



**PRINTED
ADVENTURES**

Samples PDF



WHAT THIS SAMPLE IS

This PDF is a small preview of Printed Adventures — a print-and-play game system designed for kids ages 8–12.

Inside, you'll find a handful of puzzles taken from different adventures. Each one is built to feel like a game first — with stories, characters, and challenges — while quietly developing real thinking skills along the way.

This sample is meant to show you how the game feels, not the full scope of what's included.

WHAT'S INCLUDED IN THIS SAMPLE

- A selection of example puzzles
- Different puzzle styles (logic, reading, pattern-based)
- The look, tone, and difficulty level of the full game

WHAT'S NOT INCLUDED

- This is not the full game
- It does not include all puzzles or adventures
- Certificates, progression, and full story arcs are not shown here

The full Printed Adventures bundle contains 120+ pages, 6 complete themed adventures, and achievement certificates for kids to earn as they play.

5 - THE LAGOON REFLECTIONS

TREASURE HUNT

THE CURSE OF SKULL ISLAND

MOVE EAST

MOVE NORTH

MOVE WEST

STORY

At the edge of a calm lagoon, three stone markers rise from the water. Each one reflects a symbol in the rippling surface—but only one reflection matches perfectly. The Captain's note reads: "Trust only the reflection that stays true."

INSTRUCTIONS

1. Look closely at the three stone markers and their reflections in the lagoon.
2. Two reflections are slightly wrong.
3. Find the stone whose reflection is the right one.
4. Circle the stone and trace the path on your island map.

2 – JAGUAR OF SHADOWS

TEMPLE ESCAPE

TRIAL OF THE 12 GUARDIANS



STORY

The Jaguar prowls in silence, watching from the dark. Torches burn in the chamber, casting light across the stone floor. Only in the deepest shadows can you walk unseen. Find the hidden path where the light does not reach, and the Jaguar will let you pass.

INSTRUCTIONS

1. Light from each torch shines in straight lines across its row and column until stopped by a statue.
2. Any letter tile reached by torchlight is LIT (unsafe).
3. Circle every letter that stays in shadow (not touched by any torch).
4. Read your circled letters in order (top row left to right, then next row, and so on).
5. The letters will spell the Jaguar's secret word.



6 – The Arithmancer’s Gate

WIZARDS SCHOOL

THE SPELLBOOK OF SECRETS



CIPHER KEY

- = 0
- = 1
- = 2
- = 3
- = 4
- = 5
- = 6
- = 7
- = 8
- = 9

STORY

Deep in the corridor below the Astronomy Tower stands a sealed gate of bronze. Its rim is carved with mysterious icons, and two triangular “equations” glow on the door’s face. Only true arithmancers can open it!

