

ADULTS ONLY / READ FIRST

Your Mission Control guide

Revised pilot v2.0 | designed for ages 7-8 | one team of 2-6

CODE: 4 7 2 9 5 8

FINAL LOCATION: a chair marked with a star.

WHAT HAPPENS

Pip, a friendly robot, has scrambled the code protecting the Party Launch Orders. Six missions rebuild it. A decoder turns the code into CHAIR + a star. Players find a folded paper dispatch and launch the celebration.

WHO CAN PLAY

One adult runs the game for 2-6 children, approximately ages 7-8. Read aloud as needed. This is a cooperative activity, not a race. Older children may find it easy; mixed-age groups need role rotation.

WHAT YOU NEED

Printer, plain paper, pencils, adult scissors, a team table, a nearby relay surface and one stable chair. Tape is optional for the star marker. No locks, envelopes, prizes or internet are required.

TIME AND EVIDENCE

No tested duration is promised. Keep a flexible slot and a follow-on activity ready for your first trial. Puzzle logic and PDF layout have been checked; age fit, setup time and fun still need testing with children.

KEEP SECRETS SEPARATE

Children get only the current mission and their team sheet. Keep this guide, the decoder and the finale materials out of sight until the stated release points. Optional certificates are not part of the code.

PRINT MAP / CHOOSE ONE PAPER SIZE

Prepare the pack

Use either A4 or US Letter, not both. Print single-sided at Actual Size / 100%.

Black-and-white printing works. Read this guide on a device or print it separately.
Required player pages: 2-9 and 13-15 (11 sheets).

GAME PAGES	PRINT AND PREPARE
2	Team sheet: one copy; keep on the team table.
3	Mission 01: cut into 2 parts at the dotted line.
4	Mission 02: leave whole.
5	Mission 03: cut into 2 parts at the dotted line.
6-8	Missions 04-06: leave whole.
9	Relay Cards: cut out all 6 cards.
13	Final decoder: keep hidden until the code is checked.
14	Star marker: leave whole; hold back for the finale.
15	Dispatch: fold printed sides inward at the dotted line.

OPTIONAL EXTRAS

Page 1: cover / welcome sign. Page 10: six agent badges. Page 11: two invitations. Page 12: certificate; print one per child if desired.

Do not hand the complete PDF or a printed stack to players: later pages reveal the finale.

RUN THE GAME / ROTATE JOBS

One team, shared clues

A wrong answer never eliminates a player.

BEFORE PLAYERS ARRIVE

Prepare the pages listed on guide page 2. Set out only game page 2 and pencils. Keep the missions in order, the six relay cards together and the finale materials hidden. Identify a clear, reachable chair in the mission room.

OPENING SCRIPT

"Pip needs our help! Six missions rebuild a secret code. Then we will decode a delivery point and find our Party Launch Orders. Take turns, listen to each other and ask for hints whenever you need them."

DISTRIBUTE ROLES

For each mission, appoint a new reader, recorder and checker. Extra agents scan rows, read clues or verify answers. With two players, combine jobs and swap. In Missions 01 and 03, keep the two parts with different players.

GIVE ONE MISSION AT A TIME

After each answer, check it against guide pages 4-5. Ask the recorder to copy the digit into the matching slot on game page 2. Release the next mission. Help with reading immediately; offer a hint if the team is stuck.

PREPARE THE RELAY AT MISSION 06

Put all six cards face up, mixed up, on the nearby relay surface. Children fetch one at a time, walking. Each card has a shared action. With six players, each fetches one; with fewer, take turns until all six return.

RELEASE THE FINALE

Check the complete code. Only then give game page 13. While players decode it, place the star marker and folded dispatch on the chair as explained on guide page 6. Do not announce the chair before they solve the decoder.

ANSWER KEY / MISSIONS 01-03

Help without taking over

Use Hint 1, then Hint 2. If needed, model one step and let the team continue.

01 / THE SCRAMBLED SIGNAL / DIGIT 4

Answer: 6=F, 15=O, 21=U, 18=R: FOUR.

Teamwork: One player keeps the key; another keeps the signal. They exchange numbers and letters aloud. Swap the two parts after the first two letters. A third player can check the final word.

Hint 1: Match the spoken number to the number below a letter.

Hint 2: The first two numbers make F and O. What do 21 and 18 make?

02 / THE REAL BADGES / DIGIT 7

Answer: Row totals from top to bottom: 2, 2, 1, 2. Total: 7. Matches are R1 C1/C4; R2 C2/C4; R3 C3; R4 C1/C5.

Teamwork: Share the four rows between players. Extra players check and add totals. The example badge is outside the grid and is not counted.

Hint 1: Ignore circles and squares. Look at the dots in each triangle.

Hint 2: A real badge has exactly one dot. There are two in the first row.

