Open the Strongroom

a puzzle adventure for



10 puzzles · Levels 2–5 · a case codeword to find

A New Case

*Every detective starts with one case. This is yours. Next stop, the strongroom, **Leo**.*
The codeword is hidden in this book. Crack each badge number, and tick them.

Our agency is called _____



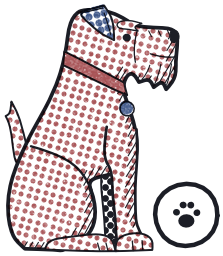
Sam

Takes the photos

4 8 2	↔↔
6 5 4	●
8 1 6	✕
9 4 6	●↔

Badge number

☐ On the case



Terrier

Follows a scent

0 2 5	↔
9 2 5	↔↔
2 6 4	↔
6 7 4	↔
6 0 4	✕

Badge number

☐ On the case

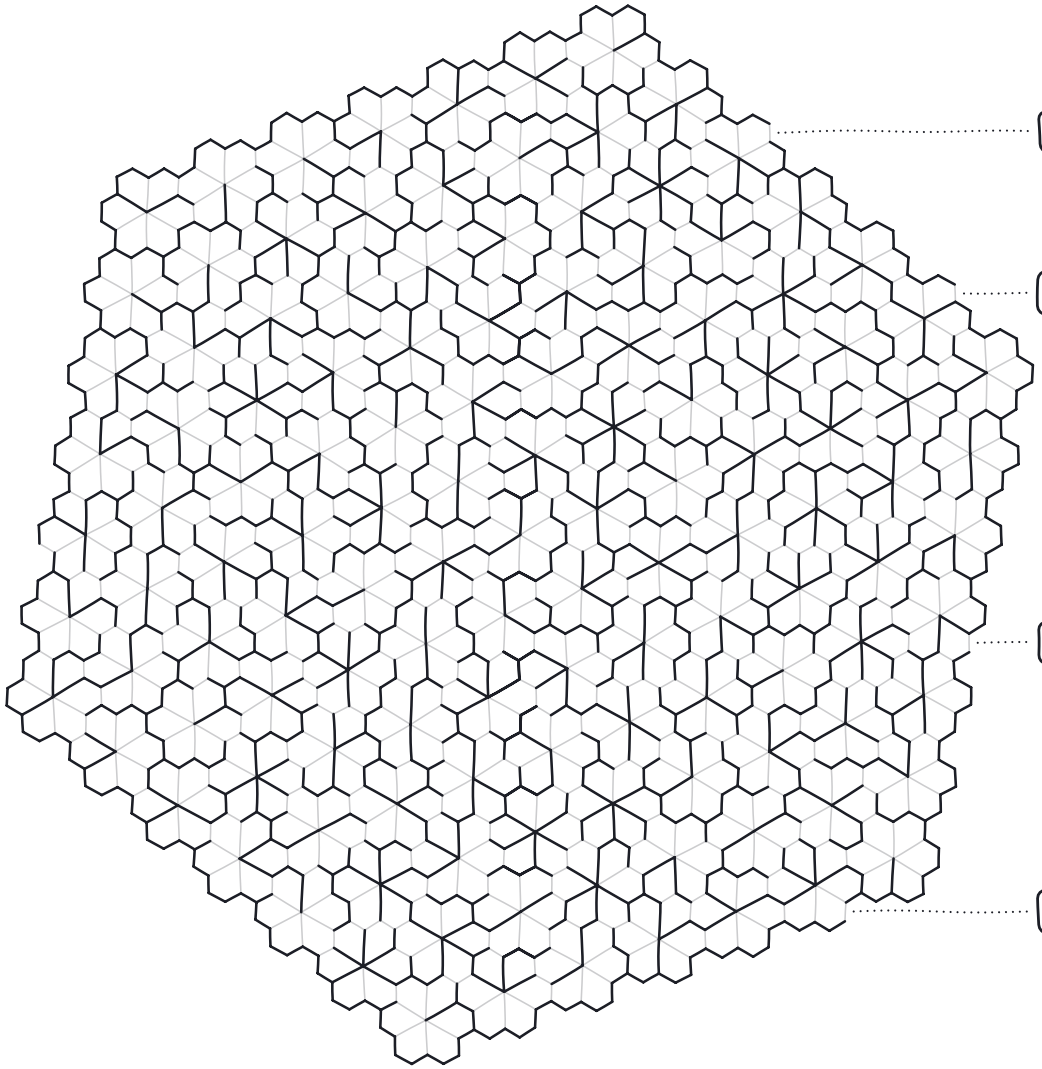
● right number, right place ↔ right number, wrong place

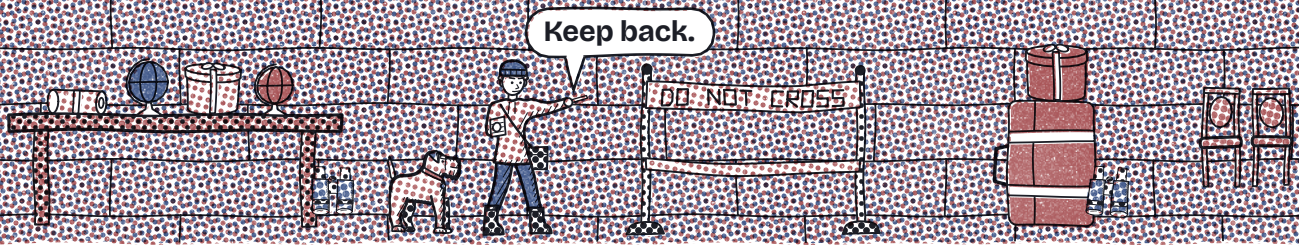
✕ nothing right No code uses a number twice.

