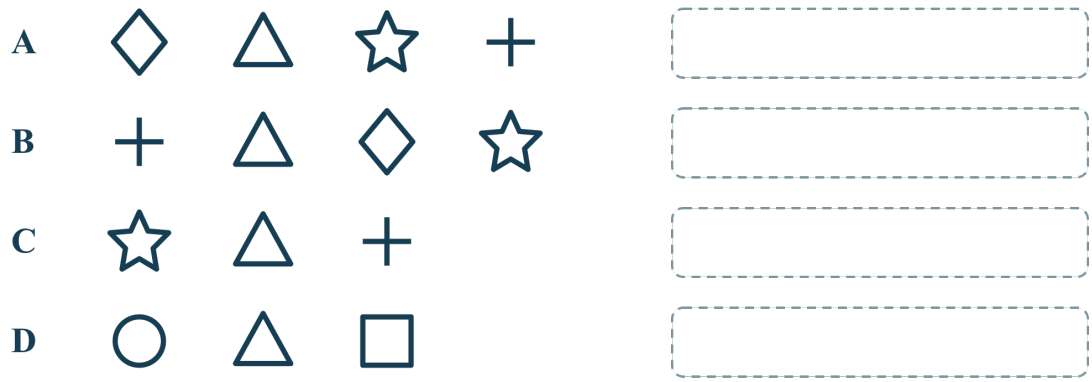
01 The rain-soaked post office

Rain has damaged the post office key and scrambled the delivery log. Restore the code, then reconstruct the five-stop route to deliver the last letter.

OLD RECORDS - MATCH EACH LOOSE LABEL



LOOSE LABELS - USE EACH ONCE

PALM	OAK	LAMP	MAP
a palm tree	an oak tree	a light	places drawing

WRITE YOUR RESTORED KEY - THEN OPEN PLAYER PAGE 2



Each row is one of the four labels in the same symbol code. Use each label once. Same shape, same letter; different shapes, different letters. Restore the key, then continue on player page 2.

YOUR ANSWER

Write the labels: A ___ B ___ C ___ D ___ _____

Need a nudge? Ask the adult for one hint. Online hints and answer checking are available at the page address below.

Working notes / explain your thinking:

01 / 2 The missing delivery route

Start at the post office; it does not occupy a route slot. Visit all five stops once, using all five records. Translate the coded names with your key from player page 1. The final stop receives the letter.

FIVE STOPS - EACH ONCE

LOOM	POOL	OAK	PALM	MALL
Weaving room	Swimming pool	Old oak tree	Palm garden	Shopping arcade

1  before 

Not necessarily immediately before.

2 Exactly one stop between PALM and POOL.

Either could come first.

3 Immediately after  , visit 

4 OAK and MALL were next to each other.

Either could come first.

5 POOL was not immediately after OAK.

POST OFFICE > 1 ____ > 2 ____ > 3 ____ > 4 ____ > 5 ____

Final destination: _____

Before may have stops between. Immediately after means next. Write notes or use five small paper cards to test orders; no cutting is required.

02 The moon-station message

The moon station has lost contact with a rescue ship. Three old communication records survived. Discover their shared rule, then decode the final message to reveal the rescue meeting point.

COMPARE ALL THREE COMMUNICATION RECORDS

1	**Original: NOON**	**Received: QRRQ**
2	**Original: SUN**	**Received: QXV**
3	**Original: STAR**	**Received: UDWV**

All records use the same method. Letter counts stay the same.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

FINAL RECEIVED MESSAGE

N F R G

Decode the original word to find the rescue meeting point.

Your rule must explain all three records.

Find a method that explains all three records. Decode NFRG and write the four-letter rescue meeting point. This is the final answer.

YOUR ANSWER

One four-letter word _____

Need a nudge? Ask the adult for one hint. Online hints and answer checking are available at the page address below.

