

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

Archive Stamp Mystery

Player clue 1: Note | Team 1

An archive stamp is missing its drawer label. A coded note, three clerk assignments and a misleading word strip are the only paper evidence. 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.



star = F



diamond = I



heart = L



cross = E



star



diamond



heart



cross

FILE = 1

CASE = 4

VASE = 7

Note badge: _____

Archive Stamp Mystery

Player clue 2: Clerk | Team 1

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

Seal digit 4	Stamp digit 7	Tag digit 0
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People: Uma, Ivo, Lin

- Uma does NOT have Seal.
- Ivo does NOT have Stamp.
- Ivo does NOT have Tag.
- Lin does NOT have Stamp.

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

Clerk badge: _____

Archive Stamp Mystery

Player clue 3: Word | Team 1

Word desk: Find the exact word FILE, reading RIGHT only. Reject near matches and reversed words. Copy the digit immediately after it.

Find FILE; only read to the RIGHT.

F	I	L	X	8	A	B	C
E	L	I	F	2	A	B	C
F	I	L	E	7	D	E	F
C	A	M	P	9	S	U	N

Answer = digit in the next square after the word.

Word badge: _____

Archive Stamp Mystery

Player clue 4: Entry | Team 1

Entry desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 2.

Check stamp [3]	File note [7]
Find drawer [5]	Read record [1]

Read record BEFORE Find drawer

Check stamp BEFORE File note

Find drawer BEFORE File note

Read record BEFORE Check stamp

Check stamp BEFORE Find drawer

Read position 2 (positions start at 1).

Entry badge: _____

Archive Stamp Mystery

Player clue 5: 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	D	L	K	F	FILE = 4 CASE = 7 VASE = 0
2	J	M	E	T	
3	I	S	V	Y	

READ COORDINATES IN ORDER:

D1 > A3 > B1 > C2

Drawer badge: _____

Archive Stamp Mystery

Player clue 6: Final | Team 1

Copy each badge digit into its named slot. Read the slots in the printed order; join all five digits.

A1: Note ?	B1: Clerk ?	C1: Word ?
D1: Entry ?	E1: Drawer ?	

READ SLOTS IN THIS ORDER:

E1 > B1 > C1 > A1 > D1

Final badge: _____

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

Archive Stamp Mystery

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

1. Note

Use the letter under each named shape.

2. Clerk

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

3. Word

Start at F and check every letter.

4. Entry

The printed cards are deliberately out of order.

5. Drawer

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

6. Final

Keep all five named badge results beside this sheet.

Archive Stamp Mystery

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

1. Note

The first two shapes give F then I. Decode the remaining shapes the same way.

2. Clerk

Ivo cannot have two items, so Ivo must have Seal.

3. Word

The exact word starts in row 3, column 1. Check its letters against the target.

4. Entry

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

5. Drawer

The first coordinate D1 means column D, row 1. Its letter is F.

6. Final

E1 is read first; it holds Drawer.

Archive Stamp Mystery

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

1. Note

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

2. Clerk

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

3. Word

In that row, copy column 5, the cell immediately after the complete word.

4. Entry

The first two actions are Read record, then Check stamp. Finish the chain and read position 2.

5. Drawer

Begin with F, then read A3, B1, C2 in order. Use the complete word's conversion row.

6. Final

Read slots E1, B1, C1, A1, D1. Copy every stored digit in that order, including zero.

Archive Stamp Mystery

Team 1 badge record (no cutting needed)

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

Note: _____

Clerk: _____

Word: _____

Entry: _____

Drawer: _____

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

Archive Stamp Mystery

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.

Archive Stamp Mystery

You're invited to a birthday mystery!

Join Birthday Explorer for Archive Stamp Mystery.

Return the archive stamp to its correct record drawer.

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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Archive Stamp Mystery

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Archive Stamp Mystery with curiosity,
teamwork and kindness.

The stamp is returned to its drawer. The archive record is complete.
Thank your team for checking the evidence together. Confirmed final
control code: 44713.

Date: _____

Host signature: _____

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