Pack for the case: torches for the dark corners, and notebooks for every clue.

Please Keep Back

People have gathered at the tape to watch. Find a way through them. Plan a trail from Sam all the way to the evidence bag, ***Leo****.*





★ *Only one gate joins the start. Its letter is the first letter of the case's codeword: write it here.*

Start: Sam Finish: evidence bag

People at the back of the crowd brought binoculars. Find them.

Find 4 pairs of binoculars

Hold Still, Everything

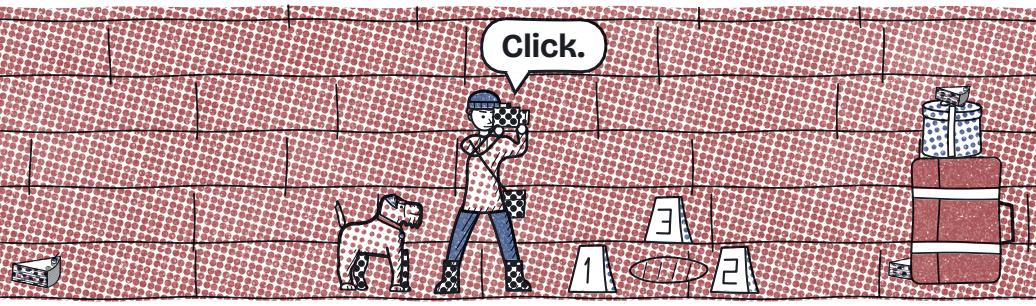
*Sam numbered every clue, then lost the list. It is in Sam's shorthand. Work it out. **Leo**, check the clues one at a time and circle the card that fits them all.*

V  Magnifying Glass	Z  Detective	F  Cat	H  Seagull
K  Lantern	L  Train Ticket	T  Gardener	U  Notebook
Y  Binoculars	J  Terrier	O  Conductor	M  Case File
X  Key	A  Photographer	B  Footprint	W  Security Camera

CLUES

✓ Is a Person	✗ Has a Circle in It	✗ Has a Strap Over the Shoulder

✓ means yes ✗ means no



★ *Every choice has a letter. The right one's is the second letter of the case's codeword.*

Cake from the dining car is going missing, one slice at a time. Find every slice.

It Has Found Something

*The terrier has led everyone off after cake. Find the way back to where you were. Find the way from START to EXIT, **Leo**, stepping only to a clock 50 minutes later.*

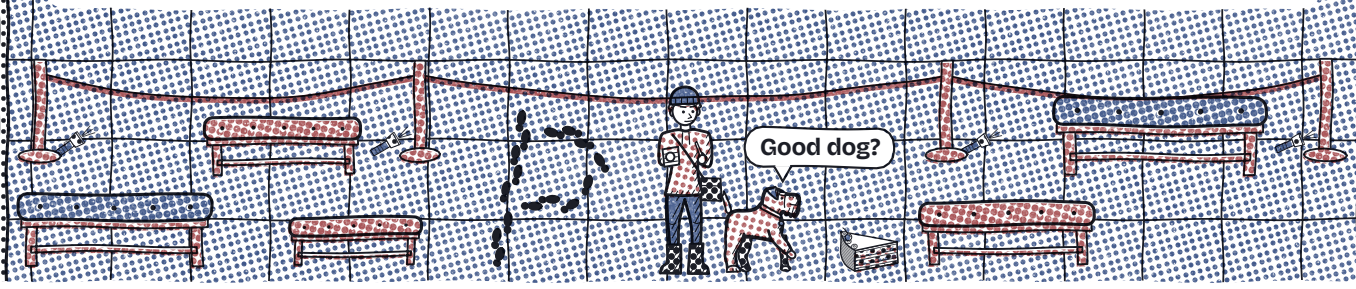
Hint: The short hand gives the hour; the long hand gives the minutes.

Each step goes forward 50 minutes

EXIT

1:10		10:30			6:30
5:30		1:50			
					
7:50					10:40
	11:50	12:40			

START



★ *The footprints in the picture make the third letter of the case's codeword. Find it and copy it here.*

Nobody was looking where they were going. Find the torches they dropped.

Half a Sandwich

*Here is half a sandwich. Nobody will say who ate the rest. Do this, and bring it. Start with the biggest numbers, **Leo**: they have the least room to move.*

		0	0	3	2	2	2	2	2	3	0
	0			×			×			×	
	5			×		•	•				
	7				•				•	•	×
1	1	×		•						•	
	7						•	•		•	
	5					•		•			×
	3		×	×		•	•	•			
	1	×	×		×		•				
	0		×								
	0		×								

Read runs in order; leave a blank square between them.
Dots are filled squares. Crosses stay blank.