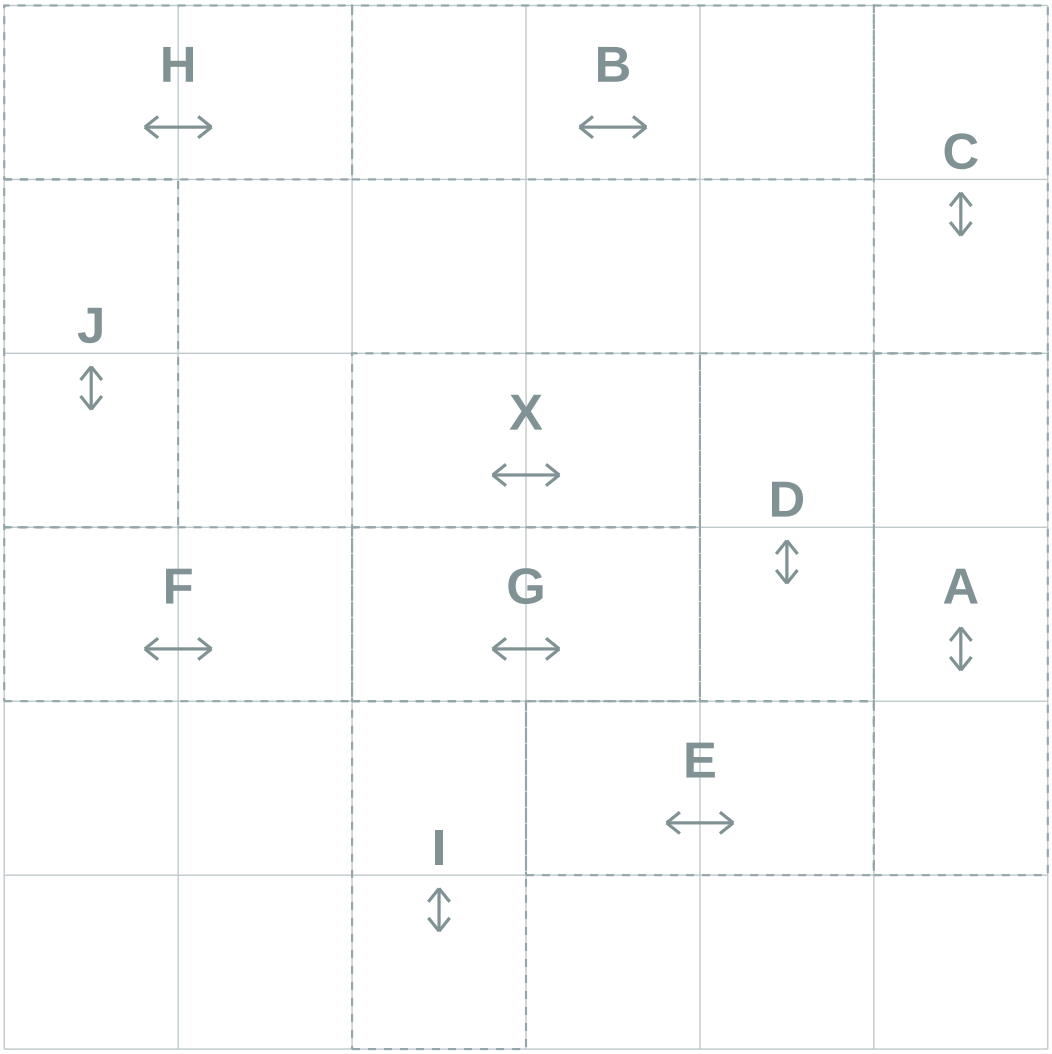
Working notes / explain your thinking:

03 The blocked loading bay

Move the crates to send urgent parcel X out through the right-hand exit.

Horizontal crates slide left/right; vertical crates slide up/down. No turning, overlap or jumping. Only X leaves. Any number of moves is allowed.

An adult cuts the eleven crates from player page 5. Place them over the matching starting outlines below. Slide the pieces on this board; do not lift them over other crates.



