The Lost Maker Label

HOST ONLY - preparation and story

Includes answers. Keep these pages and all hint pages with the adult host.

Welcome to the makers fair. A maker lent a model under a symbol tag; the delivery desk recorded only the matching tray. Your team has the original records on the table. First recover five pieces of information, then use the final plan to find the missing maker label. Keep every result beside its badge so another teammate can check your reasoning.

1. Print the six player sheets and two record sheets for each team. Keep answers and hints with the host.

2. Lay out Maker receipts, Supply cards, the remaining clue sheets and the final plan. All task records are printed inside the sheets; no extra prop is needed.

3. After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

4 players; 1 team. Give each team 6 player sheets and 2 record sheets. Share one host guide and one set of three hint levels.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Optional: 4 invitations or certificates, only if selected.

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HOST ONLY - solution guide

1. Record: LEAF

Check source status first, then join the matching tag and bay. The useful information comes from separate records, not their printed row order. Result: LEAF.

2. Kit: C-D

Compare coverage before weight. Only complete kits qualify; minimize their combined weight and report the selected cards in alphabetical order. Result: C-D.

3. Order: B

The before relationships connect all four events. Place linked cards, check any immediate handoff and then read the specified position. Result: B.

4. Signal: WAIT-SEND

A consistent one-to-one mapping satisfies every training example. Use the complete mapping to read the two-signal message in order. Result: WAIT-SEND.

5. Habitat: LOOP

Compare all printed features with every positive and negative requirement. Reject each near match using the particular requirement it fails. Result: LOOP.

6. Final: BAY-K

Translate each recovered result through its named evidence key. Each location must match all five recovered features. Both values occur equally often in each column, so the location plan alone cannot identify the answer. Checked result: BAY-K.

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HOST ONLY - timeline, story and ending

3 minutes: Read the opening. Show the evidence record and choose starting roles.

5 minutes: Solve Record. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Kit. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Order. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Signal. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Habitat. Offer one hint at a time and rotate roles after checking.

7 minutes: Build the evidenced location using all five results.

3 minutes: Read the ending. Ask each teammate to explain one rejected alternative.

After Kit: A checked entry can explain one feature, while another source can still rule out a near match. Pass the record sheet to a new checker before opening the next clue.

After Signal: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the evidenced location.

Check every result using the solution guide. Offer the next hint only when requested; save the answer reveal until the group is ready.

The team finds a lost maker label at BAY-K. Thank each teammate for a different piece of reasoning.

Explain one tempting wrong choice and the evidence that ruled it out. Show how each of the five results affected the evidenced location. If a clue is missing, say what remains uncertain before reopening that sheet.

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