There is half a cake about as well. Find the slices.

Find 4 slices of cake

A Fair Swap

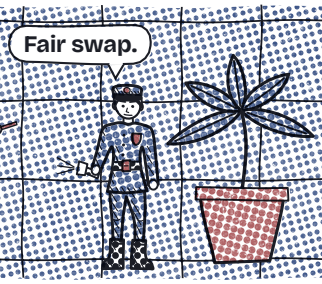
The guard will swap the back door for your sandwich. Find the way there.
***Leo**, draw Sam's journey through the maze, ending at the evidence bag.*

P

R

U

Y



★ *The gate your path comes out of has the fourth letter of the case's codeword. Copy it here.*

Start: Sam Finish: evidence bag

The guard tried coins first, and dropped them. Find the coins.

Find 4 coins

Hold the Ladder

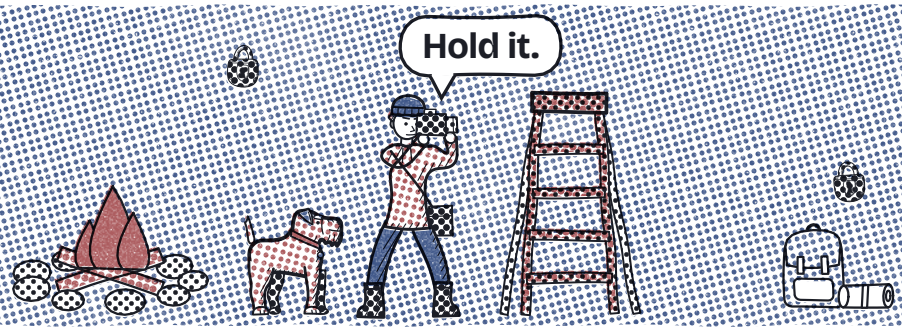
Sam wants someone to hold the ladder, and has sent down a note in code. Work it out. ***Leo****, every rung is a real word of 4 letters. Climb down the ladder.*

D	U	N	E
H	A	R	E

BONE FULL BORE DONE BARE RIDE

Choose from these words; some are spare

Fill each blank rung with a word from the bank. Use a word at most once; some words may be spare. Change only the letter marked by each arrow to reach the bottom word.



★ *Look for a letter made of dotted flight path: it is the fifth letter of the case's codeword. Copy it here.*

Everything has been locked to something up there. Find the padlocks.

Everybody's Notes Agree

For once, everybody's notes agree. It comes down to the strongroom. Find the traveller from the card, then the 5 lost things.



Find this traveller. Then find:

