

Clockmaker Birthday Repair

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The clock repair sheet has been mixed up with a spare-parts log. Restore the job order, decode the dial, match the repairers and check the remaining parts. 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.

Clockmaker Birthday Repair

HOST ONLY - solution guide

1. Job: 5

The only order is Stop clock > Inspect gear > Fit spring > Test hands. Position 4 carries 5.

2. Dial: 3

The decoded word is TICK; its row gives 3.

3. Parts: 6

Known stock: $10 + 3 - 3 = 10$. Closing stock 16 minus 10 gives the missing return 6. Cancelled +7 never arrived.

4. Repairer: 2

Tess has Gear; Raj has Hand; Kit has Spring. Kit's item gives 2.

5. Face: 3

Different positions are 2, 5, 8. There are 3 differences.

6. Final: 33652

E3 > B3 > C3 > A3 > D3

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HOST ONLY - timeline and paper check

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

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

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

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

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

3 minutes: Solve Face. 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 repair code is correct. Draw the hands on your paper clock to celebrate. Thank your team for checking the evidence together. Confirmed final control code: 33652.

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