03 / THE ROBOT ROUTE / DIGIT 2

Answer: B4 > C4 > D4 > D3 > C3 > C2 > D2 > E2 > E3. The digit at E3 is 2.

Teamwork: Navigator reads the separate strip. Map Agent moves a finger or pencil and says each square aloud. Other players listen and check. Restart from B4 if the team loses its place.

Hint 1: Each instruction is one square, even when a direction repeats.

Hint 2: After RIGHT, RIGHT, UP, LEFT you should be at C3.

ANSWER KEY / MISSIONS 04-06

Restore the last digits

Use the same code-slot numbers on the mission and team sheets.

04 / THE MISSING COURIER / DIGIT 9

Answer: ORBIT has a star, a dotted band and a number greater than 6. NOVA fails the band clue; COMET fails the number clue. The other agents have circles.

Teamwork: Take turns reading the three clues. Cross out agents that fail a clue. All three clues apply at once.

Hint 1: Which three agents have stars? Now check their bands.

Hint 2: ORBIT and COMET have dotted bands. Which number is greater than 6?

05 / THE SIGNAL LOG / DIGIT 5

Answer: Ignore ERROR records Z and X. OK records in time order: 09:10 F, 09:20 I, 09:30 V, 09:40 E. They spell FIVE.

Teamwork: One player filters; another orders; a third checks. Only the four OK records get order numbers.

Hint 1: Cross out the two ERROR rows first.

Hint 2: All times begin with 09. Compare minutes: 10, 20, 30, 40.

06 / THE MESSAGE RELAY / DIGIT 8

Answer: Cards 1-5 spell EIGHT. Card 6 is a star seal, not a sixth letter. Keep it for the team to show Mission Control.

Teamwork: Use every card, including the star action. All players join the small actions; the shared victory pose returns in the finale.

Hint 1: Order all six cards by their printed card numbers.

Hint 2: Read only letters: E, I, G, H, T. What number word is that?

FINALE / STAGE THE DISCOVERY

From code to secret dispatch

Keep game pages 13-15 hidden until the correct release point.

1 / CHECK THE CODE AND RELEASE THE DECODER

The code must read 4 7 2 9 5 8. If not, revisit only the incorrect mission. Hand out game page 13. Players copy the six digits into the top boxes, then use the key to fill the bottom boxes.

2 / SET THE DELIVERY POINT WHILE THEY DECODE

Use one stable chair in the same room. Drape the marker (game page 14) over its back with the star facing the players, or use optional tape. Put the folded dispatch (game page 15) on the seat. Its printed sides should face inward. Nothing goes under the chair.

3 / HELP THEM DECODE IF NEEDED

4=C, 7=H, 2=A, 9=I, 5=R, 8=star. The five letters spell CHAIR; the symbol identifies the correct chair. Hint 1: "Find the first digit in the key." Hint 2: "4 becomes C. What does 7 become?"

4 / LET THE TEAM FIND AND OPEN IT

Say: "Search only in this room. Walk, keep furniture in place and ask me if you cannot reach." Let a child who has had less to do open the folded dispatch. Bring it to the team table and read it together.

5 / PERFORM THE PARTY LAUNCH ORDERS

Everyone chooses or repeats the victory pose, cheers for the birthday agent, counts from 5 to 1, then poses and calls "Mission complete!" Present optional certificates and move on to your next party activity.

NO EXTRA PRIZE IS REQUIRED

The included dispatch is the discovery and the shared launch is the ending. You may add your own treat or gift, but it is not supplied or required. Do not promise children a physical prize unless you have prepared one.

QUICK HELP / ADAPTABLE PLAY

Keep it welcoming

Choose comfort and participation over a perfect performance.

IF ONE CHILD SOLVES EVERYTHING

Keep the split parts in different hands. Rotate the recorder and clue readers. Ask the quickest solver to explain one clue, then let another child make the final choice. Do not ask a confident child to pretend not to know.

IF READING IS THE HARD PART

Read every instruction aloud. This is not a reading test. Explain words such as courier, dispatch and greater than before solving. Players can point to answers while the adult writes.

IF THE GROUP FINISHES QUICKLY

Proceed to the finale. Do not make them repeat solved puzzles just to fill time. The game is a party activity, not a guaranteed full party programme. Older or experienced children may need a different difficulty level.

FOR SEATED OR QUIETER PLAY

Pass relay cards around the table instead of walking. Replace actions with a wave. Use silent jazz hands instead of cheers, and whisper the countdown. The adult can bring the dispatch over after children identify the marked chair.

MORE THAN SIX CHILDREN

Use separate teams of up to six. Print a separate set for each and use a separate host or stagger the sessions. This edition has not been designed for one large group crowded around a single sheet.

AFTER YOUR TRIAL

Note actual setup and play time, hints used, any confusing instruction, whether everyone took part and whether the final discovery felt rewarding. The answer key is checked; these human factors remain untested in pilot v2.0.