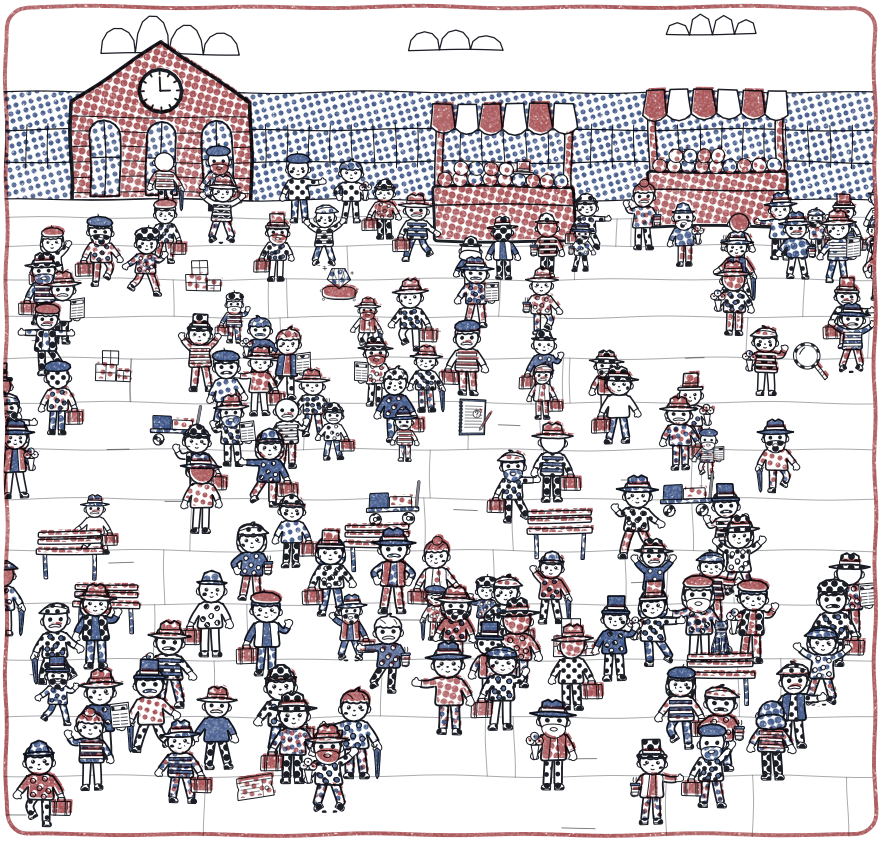

stolen diamond

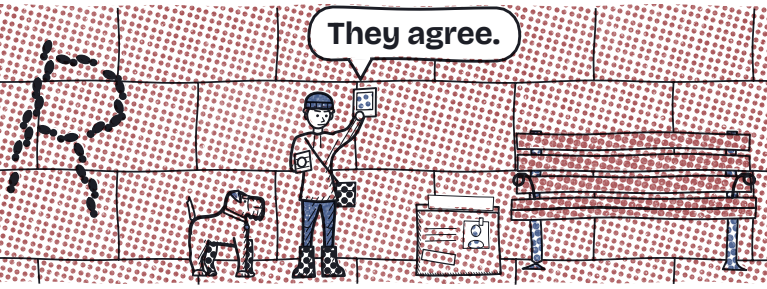

cat


train ticket


magnifying glass


notebook

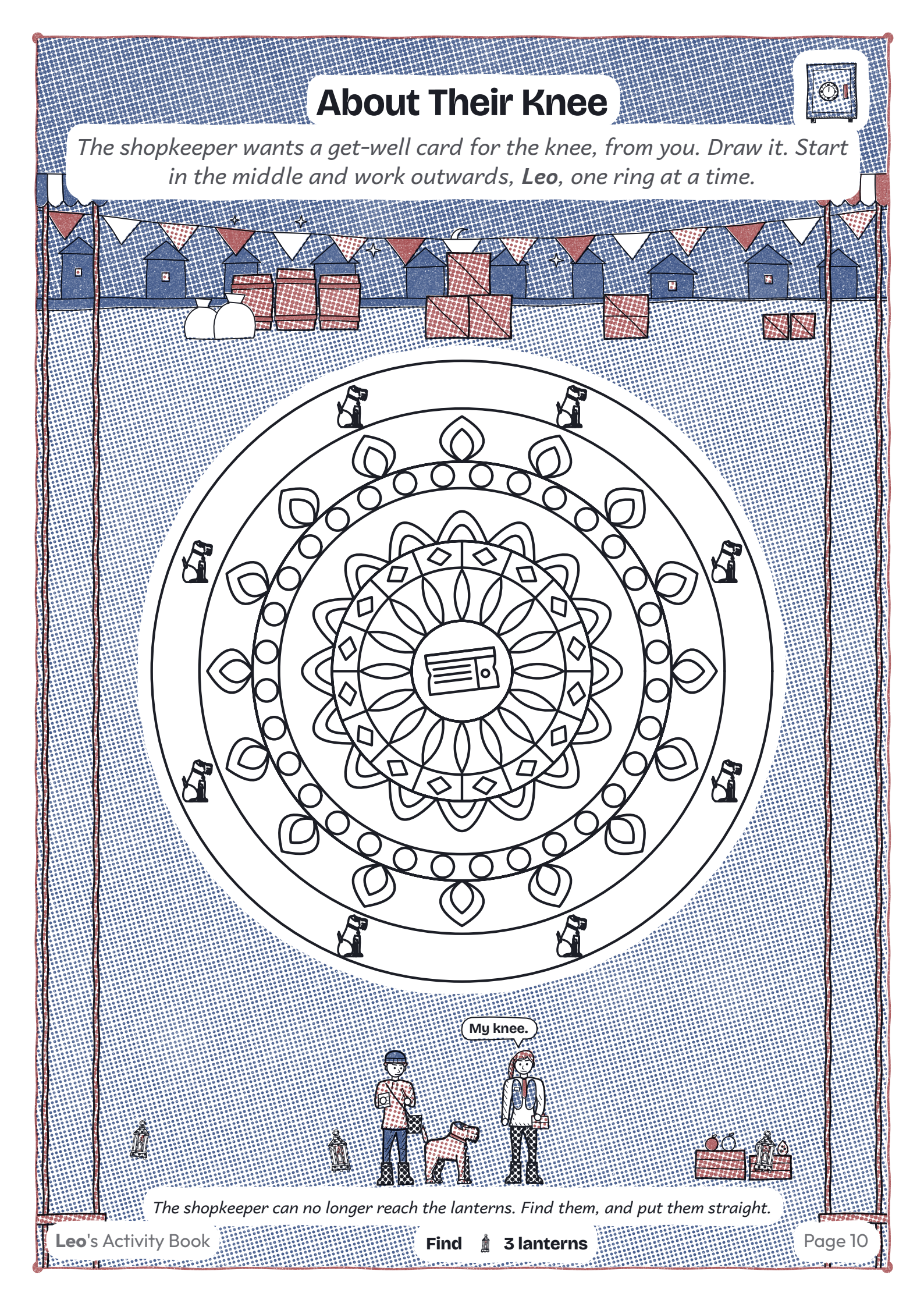




★ *The footprints in the picture make the sixth letter of the case's codeword. Find it and copy it here.*