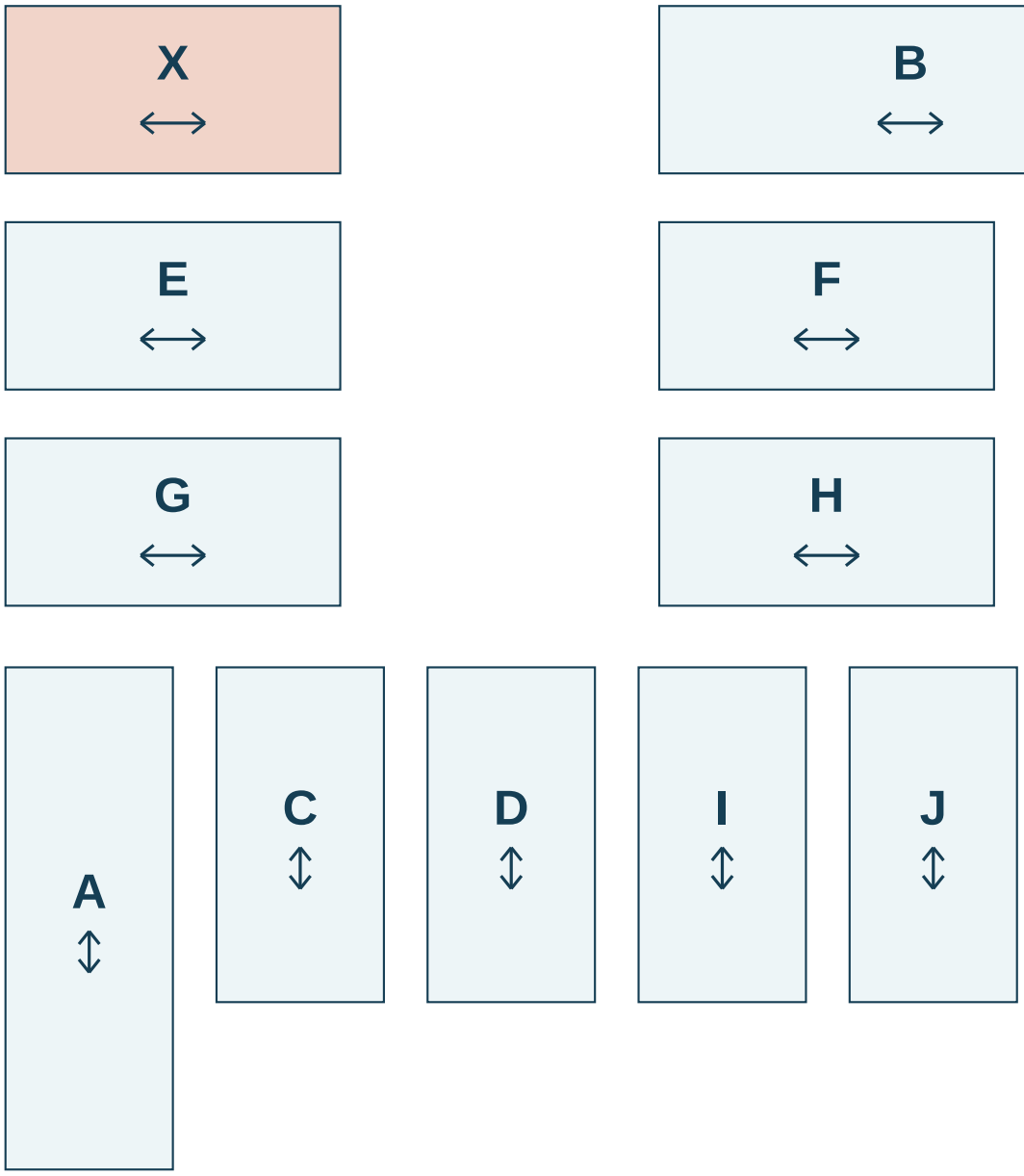
The faint outlines are starting guides, not extra obstacles. X is delivered when it reaches the right edge of row 3.

Need a nudge? Ask for one hint. You can also play online without printing or cutting.

03 / cut-outs Eleven sliding crates

Adult preparation: print pages 4 and 5 at 100% on the same paper setting. Cut along the solid outside borders. Do not cut between the squares of a long crate.

Each grid square is 23 mm. Keep X and crates A through J; discard the surrounding paper.



Keep each letter and its arrows on the same piece. Colours are decorative; the letters and arrows are enough to play in black and white.

04 The miscopied parcel records

Find the parcel holding the COMPASS and the ONE false copied note.

Recipients: Ava, Ben, Cleo, Drew. Contents: map, key, clock, compass. Each person receives one parcel; each parcel holds one item. Use each person and item exactly once.

VERIFIED RECORDS - ALL FOUR ARE TRUE

V1. Ava's parcel has exactly one more stamp than the parcel holding the map.

V2. The clock is in a striped parcel.

V3. Cleo's parcel is A or C.

V4. Drew's parcel holds the key or the clock.

