The Lockbox Caper

Mission: the thief scrambled the box code into three pieces across three station puzzles. Crack the cipher, solve the logic wall, break the math safe, assemble the fragments, whisper the full password, open the box, free the mascot. Full box code: **OWL VAULT 12**. Character trait today: **Social Awareness**.

1 · Station 1: The Cipher Desk (5–16 min) — slide every letter back to read Part 1

Key Every letter was slid forward 3. Slide it back 3 to read it. Draw an alphabet strip so kids can count.

Code Board shows R Z O → R→O, Z→W, O→L. **Part 1 = OWL.** 3-minute timer, first correct whisper banks it, then reveal to the room.

Diff TK–2: slide of 1, code PXM spells OWL, coach traces the strip aloud. 3–8: slide of 5 or a keyword cipher, head-to-head under a 2-minute clock, wrong whisper = 20-second freeze, then each team builds a cipher for a rival to crack.

2 · Station 2: The Logic Wall (16–31 min) — deduce the room, that is Part 2

Setup Fox, Hawk, Wren each hid Red/Blue/Green in Vault/Roof/Lobby. The Green envelope holds the fragment. Clues: (1) Fox = Red. (2) Blue is in the Lobby. (3) Wren never on the Roof. (4) Hawk = Green. (5) Fox on the Roof.

Solve Fox = Red, Hawk = Green, so Wren = Blue (Lobby). Fox on the Roof leaves Hawk in the Vault. Green is with Hawk in the **VAULT**. **Part 2 = VAULT.** 4-minute timer.

Diff TK–2: 2 agents, 2 rooms, one clue, coach reads it aloud. 3–8: add a 4th agent + an item column, 7 clues, 90-second shot clock, wrong whisper = strike, then teams design a one-answer puzzle for a rival and referee it.

3 · Station 3: The Math Safe + Crack It (31–45 min) — solve Part 3, then assemble the code

Lock Start at 7, double it (14), take away 2 = **12**. **Part 3 = 12.** 2-minute timer.

Assemble Part 1 OWL + Part 2 VAULT + Part 3 12 = full box password **OWL VAULT 12**. First team to whisper it correctly wins the box. Do not write the full password up, let teams build it.

Diff TK–2: 6 + 6 = 12, coach helps line up the three pieces. 3–8: 2 × 3 + 6 (order of operations, still 12) under a 90-sec clock, sudden-death whisper (first wrong is out), a cracked team verifies rivals' codes before they count.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the full password (OWL VAULT 12) to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "Three pieces, three detectives, one team. I surrender!"

Award the **Social Awareness** trait wristband to detectives who listened to a teammate and built on the clue they found ("I heard what you found", "you saw the clue I missed").

3–8 For older kids and the two middle schools, run the whole hour competitive: fixed teams, score every station on the whiteboard, visible timer each round, crown a champion here. Games bank adds **Detective Mafia** (2–3 Culprits + a Detective, 5–7 min rounds) — the one middle schoolers ask to replay.

Detective's Oath (say together, magnifiers up): I am a detective. / My brain is my best tool. / I don't guess, I reason. / I follow the clues to the truth.