About Their Knee

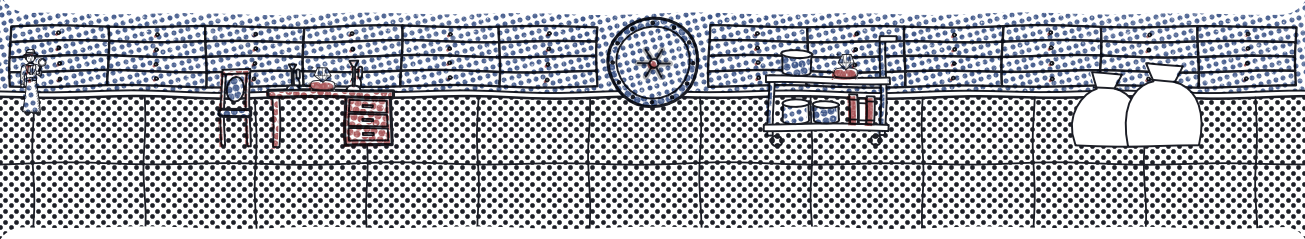
*The shopkeeper wants a get-well card for the knee, from you. Draw it. Start in the middle and work outwards, **Leo**, one ring at a time.*



The shopkeeper can no longer reach the lanterns. Find them, and put them straight.

Case Closed

*Every partner found different evidence in the strongroom, **Leo**, and it all points to one suspect. Tick one and work it through.*



Suspects	 Housekeeper	 Visitor	 Photographer	 Guard	 Shop assistant
Height	155 cm	175 cm	170 cm	185 cm	165 cm
Feet	24 cm	27 cm	26 cm	28 cm	26 cm
Smell	lavender	coffee	lavender	coffee	coffee
Arrived	6:30 pm	7:00 pm	8:30 pm	6:30 pm	8:30 pm



Sam's photos ☐

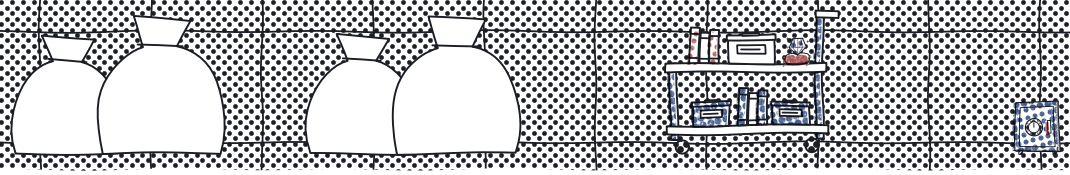
- They are taller than 155 cm.
- They are shorter than 185 cm.
- They arrived before 8:30 pm.



Terrier's nose ☐

- The trail smells of coffee.
- The footprints are shorter than 28 cm.
- The trail goes nowhere near the shop assistant.

Who did it? _____



The case's codeword is ☐☐☐☐☐☐

The real diamonds never left the strongroom. Find them.

Leo's Casebook

Your agency is called _____

This case

Close the case: write in who did it.

CASE FILE

Case 1: Strongroom

Who did it? _____

CASE CLOSED

The case codeword is ☐☐☐☐☐☐

Case notes

Ruling out what is impossible leaves the answer.

Next time

Who works the next case with you? Tick one.



☐ **Sam**



☐ **terrier**

A case in town, or one far away? Tick one.



☐ **Department store**



☐ **Circus**



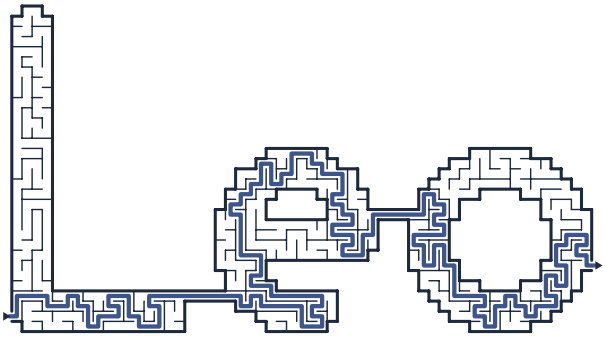
☐ **Balloon festival**

Grown-ups: keep this page. Leo's next book carries on from what is ticked here.
When you make it at adventuresinpencil.com, you will be asked what they ticked.
To talk about: Leo solved the case at the strongroom. Ask how they ruled the suspects out.

SOLUTIONS

Booklet: Leo's Puzzle Adventure

Front cover



BADGE 1

A New Case

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Sam
Takes the photos

4 8 2	↔↔
6 5 4	●
8 1 6	✕
9 4 6	●↔

Badge number: **9 2 4**

☐ On the case



Terrier
Follows a scent

0 2 5	↔
9 2 5	↔↔
2 6 4	↔
6 7 4	↔
6 0 4	✕

Badge number: **7 9 2**

☐ On the case

● right number, right place ↔ right number, wrong place
✕ nothing right No code uses a number twice.

