

A LITTLE ADVENTURE. A PROPER MISSION.

The Missing Party Star

Five playful puzzles. One little mystery. A garden party to save.



Suggested ages 6-9 with a grown-up reading or helping.
Play as one small team. Print at home on A4.

A complete free mini treasure hunt: story, five clue sheets, a trail tracker, setup guide, hints, answers, a Party Star and a certificate.

Your five-minute briefing

Read this before printing. Preparation is simple, but allow time to arrange your hiding places.

Print to play: pages 3-8 and page 10 (seven sheets). Keep pages 2 and 9 on screen, or print them too. Print page 10 once per child if you want individual certificates. Colour is lovely; the puzzles also work in greyscale.

You need: paper, a printer and a pencil; scissors for the grown-up to cut out the Party Star. Choose one book, one clean shoe, one loose cushion, one table and one coat with an accessible pocket. Optional: a small treat or prize of your own.

Set the trail - the order matters

GIVE	Page 3 story + tracker, then clue 1 (page 4).
BOOK	Hide clue 2 (page 5) inside the chosen book.
SHOE	Hide clue 3 (page 6) beside the clean shoe.
CUSHION	Hide clue 4 (page 7) under the loose cushion.
TABLE	Hide clue 5 (page 8) on the chosen table.
COAT	Hide the paper star in the chosen coat pocket.

Before the first clue: show the children which five objects they may search (without revealing the order). Hide later sheets folded, with the puzzle facing inwards. Keep clues and prizes at child height and away from breakables. No climbing or searching inside appliances.

Play together: take turns as reader, code cracker and clue finder. For younger children, read aloud and help with sums up to 20. For older children, try the first hint before giving the answer. This is a short hunt; playing time varies with age and hiding places.

READ THIS ALOUD TO BEGIN

Pip needs your help!

Pip the fox has set out the bunting. The lanterns are ready. The garden party can begin... except the golden Party Star is missing!

A gust of wind has mixed up Pip's trail notes. "I know I put it somewhere safe," he says. "Will you follow the five clues and bring it back?"

Each puzzle reveals an everyday hiding place. Your grown-up will show you which objects belong to the hunt. Follow the clues in order, keep this tracker with you and colour a star whenever you solve a puzzle.



Our team name: _____



1



2



3



4



5

Team promise: listen to each other, share the clues and give everyone a turn.

THE QUEST BOX

CLUE 1 - GIVE THIS SHEET TO THE TEAM

The fox-symbol message

Pip has written the first hiding place in his secret symbol code. Use the key to swap each symbol for a letter.



B



O



K



S

THE SECRET MESSAGE



A team moment: let one person name the symbols and another write the letters. Swap jobs at the next clue.

Our next hiding place:

--	--	--	--

Tell your grown-up the answer. Look only at the chosen, easy-to-reach places.

CLUE 2 - THE MIXED-UP PARCELS

Which parcel is right?

Four parcel labels have fallen off. Pip remembers three things about the hiding place. Only one word fits them all.

1. The word has four letters.
2. Its two vowels sit next to each other.
3. You wear it on your foot.

COAT

SHOE

HAT

SOCK

Circle your choice. If you need a reminder, the vowels are A, E, I, O and U.

Our next hiding place:

--	--	--	--

Tell your grown-up the answer. Look only at the chosen, easy-to-reach places.

CLUE 3 - THE WIND-SCATTERED PATH

Follow Pip's trail

Start at C. Write C first. Follow each arrow one square and write down every letter you land on. Join the letters to name the next place.

C	U	I	O
R	S	H	N
A	E	T	B



RIGHT



DOWN



RIGHT



UP



RIGHT



DOWN

Our next hiding place:

--	--	--	--	--	--	--

Tell your grown-up the answer. Look only at the chosen, easy-to-reach places.

CLUE 4 - THE LEAF LETTERS

Put the leaves in order

The wind has jumbled five letter leaves. Put them in order from 1 dot to 5 dots. Read the letters. You can write them below; no cutting is needed.

B

...

E

.....

T

.

L

....

A

..

A team moment: ask everyone to explain one step. What made you choose the first leaf?

Our next hiding place:

--	--	--	--	--

Tell your grown-up the answer. Look only at the chosen, easy-to-reach places.

CLUE 5 - THE LAST LANTERN CODE

One last code to crack

Pip's final note uses numbers instead of letters. Solve each little sum. Then use the number key to turn your answers into letters.

$1 = A$

$3 = C$

$15 = O$

$20 = T$

$2 + 1 =$

$10 + 5 =$

$4 - 3 =$

$12 + 8 =$

Read the four letters in the same order as the sums: top left, top right, bottom left, bottom right.

Our next hiding place:

Tell your grown-up the answer. Look only at the chosen, easy-to-reach places.

Hints, answers & the finish

1 | BOOK

Gentle hint: the same shape always means the same letter.

Direct hint: diamond is B; circle is O.

Diamond-circle-circle-triangle = B-O-O-K. Find clue 2 inside the chosen book.

2 | SHOE

Gentle hint: cross out any word that breaks one rule.

Direct hint: COAT and SHOE have neighbouring vowels. Which goes on a foot?

SHOE fits all three clues. Find clue 3 beside the chosen shoe.

3 | CUSHION

Gentle hint: include the starting C in your answer.

Direct hint: after C, move right to U, then down to S.

C-U-S-H-I-O-N. Find clue 4 under the chosen loose cushion.

4 | TABLE

Gentle hint: start with the leaf that has one dot.

Direct hint: 1=T, 2=A, 3=B, 4=L, 5=E.

The letters spell TABLE. Find clue 5 on the chosen table.

5 | COAT

Gentle hint: solve the sums before using the letter key.

Direct hint: the answers are 3, 15, 1 and 20.

3=C, 15=O, 1=A, 20=T. Find the Party Star in the chosen coat pocket.

Read at the finish: "There it is!" says Pip. "You brought back the Party Star. The best part wasn't how fast you solved the clues - it was how you helped each other. Let the garden party begin!"

OFFICIAL ADVENTURE CERTIFICATE



This celebrates

for finding the Missing Party Star

and being a brilliant teammate.

Awarded by: _____

Date: _____

Grown-up: cut out the Party Star below before the game and hide it in the coat pocket. The certificate above is a keepsake, not a clue.



READY FOR THEIR NEXT ADVENTURE?

Keep the adventure going

Enjoyed helping Pip? Choose a full themed treasure hunt for your next birthday or family adventure.

A bigger story to step into

Explore the product previews for each game's full contents, age range, player numbers and preparation. Themes include pirates, detective mysteries and magical adventures. Contents vary by game.

[Explore the Pirate hunt >](#)

[Explore the Detective hunt >](#)

A THANK-YOU FOR PLAYING

10% off one full hunt

PARTY-STAR10

Enter this code in the basket or checkout. Valid for a basket containing one hunt. One use per customer. Cannot combine with other coupon codes. Buying 2+ hunts? The automatic bundle savings apply instead.

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