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.

The Lost Maker Label

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.

The Lost Maker Label

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.

The Lost Maker Label

Player clue 1: Record | Team 1

A maker lent a model under a symbol tag; the delivery desk recorded only the matching tray. We will use the records on the table to find the missing maker label. Share the reading, explain each choice and keep the five results for the final plan.

Use the maker receipts and tray ledger to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Maker receipts
item: Stand | tag: PINE | status: checked
item: Case | tag: WAVE | status: cancelled
item: Tray | tag: STAR | status: draft
item: TrialModel | tag: WAVE | status: draft
Tray ledger
tag: STAR | bay: NORTH
tag: PINE | bay: EAST
tag: WAVE | bay: WEST
Checked notice
bay: WEST | seal: RING
bay: NORTH | seal: KITE
bay: EAST | seal: LEAF
Cross-check
Match A.tag to B.tag.
Match B.bay to C.bay.
A.status is checked.
Report C.seal.

Record result: _____

The Lost Maker Label

Player clue 2: Kit | Team 1

The maker built a paper garden model. Pack the lightest display kit covering its cover, water and food labels. A combined card may serve two labels. Keep the total inside the carrier limit.

Supply cards

A: weight 4; gives cover+water

B: weight 2; gives food

C: weight 1; gives cover

D: weight 3; gives water+food

E: weight 6; gives cover+water+food

Packing order

Capacity 7; must cover cover, water, food.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

The Lost Maker Label

Player clue 3: Order | Team 1

Arrange the four event cards using every witness note. "Immediately before" means there is no event between them. Report the requested position after the whole order has been checked.

Event cards

A: Load tray

B: Mark tag

C: Lend model

D: Build model

Witness notes

C is before A.

B is before C.

D is before B.

Report the event ID in position 2.

Order result: _____

The Lost Maker Label

Player clue 4: Signal | Team 1

Each signal means one different word. Use the training examples to recover the legend. Words marked "any order" may be swapped; compare shared signals across cards. Decode the received message from left to right. The desk uses this message when handling a lost maker label.

Unlabelled legend

Signals: DOT, BAR, ARC. Words: WAIT, SEND, TURN.

Each signal has one word; each word is used once.

Training messages

DOT+BAR means TURN+SEND (any order)

BAR+ARC means TURN+WAIT (any order)

DOT+ARC means SEND+WAIT (any order)

Received message

ARC > DOT

Report decoded words in order, with hyphens.

Signal result: _____

The Lost Maker Label

Player clue 5: Habitat | Team 1

The maker describes a label by its edge and mount. Compare all label cards, keep the ones satisfying both recorded features, and report the matching label ID.

Display label shapes

LOOP: edge=round; mount=clip; mark=dot

TAB: edge=square; mount=clip; mark=bar

FLAG: edge=round; mount=pin; mark=bar

CARD: edge=square; mount=pin; mark=dot

Required features

mount must be clip.

edge must not be square.

Report the one matching card ID.

Habitat result: _____

The Lost Maker Label

Player clue 6: Final | Team 1

Use each recorded result in the evidence key to learn one feature. Compare all five features with the location plan. Report the one location ID supported by every source, then explain why a nearby alternative fails.

Use your results from: Record, Kit, Order, Signal, Habitat.

Location plan
BAY-G: leaf / south / stone / lower / square
BAY-H: leaf / south / wood / upper / round
BAY-I: ring / south / stone / upper / square
BAY-J: leaf / north / wood / upper / square
BAY-K: leaf / north / wood / upper / round
BAY-L: ring / south / wood / lower / square
BAY-A: leaf / north / stone / upper / round
BAY-B: ring / south / stone / lower / round
BAY-C: ring / north / wood / upper / round
BAY-D: ring / south / stone / lower / square
BAY-E: leaf / north / wood / lower / round
BAY-F: ring / north / stone / lower / square
Column order and evidence key
Stamp (Record): LEAF=leaf; RING=ring
Door (Kit): A-B=south; C-D=north
Surface (Order): B=wood; A=stone
Level (Signal): WAIT-TURN=lower; WAIT-SEND=upper
Seal (Habitat): LOOP=round; TAB=square

Final result: _____

Ask your host to check your final result and read the ending.

The Lost Maker Label

Hint level 1 - HOST ONLY

1. Record

Start with the status field in Maker receipts.

2. Kit

Read each supply card and the three required needs.

3. Order

Read the event letters and all three witness notes.

4. Signal

Look at the training cards that share one signal.

5. Habitat

Read the display label shapes and the requirements.

6. Final

Keep the five named results beside the final plan and find the key for each badge.

The Lost Maker Label

Hint level 2 - HOST ONLY

1. Record

The tag links an item to a bay; rows in separate records need not line up.

2. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

3. Order

Join immediately-before pairs as a block; other before notes set the direction between blocks.

4. Signal

In an unordered pair, a word cannot be assigned by its left/right position. Use the overlap with another pair.

5. Habitat

Compare the same named feature across cards; check negative requirements as carefully as positive ones.

6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

The Lost Maker Label

Hint level 3 - HOST ONLY

1. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

2. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

3. Order

Try the remaining positions, then check every note against your full order before reading the requested position.

4. Signal

Give each signal a different word, check every training example and only then decode the received message in its printed order.

5. Habitat

Keep a card only if it passes every requirement. Point to the failing feature before crossing out each alternative.

6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.

The Lost Maker Label

Team 1 result record

Write the complete result from each clue. Results can be words, routes, orders, settings or numbers.

Record: _____

Kit: _____

Order: _____

Signal: _____

Habitat: _____

Keep this record beside the final clue. Copy results exactly, including any leading zero.

Reader / Recorder / Evidence checker / Route or model builder

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.

The Lost Maker Label

Team 1 final result and celebration

Our final challenge: Final

We combined our earlier clues to decide:

_____

_____

We know it works because:

_____

_____

Host: compare the result with your solution guide. Read the ending when it matches, then let the team explain one discovery.

No physical lock or prize is required. Draw a celebration star here if you like.

The Lost Maker Label

You're invited to a mystery!

Join Birthday Explorer for The Lost Maker Label.

A maker lent a model under a symbol tag; the delivery desk recorded only the matching tray. Work together to find the missing maker label.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

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Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing The Lost Maker Label with curiosity, teamwork and kindness.

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

Date: _____

Host signature: _____

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