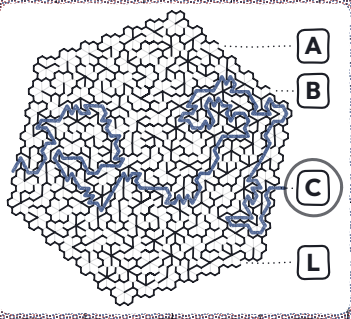
Muddy footprints lead in from the window. Somebody was in here last night.

Leo's Activity Book — Find 3 footprints — Page 2

BADGE 1

Please Keep Back

*People have gathered at the tape to watch. Find a way through them. Plan a trail from Sam all the way to the evidence bag, **Leo**.*





★ *Only one gate joins the start. Its letter is the first letter of the case's codeword: write it here.* ☐

People at the back of the crowd brought binoculars. Find them.

Leo's Activity Book — Find 4 pairs of binoculars — Page 3

BADGE 1

Hold Still, Everything

*Sam numbered every clue, then lost the list. It is in Sam's shorthand. Work it out. **Leo**, check the clues one at a time and circle the card that fits them all.*

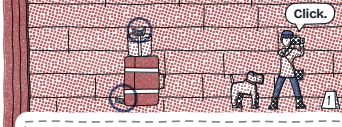


Answer: O - Conductor

CLUES

✓ Is a Person	✕ Has a Circle in It	✕ Has a Strap Over the Shoulder

✓ means yes ✕ means no



★ *Every choice has a letter. The right one's is the second letter of the case's codeword.* ☐

Cake from the dining car is going missing, one slice at a time. Find every slice.

Leo's Activity Book — Find 3 slices of cake — Page 4

SOLUTIONS

Booklet: Leo's Puzzle Adventure

BADGE 1

It Has Found Something

*The terrier has led everyone off after cake. Find the way back to where you were. Find the way from START to EXIT, **Leo**, stepping only to a clock 50 minutes later.*

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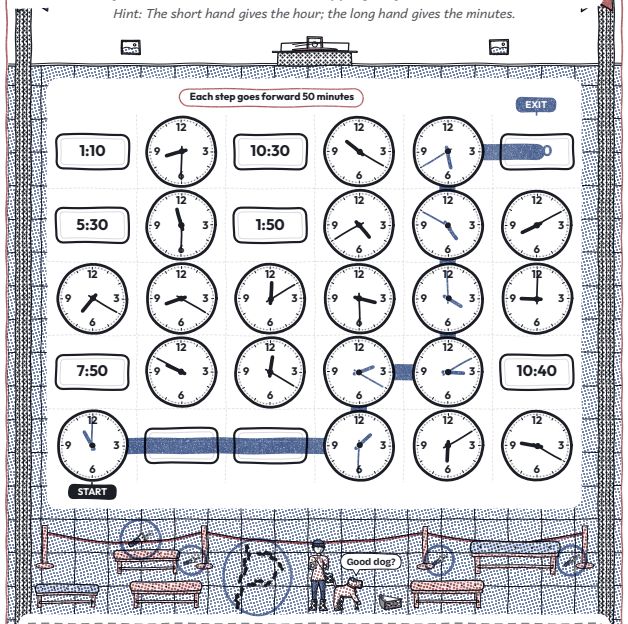


★ *The footprints in the picture make the third letter of the case's codeword. Find it and copy it here.* ☐

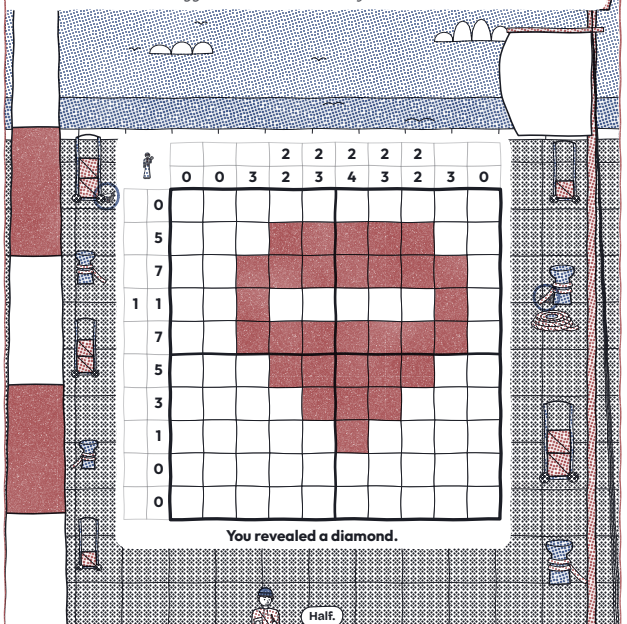
Nobody was looking where they were going. Find the torches they dropped.

