CASE FILE 1

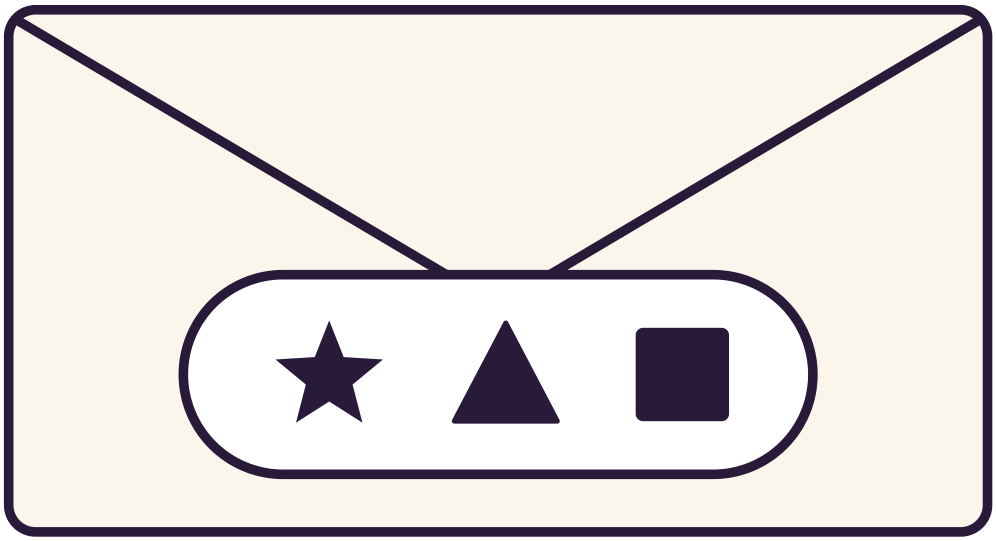
CRACK A SYMBOL CODE

The sealed envelope

Figgwick sealed this envelope with three symbols. Use the code key to turn the symbols into a three-digit number. Read them from left to right.

CODE KEY

● = 4	▲ = 1	■ = 7	★ = 3



THE THREE-DIGIT CODE IS _____

Agree on one team answer, then show it to your host to earn an evidence card.

FREE SAMPLE · FOR THE GROWN-UP

How to host this case

This is Case 1 of 8 from The Birthday Case, exactly as it appears in the kit. Print the puzzle page, hand it over, and keep this sheet to yourself.

Case 1
The sealed envelope

Small hint. Find the star in the code key. Which number sits next to it?

Bigger hint. The code starts with 3. The circle is a red herring: it is not on the seal.

Solve it together. In the key, star = 3, triangle = 1 and square = 7. The circle is not used. Answer: **317**.

How hints work

Read the small hint first. Give the bigger hint only if the team is still stuck. If they are still stuck, solve it together: nobody is ever out of the game.

What the full kit adds

Seven more case files, a letter from Figgwick the bat detective, a team notebook, evidence cards, the final challenge, certificates, envelope labels and a ten-page host guide with a script, answers and two hints per case.

In the full game

A correct answer earns an evidence card with one letter of a secret password. Eight cases, eight letters. The team then has to work out the right order before the Birthday Case opens.

Good to know

Designed for ages 7–10 with one adult host. That is our design target; your own detectives are the best test of whether this case suits them.