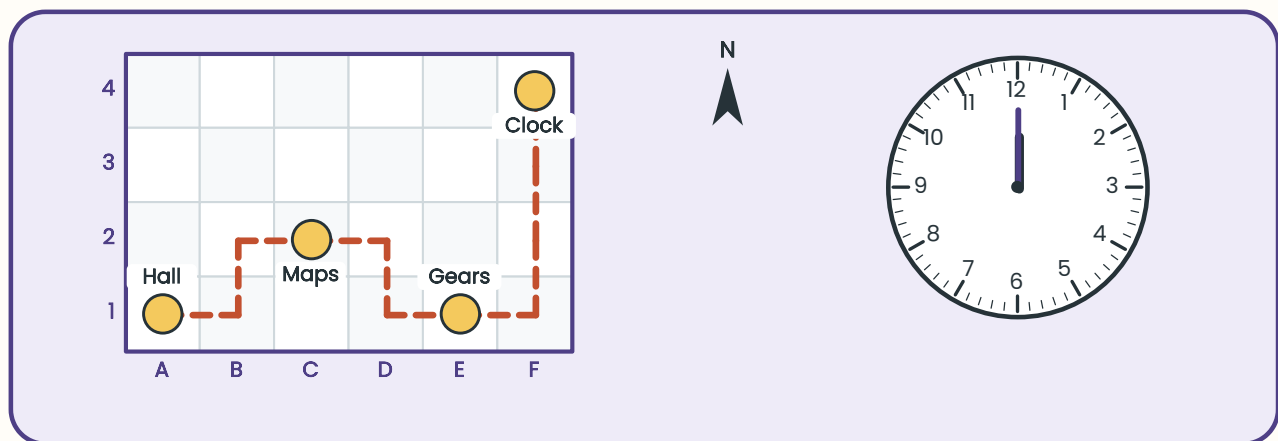


The Clockwork Library

Escape Adventure

A three-chamber mini-adventure and three standalone puzzles, with worked answers.



HOW TO USE

1. Solve your chamber's puzzle as a team.
2. Show the answer to the game master to earn the next item.
3. Record answers and items in your Adventure Log.
4. Use your log to keep track of every item you earn.

6 activities • 3 answer pages • From the 24-activity collection

11 US Letter pages • Print at 100% / Actual Size

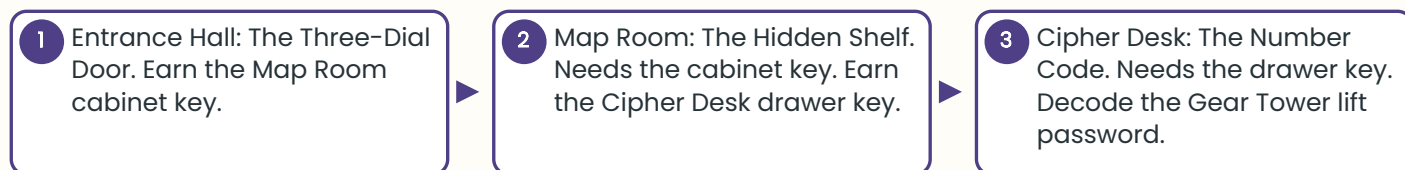
Original Bobotemp educational printable • Fictional names, places and prices

FREE MINI-ADVENTURE

Escape the First Three Chambers

The Great Clock of the Clockwork Library has stopped. Gizmo the brass owl needs a team to restart it. The full adventure has eight chambers; this sample lets you play the first three as one connected chain. Two of them are labeled 'Easier Swap': in the full adventure they are easier versions of a chamber's main puzzle, and they earn the same items.

THE MINI-CHAIN: EACH PUZZLE EARNS THE ITEM THE NEXT ONE NEEDS



How to play

1. Play the first three activity pages in order: The Three-Dial Door, then The Hidden Shelf, then The Number Code.
2. Show your answer to your teacher, the game master. A correct answer earns the item named on the page, and that item opens the next chamber.
3. Write each answer and item in the log below.
4. The Cipher Desk password ends this sample (in the full game it opens the Gear Tower lift).

MINI-CHAIN LOG

Chamber	Our answer	Item earned
Entrance Hall		
Map Room		
Cipher Desk		

Standalone samples: solve the last three activity pages on their own: The Repair Budget (Station 6 of the full adventure), Who Holds the Cabinet Key? (a harder Entrance Hall card) and the Setup Map (a planning puzzle). Ignore their item needs and log rows.

FOR THE TEACHER

For each correct answer, name the item aloud or hand over a sticky note with its name (item tokens come with the full adventure). Answers are at the back. No value slips are needed in this sample. This adventure has not yet been playtested with students; check timing before class.

Name _____ Date _____

Entrance Hall Easier Swap: The Three-Dial Door

LEVEL 1



Use the digit clues to build the 3-digit code that opens the library door.

Gizmo the brass owl taps the three-dial lock on the Entrance Hall door. Read the clues for each place value, then write the code.

3-DIAL LOCK CARD

Hundreds	Tens	Ones
4	?	?