 Find 4 torches

BADGE 1

Half a Sandwich

*Here is half a sandwich. Nobody will say who ate the rest. Do this, and bring it. Start with the biggest numbers, **Leo**: they have the least room to move.*



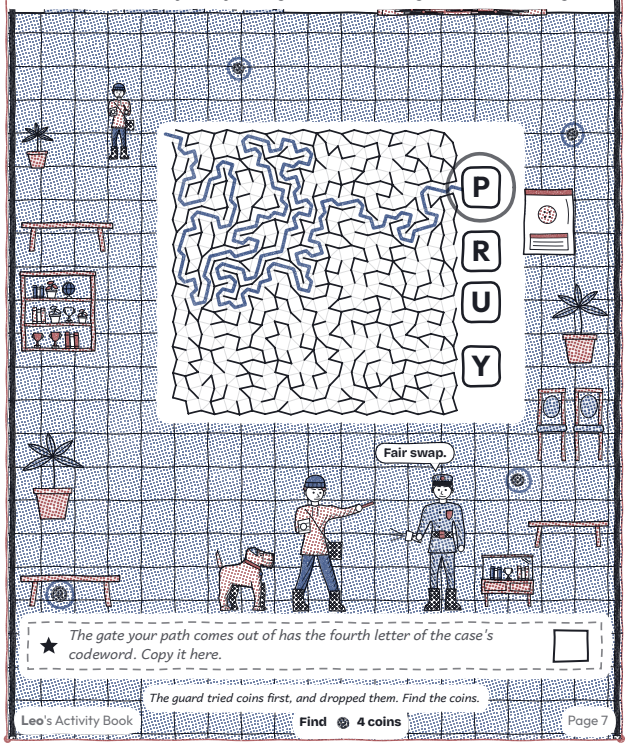
There is half a cake about as well. Find the slices.

 Find 4 slices of cake

BADGE 1

A Fair Swap

*The guard will swap the back door for your sandwich. Find the way there. **Leo**, draw Sam's journey through the maze, ending at the evidence bag.*



★ *The gate your path comes out of has the fourth letter of the case's codeword. Copy it here.* ☐

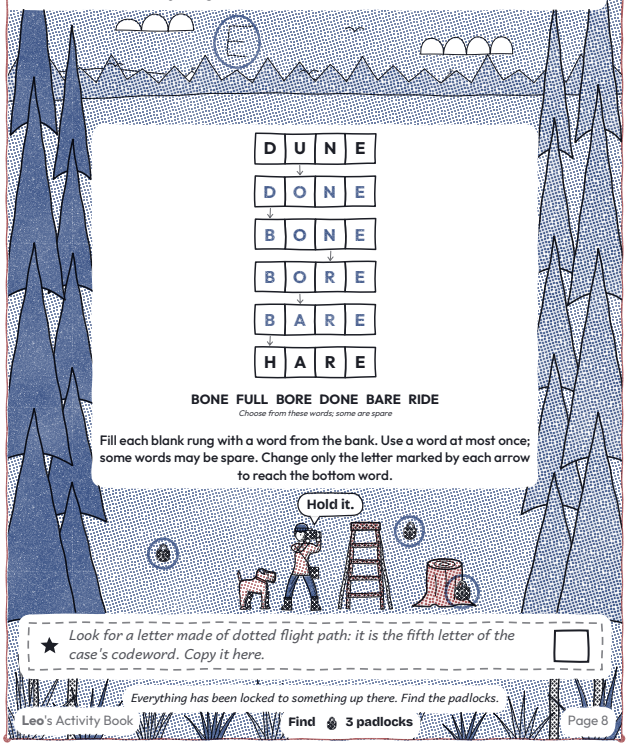
The guard tried coins first, and dropped them. Find the coins.

 Find 4 coins

BADGE 1

Hold the Ladder

*Sam wants someone to hold the ladder, and has sent down a note in code. Work it out. **Leo**, every rung is a real word of 4 letters. Climb down the ladder.*



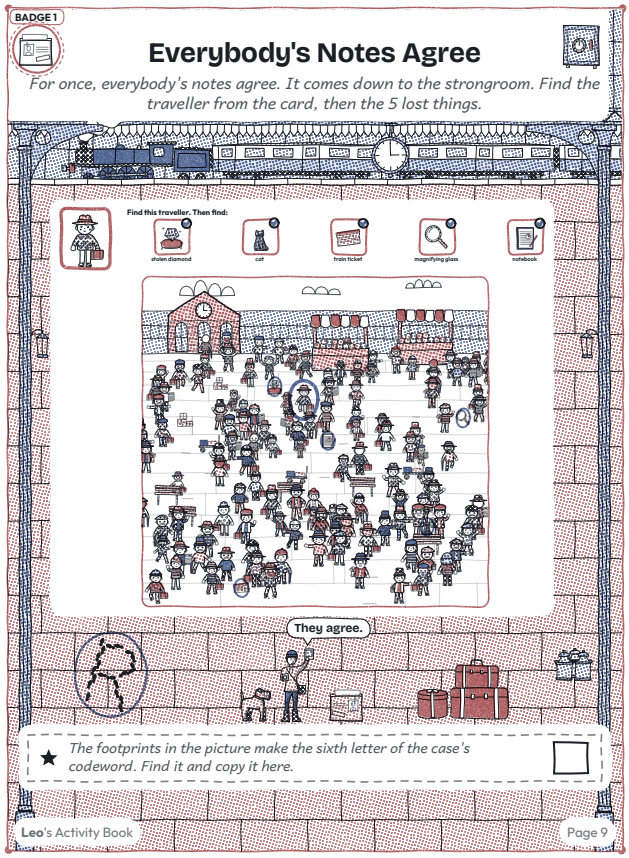
★ *Look for a letter made of dotted flight path: it is the fifth letter of the case's codeword. Copy it here.* ☐