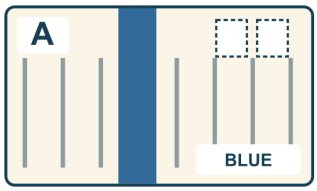
Exactly one more means the stamp counts differ by 1.

COPIED NOTES - EXACTLY TWO TRUE AND ONE FALSE

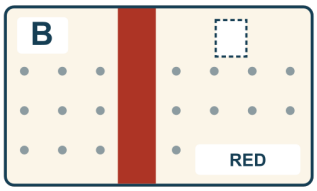
I. Ava's parcel has a blue ribbon.

II. The map is in parcel B.

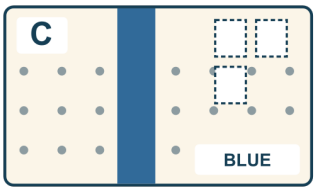
III. The compass belongs to Cleo.



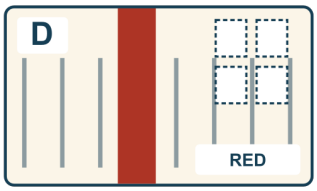
2 stamps
stripes
blue ribbon



1 stamp
dots
red ribbon



3 stamps
dots
blue ribbon



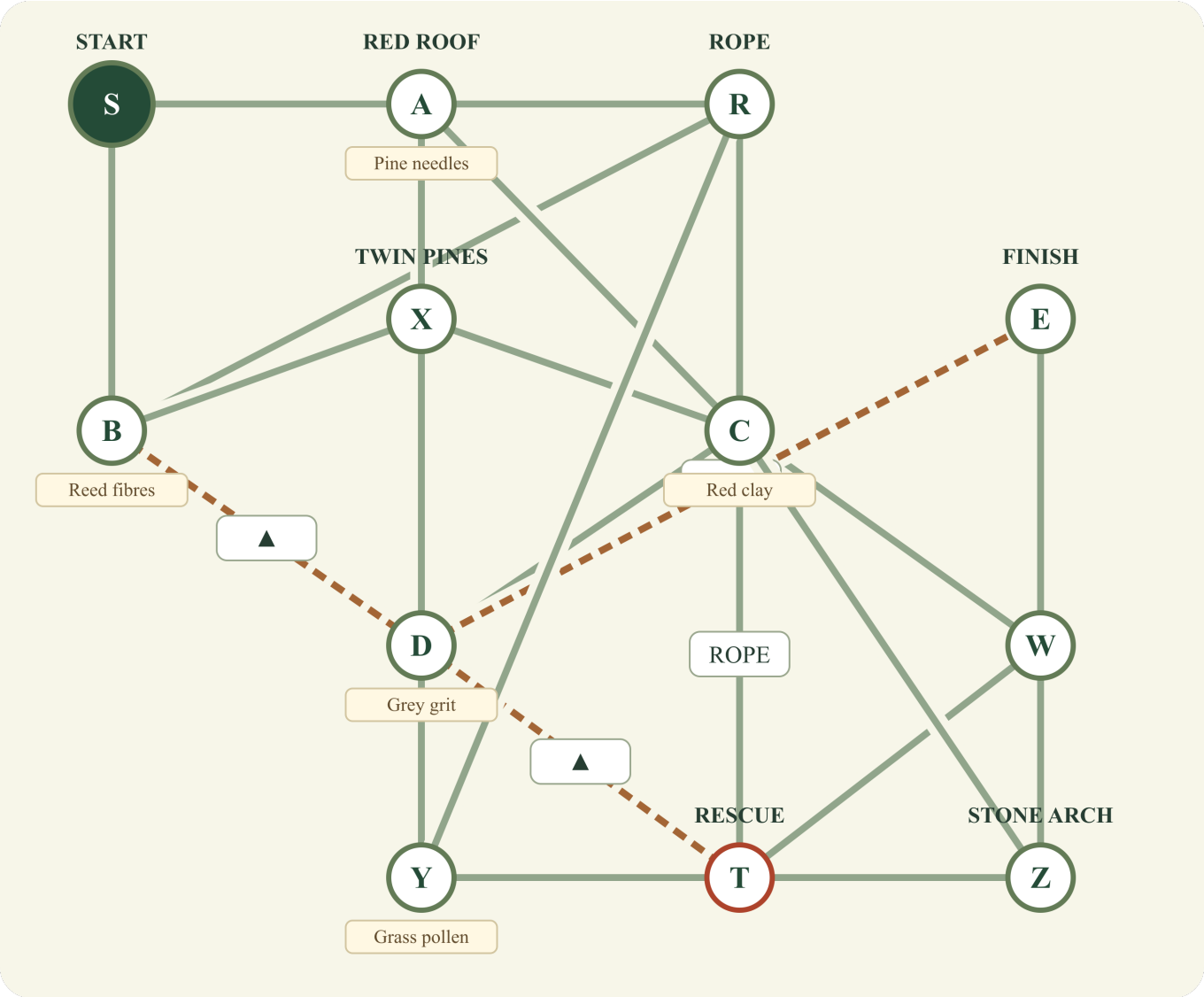
4 stamps
stripes
red ribbon

Compass in parcel: _____ False copied note (I, II or III): _____

Working notes / explain your thinking:

05 The missing ranger footprints

Start at S and finish at E without revisiting a place. You do not have to visit every place. Use all recovered evidence.



Terrain badges identify the only sources of each trace. The red roof, twin pines and stone arch are unique landmarks. All recovered exhibits are on player page 8.

Dashed roads are steep: unsafe after camper pickup. The canyon needs rope collected at R. Only lettered locations connect roads. Some places were not visited.

Working notes / explain your thinking: Route _____

05 / 2 Recovered evidence

01 / A boot-tread cross-section



The ranger’s boot holds four deposits. The oldest is pressed deepest into the tread; each newer deposit covers the older one. The rubbing preserves all four layers.

Deepest: reed fibres. Above them: pine needles. Above those: red clay. Outermost: grey grit.

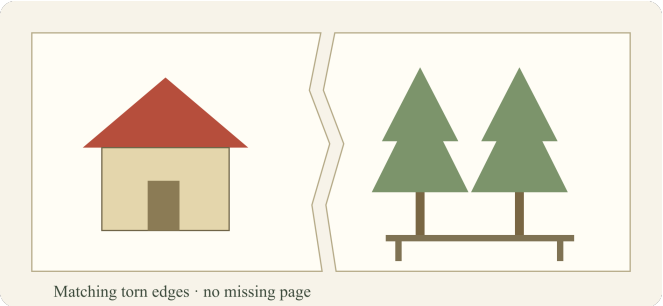
02 / The complete trace report



