

Garden Mail Mystery

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The garden post desk has mixed up its delivery record. Read the labels, check the route and rebuild the slot order before the flower fair opens. 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.

Garden Mail Mystery

HOST ONLY - solution guide

1. Address: 6

Robin has Leaf; Bee has Seed; Snail has Petal. Snail's item gives 6.

2. Seal: 4

Different positions are 1, 3, 4, 6. There are 4 differences.

3. Route: 1

The route ends at row 2, column 3. That cell gives 1.

4. Post: 3

Known stock: $10 + 4 - 1 = 13$. Closing stock 16 minus 13 gives the missing return 3. Cancelled +7 never arrived.

5. Slots: 6

The decoded word is MAIL; its row gives 6.

6. Final: 64163

E3 > B3 > C3 > A3 > D3

Garden Mail Mystery

HOST ONLY - timeline and paper check

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

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

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

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

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

4 minutes: Solve Slots. 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 letters are back in their slots. The flower fair can open with every invitation delivered. Thank your team for checking the evidence together. Confirmed final control code: 64163.

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

Garden Mail Mystery

Player clue 1: Address | Team 1

The garden post desk has mixed up its delivery record. Read the labels, check the route and rebuild the slot order before the flower fair opens. Find five badge digits, then use the final sheet. Help each other and ask for hints.

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

Leaf digit 3	Petal digit 6	Seed digit 9
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People: Robin, Bee, Snail

Robin does NOT have Seed.

Bee does NOT have Leaf.

Bee does NOT have Petal.

Snail does NOT have Leaf.

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

Address badge: _____

Garden Mail Mystery

Player clue 2: Seal | Team 1

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

Compare matching numbered positions.

A





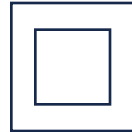












1

2

3

4

5

6

7

8

B

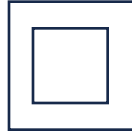




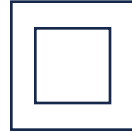












1

2

3

4

5

6

7

8

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

Seal badge: _____

Garden Mail Mystery

Player clue 3: Route | Team 1

Route desk: Start at S. Follow EVERY arrow one square, including revisited cells. Record only the endpoint digit.

S: 4	6	8	0
7	9	1	3
0	2	4	6

right > down > right > down > left > up > right

One arrow = one square. S = start.

Route badge: _____

Garden Mail Mystery

Player clue 4: Post | Team 1

Post 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: 16.

Received: +4 DONE

Planned: +7 CANCELLED

Issued: -1 DONE

Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Post badge: _____

Garden Mail Mystery

Player clue 5: Slots | Team 1

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



circle = M



star = A



diamond = I



heart = L



circle



star



diamond



heart

MAIL = 6

LAMP = 9

GATE = 2

Slots badge: _____

Garden Mail 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.

A3: Address ?	B3: Seal ?	C3: Route ?
D3: Post ?	E3: Slots ?	

READ SLOTS IN THIS ORDER:

E3 > B3 > C3 > A3 > D3

Final badge: _____

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

Garden Mail Mystery

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

1. Address

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

2. Seal

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

3. Route

Move one square for each arrow. A revisit still counts as a move.

4. Post

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

5. Slots

Use the letter under each named shape.

6. Final

Keep all five named badge results beside this sheet.

Garden Mail Mystery

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

1. Address

Bee cannot have two items, so Bee must have Seed.

2. Seal

Position 1 is one difference: circle in A, diamond in B. Mark it once.

3. Route

After the first 3 arrows, you are at row 2, column 3. Continue from there.

4. Post

Start with 10. Apply +4 then -1. Ignore the cancelled +7.

5. Slots

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

6. Final

E3 is read first; it holds Slots.

Garden Mail Mystery

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

1. Address

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

2. Seal

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

3. Route

From that checkpoint follow down, left, up, right. Copy the last cell.

4. Post

The known entries leave 13. How much must return to reach the closing stock of 16?

5. Slots

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

6. Final

Read slots E3, B3, C3, A3, D3. Copy every stored digit in that order, including zero.

Garden Mail Mystery

Team 1 badge record (no cutting needed)

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

Address: _____

Seal: _____

Route: _____

Post: _____

Slots: _____

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

Garden Mail 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.

Garden Mail Mystery

You're invited to a birthday mystery!

Join Birthday Explorer for Garden Mail Mystery.

Return five garden letters to the right mail slots.

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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Garden Mail Mystery

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Garden Mail Mystery with curiosity,
teamwork and kindness.

The letters are back in their slots. The flower fair can open with every
invitation delivered. Thank your team for checking the evidence
together. Confirmed final control code: 64163.

Date: _____

Host signature: _____

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