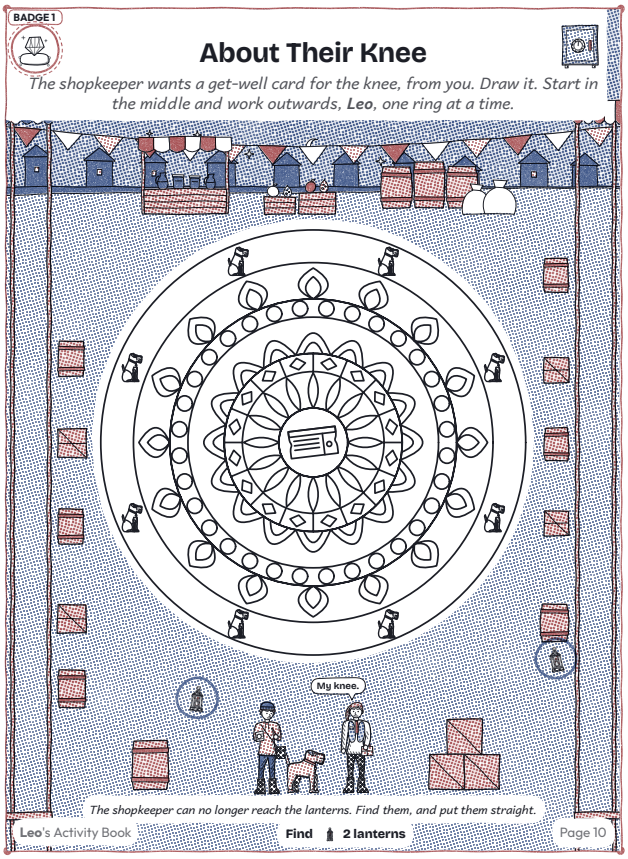
Everything has been locked to something up there. Find the padlocks.

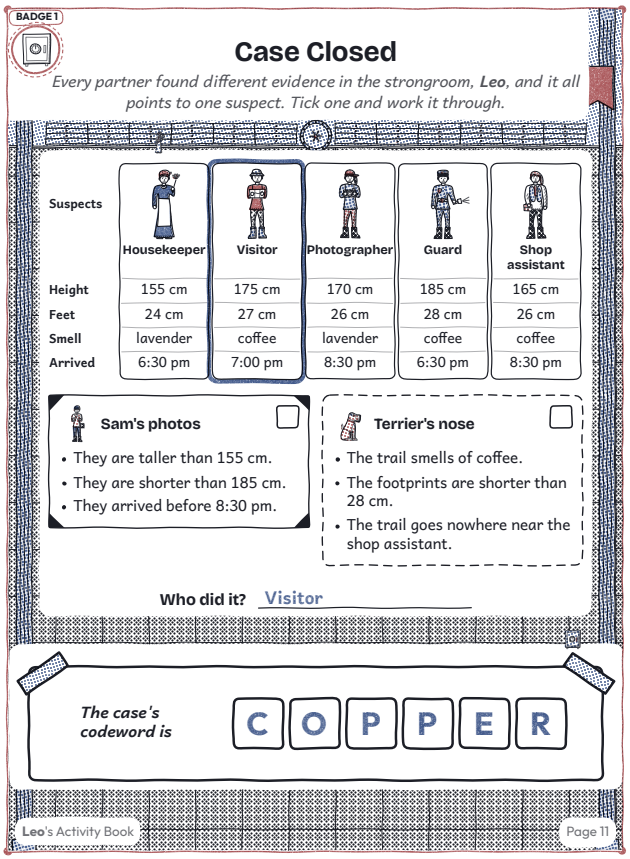
 Find 3 padlocks

SOLUTIONS

Booklet: Leo's Puzzle Adventure

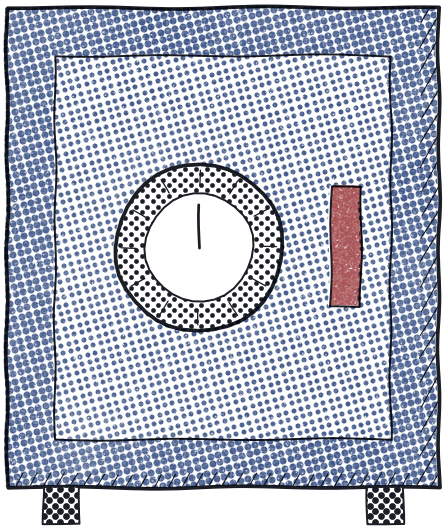






Leo's casebook

Every case worked so far



Case 1

Strongroom

This case

Book no. 9T6E-NR2T

Made for Leo · 10 puzzles · Levels 2–5 · a case codeword to find

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