EVIDENCE TO USE

- Hundreds digit: 4
- Tens digit: hundreds digit + 2
- Ones digit: tens digit - 3
- The lock card has three dials: hundreds, tens and ones.
- Needs: nothing (start of the adventure).
- Unlocks: Map Room cabinet key
- Swap card: log it in the Station 1 row and ask for its value slip.

1. Find each digit using the clues in order.

2. Write the code in expanded form.

3. Write the 3-digit code for the lock card.

TRY IT • A new lock has these clues: the hundreds digit is 7, the tens digit is the hundreds digit - 5, and the ones digit is the tens digit + 6. What is the code?

Name _____ Date _____

Map Room Easier Swap: The Hidden Shelf

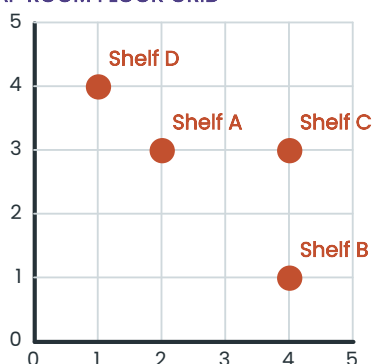
LEVEL 1



Use the coordinate clues to find the shelf that hides the Cipher Desk drawer key.

The Map Room floor is a grid. Coordinates are written as (x, y): x counts right and y counts up. Only one shelf matches both clues.

MAP ROOM FLOOR GRID



EVIDENCE TO USE

- Shelf A (2,3) | Shelf B (4,1) | Shelf C (4,3) | Shelf D (1,4)
- Clue 1: The shelf's x-coordinate is 4.
- Clue 2: The shelf's y-coordinate is 3.
- The floor-grid map shows all four shelves.
- Needs: Map Room cabinet key (from the Entrance Hall).
- Unlocks: Cipher Desk drawer key
- Swap card: log it in the Station 2 row.

1. List the shelves that match Clue 1.

2. List the shelves that match Clue 2.

3. Name the one shelf that matches both clues.

TRY IT • Shelves are at E (3,2), F (2,3), and G (3,5). The shelf has x = 3 and y greater than 4. Which shelf is it?

Name _____ Date _____

Station 3, Cipher Desk: The Number Code

LEVEL 2



Undo the +2 rule, then turn each number into a letter (A=1, B=2, and so on).

A drawer in the Cipher Desk shows the code 22-11-15-7. The librarian added 2 to each letter number. Decode the word. It is the password for the Gear Tower lift.

UNDO THE +2 RULE

Code	22	11	15	7
Minus 2	?	?	?	?
Letter	?	?	?	?

EVIDENCE TO USE

- Code: 22 - 11 - 15 - 7
- Rule used: letter number + 2
- Word list: LIME, TIDE, TIME, TINE
- A = 1, B = 2, C = 3, and so on to Z = 26.
- Needs: Cipher Desk drawer key (from the Map Room). Unlocks: Gear Tower lift password
- Adventure log: Station 3 row.

1. Subtract 2 from each number.

2. Change each number to its letter.

3. Name the word and explain why the other words fail.

TRY IT • Decode 17-25-14 using the same +2 rule.

Name _____ Date _____

Station 6, Supply Shop: The Repair Budget

LEVEL 2



Find how much play money is left after buying the repair supplies.

The team has a \$12.00 play-money budget for clock repairs. It buys all three items on the list. How much money remains?

Supply Shop	
Oil can	\$3.75
Spring	\$2.40
Map pins	\$1.95
Total	?
Budget	\$12.00
Money left	?

EVIDENCE TO USE

- Budget: \$12.00
- Oil can \$3.75 | Spring \$2.40 | Map pins \$1.95
- Remaining = budget - total spent
- All prices are play money.
- Needs: Supply Shop counter token (from the Reading Nook). Unlocks: Archive stacks pass
- Adventure log: Station 6 row.

1. Add the three prices.

2. Subtract the total from the budget.

3. Is there enough left to buy a \$4.00 lens? Explain.

TRY IT • A \$15.00 budget buys items costing \$4.25 and \$6.80. How much is left?

Name _____ Date _____

Entrance Hall Harder Swap: Who Holds the Cabinet Key?

LEVEL 3



Use all three clues to find the one apprentice who holds the Map Room cabinet key.

Five clockwork apprentices stand in a line, positions 1 to 5 from left to right. One of them secretly holds the key to the Map Room cabinet. Use the clues to find who it is.

POSITION STRIP

Position	1	2	3	4	5
Name	Jalen	Rosa	Mina	Priya	Theo
Gloves	yes	no	yes	no	no

EVIDENCE TO USE

- Line: 1 Jalen | 2 Rosa | 3 Mina | 4 Priya | 5 Theo
- Jalen and Mina wear gloves.
- Clue 1: The key holder wears no gloves. Clue 2: The key holder does not stand at either end of the line. Clue 3: The key holder's name has exactly 4 letters.
- The position strip shows the line.
- Needs: nothing (start of the adventure). Unlocks: Map Room cabinet key
- Swap card: log it in the Station 1 row and ask for its value slip.

