

CASE FILE 12

TRY BEFORE YOU BUY

The Vanishing Exhibit

This is evidence 3 of 6. The puzzle is exactly the one in the kit, with its three hints and its solution. Try it on your child before you decide.

FOR

Ages 9–12
3–12 players

SETTING UP

15 minutes

PLAYING

45–60 minutes

WHAT THE FULL KIT CONTAINS

- Six evidence sheets that build on each other, with a working-out space on every one
- A six-page host guide: setup, running order, hint policy, the finale, troubleshooting
- Eighteen cut-out hint cards, three strengths per puzzle
- Six Curator cards so you can check answers without the answer key
- A worked answer key, one page per puzzle
- Door sign, invitations, badges, hint tokens, envelope labels, certificates
- Every file in A4 and US Letter
- Black and white printing throughout. No props, no apps, no batteries

THE FULL KIT thekapture.com

CODED CARD

The Curator's Cipher

A locked catalogue drawer, and a card written in the museum's old shelving code.

SHELVING CARD

MARLOW MUSEUM

YMJ PJD NX NS YMJ YTU IWFB JW

THE CATALOGUE KEY

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

Find a coded letter in the shaded row, then read straight up to the letter it stands for.

YOUR TASK

Decode the card using the catalogue key. Write down the last word of the message.

ANSWER

In the full kit, the gold letter goes on the Recovery Slip.

How this puzzle is meant to run

HINT 1

The two rows of the key line up. Find each coded letter in the bottom row and read straight up.

HINT 2

The first word is three letters and it is the commonest word in English. That tells you the key is working.

HINT 3

The message is THE KEY IS IN THE TOP _____. You only need the last word.

SOLUTION — DRAWER

1. The key shifts every letter five places forward, so reading it back means going five places the other way.
2. YMJ PJD NX NSYMJ YTU IWFB JW decodes to THE KEY IS IN THE TOP DRAWER.
3. Answer: DRAWER.

WHAT THE OTHER FIVE PUZZLES ASK OF A CHILD

- **The Night Log.** Elimination — who could have been in the gallery, and who could not.
- **The Locker Note.** Space — tracing a route across a museum floor plan.
- **The Stopped Clock.** Time — two clocks that are both wrong and agree on the right answer.
- **The Acquisitions Ledger.** Arithmetic that sends the team back to sheets already solved.
- **The Backwards Note.** Perception — writing that only reads one way.

No two puzzles use the same kind of thinking, so no single child runs away with the game. Two of them send the team back to sheets they have already solved.

The full kit is at thekapture.com