

THE COMMUNITY CASHBOX IS LOCKED!

THE STORY

The PINDAB crew is setting up a community pop-up. The game cashbox is locked, and its six-digit code has been hidden inside six money challenges. Help the crew recover it before the pretend event begins!

YOUR MISSION

Complete Locks 1–6 in order. Each puzzle gives one digit. Write the digits on the Mission Passport, left to right, to make the final code. Nothing needs to be physically locked, and nobody is locked in a room.

WHO CAN PLAY

Ages 9–13, with reading or maths support as needed. Play solo or in a team of 2–4. Allow about 25–40 minutes. Use pencils and scrap paper; calculators are optional.

PRINT AND SET UP

Players need pages 2–8. Page 1 explains the game. Page 9 has optional hints. Keep page 10, the answer guide, with the host or face down until checking time. Print on Letter paper, single-sided, at 100% / Actual Size.

HELP WITHOUT SPOILERS

Try each lock before using its hint. Track how many hints you use. There is no penalty for learning together. After each answer, explain how you know it is correct.

GAME MONEY RULE

Amounts are in Canadian dollars. All displayed costs are final game prices; do not add tax or extra fees unless a puzzle states one. Never send real money or enter personal information. All people, shops and messages are fictional.



LOCK 1 | THE COIN STASH

A label says: “Exactly $1.40 opens the first lock.”

Choose the ONE pouch worth exactly $1.40. Use its tag number as your first digit. Remember: a loonie is $1, a quarter is 25¢, a dime is 10¢ and a nickel is 5¢.

POUCH TAG 8: 1 loonie + 1 quarter + 2 dimes

POUCH TAG 4: 1 loonie + 1 quarter + 1 dime + 1 nickel

POUCH TAG 6: 4 quarters + 3 dimes

POUCH TAG 2: 1 loonie + 2 quarters

My calculation / evidence: _____

Lock digit: _____ Check it with your team before moving on.



LOCK 2 | THE RECEIPT GLITCH

The crew bought 3 items. One was charged twice!

They bought ONE pack of each item below. Find the duplicated charge, correct the total, then calculate the change from $20. The whole-dollar change is your second digit.

POP-UP SUPPLY RECEIPT

Markers $6
Paper $4
Sticker sheets $7
Sticker sheets $7

Printed total $24

Correct total: $_____ Paid: $20 Correct change: $_____

My calculation / evidence: _____

Lock digit: _____ Check it with your team before moving on.



LOCK 3 | DEAL OR DISTRACTION?

You need exactly 4 notebooks. Extra ones will not be used.

Every notebook is the same quality. Which offer gives you at least 4 notebooks for the lowest total cost? Include any stated delivery fee. Your digit is the winning offer's tag.

OFFER TAG 5: Buy singles at $3 each. Free pickup.

OFFER TAG 7: A pack of 4 costs $10. Free pickup.

OFFER TAG 8: A pack of 4 costs $8, plus $4 delivery.

OFFER TAG 1: A pack of 6 costs $13. Free pickup.

My calculation / evidence: _____

Lock digit: _____ Check it with your team before moving on.



LOCK 4 | KEEP THE EVENT ON BUDGET

The crew has $30 and must keep $5 untouched as a reserve.

You must buy BOTH snacks ($12) and reusable cups ($6). Choose ONE activity below that fits while keeping the full reserve. The activity's tag gives your fourth digit.

ACTIVITY TAG 9: Craft table supplies cost $8.

ACTIVITY TAG 2: Chalk challenge supplies cost $7.

ACTIVITY TAG 4: Photo booth supplies cost $9.

ACTIVITY TAG 6: Mini-tournament supplies cost $10.

My calculation / evidence: _____

Lock digit: _____ Check it with your team before moving on.



LOCK 5 | SKILL DOES NOT MEAN FREE SUPPLIES

A customer pays $18 for handmade game signs.

The sign-maker spends $5 on card and $4 on markers for this job. No other costs apply. How much profit remains? The one-digit profit is your fifth lock digit.

MONEY IN $18 from the customer

MONEY OUT $5 card + $4 markers

YOUR CHECK Profit = payment − total job costs

Total job costs: $_____ Profit: $_____

My calculation / evidence: _____

Lock digit: _____ Check it with your team before moving on.



LOCK 6 | THE TOO-GOOD MESSAGE

An unknown account sends the crew this message:

“You won a $100 prize! Send a $5 fee and your password in the next 10 minutes to claim it. Keep it secret so nobody takes your prize!”

Choose the safest next step. Use its tag as the final digit. Find at least TWO warning signs in the message.

ACTION TAG 3: Send $5 but leave out your password.

ACTION TAG 8: Ask the sender to promise it is real.

ACTION TAG 6: Do not pay or share details. Tell a trusted adult and check through an official source.

Warning signs: _____

Final lock digit: _____



MISSION PASSPORT | RECORD YOUR SIX DIGITS

Team / player name: _____

LOCK 1
Coin stash

DIGIT: _____

LOCK 2
Receipt glitch

DIGIT: _____

LOCK 3
Deal check

DIGIT: _____

LOCK 4
Budget reserve

DIGIT: _____

LOCK 5
Skill profit

DIGIT: _____

LOCK 6
Message check

DIGIT: _____

FINAL CODE ____ ____ ____ ____ ____ ____

Hints used: _____ One money tip we will remember: _____

Ask the host to check your code, or turn to the answer guide when you are ready. Correct all six digits to unlock the pretend cashbox!



HINT DESK | ONE NUDGE PER LOCK

LOCK 1

Turn each coin into cents. $1.40 is 140¢. Add every coin in a pouch before comparing.

LOCK 2

Sticker sheets appear twice. Remove one $7 charge. Then subtract the corrected total from $20.

LOCK 3

Four singles cost 4 × $3. Add delivery to the online pack. Compare what you actually pay, not the headline price.

LOCK 4

Set aside the reserve first. Then subtract snacks and cups. What is the maximum you can spend on an activity?

LOCK 5

Add BOTH supply costs. Subtract that total from the customer’s payment.

LOCK 6

An upfront prize fee, password request, rushed deadline and secrecy are warning signs. A sender’s promise is not independent proof.

HOST TIP: Let the team explain its thinking. If a digit is wrong, name the lock to revisit without giving away the answer.



HOST ANSWERS | KEEP AWAY FROM PLAYERS

LOCK 1 → 4

Pouch tag 4: $1 + $0.25 + $0.10 + $0.05 = $1.40. Other pouches total $1.45, $1.30 and $1.50.

LOCK 2 → 3

The $7 sticker sheets were duplicated. Correct total: $6 + $4 + $7 = $17. Change: $20 − $17 = $3.

LOCK 3 → 7

Tag 5 costs $12; tag 7 costs $10; tag 8 costs $8 + $4 = $12; tag 1 costs $13. Tag 7 is the lowest total cost that meets the need.

LOCK 4 → 2

Available after reserve: $30 − $5 = $25. Snacks and cups cost $18. Activity limit: $25 − $18 = $7. Only tag 2 fits. Actual spending is $25 and the $5 reserve remains.

LOCK 5 → 9

Costs: $5 + $4 = $9. Profit: $18 − $9 = $9. Payment and profit are different.

LOCK 6 → 6

Tag 6 is safest. Accept any two of: upfront fee to claim a prize, password request, time pressure, secrecy, or an unknown sender. Do not click links or use contact details supplied by the suspicious sender to verify it.

FINAL CODE: 4 3 7 2 9 6

Mission complete! Discuss: Which clue changed how you think about spending, earning or checking messages?