1. List who survives Clue 1.

2. Cross out anyone who fails Clue 2 or Clue 3. Name the key holder.

3. Show that each clue is needed: for each clue, find who would still be possible if that clue were removed.

TRY IT • Keep Clues 1 and 2, but change Clue 3 to: the key holder's name has exactly 5 letters. Who holds the key?

Name _____ Date _____

Setup Map: Which Room Comes Third?

LEVEL 3



Use the dependency notes to order the rooms, then find the third room.

Ms. Ada Quill's setup notes say which rooms in the main adventure need items from other rooms. A room can be opened only after the room it depends on. Which of the four rooms on the map must be third?

ROOM ORDER

First

Second

Third

Fourth



EVIDENCE TO USE

- Cipher Desk needs the drawer key from the Map Room.
- Gear Tower needs the lift password from the Cipher Desk.
- Reading Nook needs the lamp from the Gear Tower.
- Clue 1: The third room comes after the Cipher Desk. Clue 2: At least one room comes after the third room.
- Rooms, A to Z: Cipher Desk, Gear Tower, Map Room, Reading Nook
- Write the order in the Room order boxes.

1. Arrange the four rooms in a valid order.

2. Use both clues to cross out rooms.

3. Name the third room.

TRY IT • Add one rule from the main adventure: the Supply Shop needs the counter token from the Reading Nook. What position is the Supply Shop among these five rooms?

10. Entrance Hall Easier Swap: The Three-Dial Door

LEVEL 1

463

WORKED REASONING • The hundreds digit is 4. The tens digit is $4 + 2 = 6$. The ones digit is $6 - 3 = 3$. In expanded form, that is $400 + 60 + 3 = 463$.

WATCH FOR • Some students subtract 3 from the hundreds digit instead of the tens digit and get 461. Each clue points to a specific earlier digit.

TRANSFER • 728

12. Map Room Easier Swap: The Hidden Shelf

LEVEL 1

Shelf C

WORKED REASONING • Clue 1 ($x = 4$) leaves Shelf B and Shelf C. Clue 2 ($y = 3$) leaves Shelf A and Shelf C. Only Shelf C, at (4,3), matches both clues.

WATCH FOR • Some students swap x and y and pick a point 3 right and 4 up. The first number always tells how far to move right.

TRANSFER • Shelf G

3. Station 3, Cipher Desk: The Number Code

LEVEL 2

TIME

WORKED REASONING • $22 - 2 = 20$ (T), $11 - 2 = 9$ (I), $15 - 2 = 13$ (M), and $7 - 2 = 5$ (E), so the word is TIME. The first letter T rules out LIME. The third letter M rules out TINE and TIDE.

WATCH FOR • Some students skip undoing the +2 rule and read 22 as V. The rule must be reversed before matching numbers to letters.

TRANSFER • OWL

6. Station 6, Supply Shop: The Repair Budget

LEVEL 2

\$3.90

WORKED REASONING • Total spent: $\$3.75 + \$2.40 + \$1.95 = \8.10 . Money left: $\$12.00 - \$8.10 = \$3.90$. That is not enough for a \$4.00 lens, because the team is \$0.10 short.

WATCH FOR • Some students subtract only one price from the budget, or they forget to regroup when adding the cents. Account for all three purchases. Adding their prices first helps you subtract the full cost from the budget (subtracting each price in turn also works).

TRANSFER • \$3.95

11. Entrance Hall Harder Swap: Who Holds the Cabinet Key?

LEVEL 3

Rosa

WORKED REASONING • Clue 1 leaves Rosa, Priya, and Theo. Clue 2 (positions 2, 3, or 4) leaves Rosa, Mina, and Priya. Clue 3 leaves Rosa, Mina, and Theo. Only Rosa is on all three lists. Each clue is needed. Without Clue 1, Rosa and Mina remain. Without Clue 2, Rosa and Theo remain. Without Clue 3, Rosa and Priya remain.

WATCH FOR • Some students stop after Clues 1 and 2 and guess between Rosa and Priya. A unique answer must satisfy every clue, and here no two clues are enough by themselves.

TRANSFER • Priya

24. Setup Map: Which Room Comes Third?

LEVEL 3

Gear Tower

WORKED REASONING • The only valid order is Map Room, Cipher Desk, Gear Tower, Reading Nook. Clue 1 leaves the Gear Tower and the Reading Nook. Clue 2 leaves the Map Room, Cipher Desk, and Gear Tower, since nothing comes after the Reading Nook. Only the Gear Tower survives both clues.

WATCH FOR • Some students put the Gear Tower first because gears seem central to the story. Each dependency note means the needed item must be collected first. The Gear Tower must wait for the lift password from the Cipher Desk, which in turn needs the drawer key from the Map Room.

TRANSFER • Fifth (Map Room, Cipher Desk, Gear Tower, Reading Nook, Supply Shop). In the full adventure it is Station 6, because the Entrance Hall comes first.