

Fossil Track Registry

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The fossil desk has three finders, a corrected fragment count and two disagreeing track copies. Use the records to return each fossil card to its owner. 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.

Fossil Track Registry

HOST ONLY - solution guide

1. Finder: 5

Asha has Shell; Finn has Tooth; Luz has Claw. Finn's item gives 5.

2. Pieces: 5

Known stock: $11 + 2 - 2 = 11$. Closing stock 16 minus 11 gives the missing return 5. Cancelled +7 never arrived.

3. Track: 2

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

4. Label: 2

Only row 3 has BONE followed immediately by 2. Other rows have changed or reversed letters.

5. Drawer: 5

A2, B3, C1, D2 reads BONE. The conversion table gives 5.

6. Final: 52255

A2 > C2 > D2 > B2 > E2

Fossil Track Registry

HOST ONLY - timeline and paper check

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

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

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

3 minutes: Solve Track. Offer one hint level at a time if wanted.

undefined minutes: Solve Label. 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 fossil registry is complete. Every imaginary find has its correct record. Thank your team for checking the evidence together. Confirmed final control code: 52255.

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

Fossil Track Registry

Player clue 1: Finder | Team 1

The fossil desk has three finders, a corrected fragment count and two disagreeing track copies. Use the records to return each fossil card to its owner. Find five badge digits, then use the final sheet. Help each other and ask for hints.

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

Claw

digit 2

Tooth

digit 5

Shell

digit 8

People: Asha, Finn, Luz

Asha does NOT have Tooth.

Finn does NOT have Shell.

Finn does NOT have Claw.

Luz does NOT have Shell.

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

Finder badge: _____

Fossil Track Registry

Player clue 2: Pieces | Team 1

Pieces 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: 11. Closing stock: 16.

Received: +2 DONE

Planned: +7 CANCELLED

Issued: -2 DONE

Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Pieces badge: _____

Fossil Track Registry

Player clue 3: Track | Team 1

Track desk: Compare the two records at matching numbered positions. Count different pairs once each; ignore box outlines.

Compare matching numbered positions.

A

















1

2

3

4

5

6

7

8

B

















1

2

3

4

5

6

7

8

Do not count title, labels, or boxes as differences.

Track badge: _____

Fossil Track Registry

Player clue 4: Label | Team 1

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

Find BONE; only read to the RIGHT.

B	O	N	X	8	A	B	C
E	N	O	B	2	A	B	C
B	O	N	E	2	D	E	F
C	A	M	P	9	S	U	N

Answer = digit in the next square after the word.

Label badge: _____

Fossil Track Registry

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	E	H	N	P
2	B	N	R	E
3	Q	O	W	Z

BONE = 5

EGGS = 8

CAMP = 1

READ COORDINATES IN ORDER:

A2 > B3 > C1 > D2

Drawer badge: _____

Fossil Track Registry

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.

A2: Finder ?	B2: Pieces ?	C2: Track ?
D2: Label ?	E2: Drawer ?	

READ SLOTS IN THIS ORDER:

A2 > C2 > D2 > B2 > E2

Final badge: _____

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

Fossil Track Registry

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

1. Finder

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

2. Pieces

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

3. Track

Compare position 1 with position 1, not with a nearby matching shape.

4. Label

Start at B and check every letter.

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.

Fossil Track Registry

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

1. Finder

Finn cannot have two items, so Finn must have Tooth.

2. Pieces

Start with 11. Apply +2 then -2. Ignore the cancelled +7.

3. Track

Position 5 is one difference: triangle in A, circle in B. Mark it once.

4. Label

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

5. Drawer

The first coordinate A2 means column A, row 2. Its letter is B.

6. Final

A2 is read first; it holds Finder.

Fossil Track Registry

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

1. Finder

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

2. Pieces

The known entries leave 11. How much must return to reach the closing stock of 16?

3. Track

Compare the remaining numbered pairs one by one. Add one mark for each unequal pair, then count all your marks.

4. Label

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

5. Drawer

Begin with B, then read B3, C1, D2 in order. Use the complete word's conversion row.

6. Final

Read slots A2, C2, D2, B2, E2. Copy every stored digit in that order, including zero.

Fossil Track Registry

Team 1 badge record (no cutting needed)

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

Finder: _____

Pieces: _____

Track: _____

Label: _____

Drawer: _____

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

Fossil Track Registry

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.

Fossil Track Registry

You're invited to a birthday mystery!

Join Birthday Explorer for Fossil Track Registry.

Match three fossil records and recover the registry code.

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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Fossil Track Registry

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Fossil Track Registry with curiosity,
teamwork and kindness.

The fossil registry is complete. Every imaginary find has its correct
record. Thank your team for checking the evidence together.

Confirmed final control code: 52255.

Date: _____

Host signature: _____

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