No grass pollen was found. On this dry patrol, each marked terrain patch leaves its distinctive trace whenever crossed. Nothing was washed, brushed off or lost.

The five marked terrain patches are the only sources of these materials. Places without a terrain badge leave no identifiable deposit.

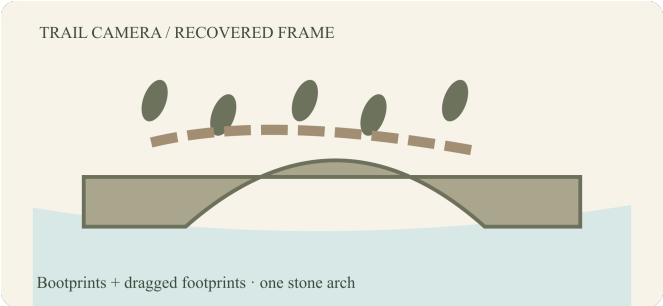
03 / Two matching torn pages



The left fragment shows a red roof. The right shows two pines beside a lookout platform. Their torn edges fit; no page is missing between them.

The ranger drew exactly one scene at every stop, in travel order. Read the recovered pair left to right.

04 / Tracks at an arched bridge



The camera shows the ranger’s bootprints beside a second, dragged set of footprints. A single stone arch is visible behind them.

The second set belongs to the injured camper. Those paired tracks appear only after the ranger reached the camper.

06 The fog harbour circuit

How to pass: restore all 36 navigation lights to ON. Each press flips its own light and its direct neighbours. Record your intended switches, then calculate their combined effects.



One switch flips itself and its direct neighbours

1. Press a switch to flip its own light and the lights directly above, below, left and right. Diagonals do not change.

2. Every affected light reverses: ON becomes OFF, and OFF becomes ON. Edge switches affect fewer lights.

3. Restore all 36 lights to ON, then choose Check circuit. There is no move limit or countdown.

Working notes / explain your thinking: record switch presses and the resulting board. Two presses of the same switch cancel. No move limit.