INSTRUCTIONS

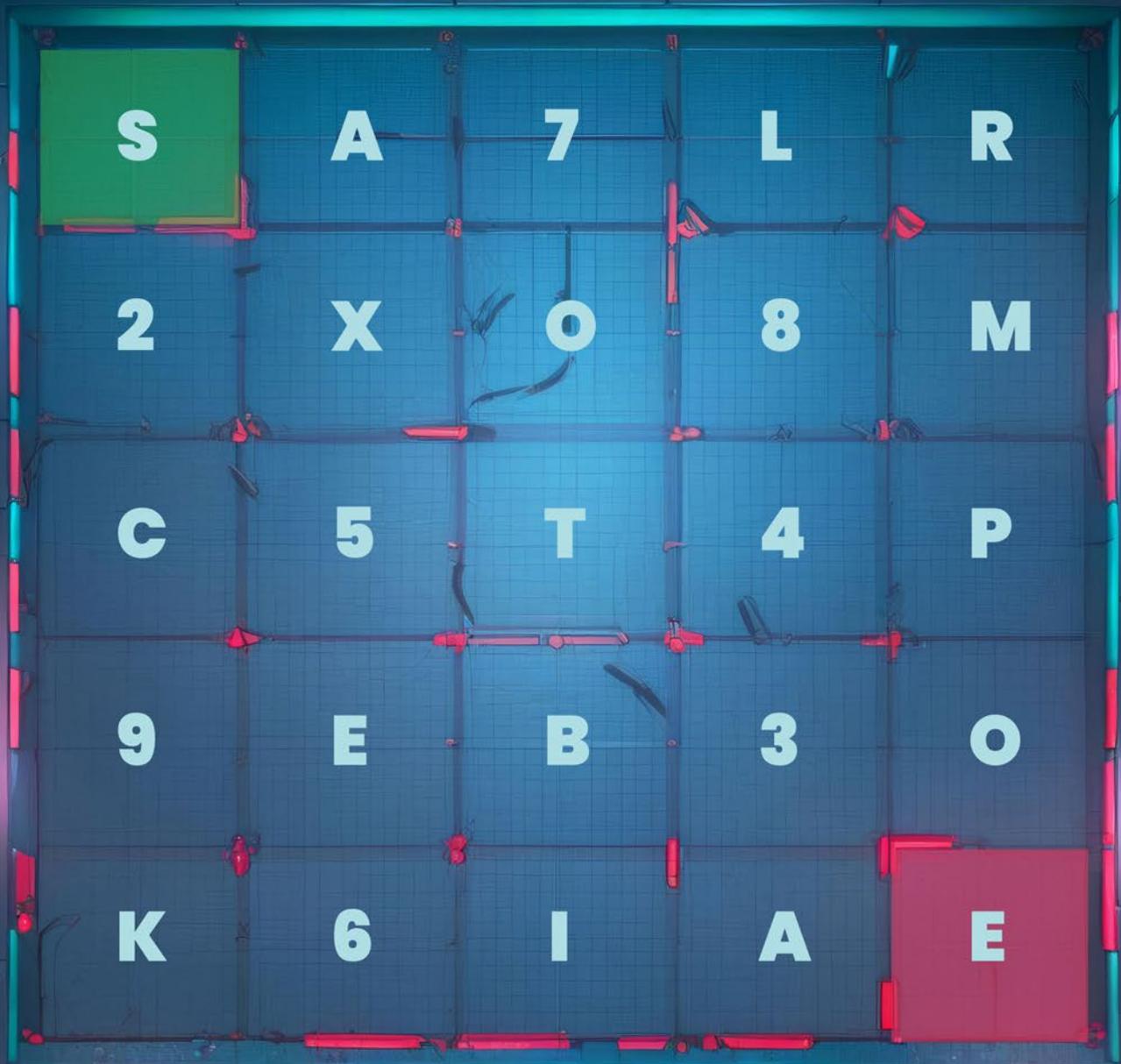
1. For each triangle, the three corners must add to the center number.
2. Use the Cipher Key to convert any icons on a corner into their number.
3. Find the missing value at the “?” corner for Triangle A and Triangle B.
4. Add the two missing values together to get your Final Number.
5. Convert the Final Number to a letter (1=A, 2=B, ..., 26=Z).
6. Write that letter in the answer box and carry it to the finale.

If vowel - RIGHT

If odd - DOWN

If consonant - DOWN

If even - RIGHT



STORY

The Hall of Portraits grows dark. Red beams flicker to life. This isn't just a grid, it's a trap meant to confuse intruders. The terminal hums and projects a large grid with strange rules. Only spies with sharp minds can find the one safe path.

INSTRUCTIONS

1. Start at the TOP LEFT square (S).
2. You may only move RIGHT or DOWN.
3. Each tile has its own condition. If the condition is true, follow it. If not, you're trapped in lasers (dead end).
4. Collect the letters/numbers from the tiles you land on in order.
5. Reach the BOTTOM RIGHT square (E). The sequence you collect is the code fragment.

6 — THE CLERK'S DESCRIPTION

DETECTIVE CLUB

THE CASE OF THE MISSING DOG



OH, SURE! THERE WAS A CURIOUS KID HERE EARLIER, POKING AROUND THE BOOTH. WHAT STOOD OUT TO ME WAS THE HEARING AID THEY HAD.

Story

You stop by the community center and question the front desk clerk, hoping they can share a useful detail.

Instructions

Listen carefully to the clerk.

Look through your suspect portraits — who matches this description?

Cross them off your list, they were here at 3:30, so they cannot be the culprit.

GHOST HUNTERS

THE WHISPERING MANOR

6 — ENCHANTED SEATING



STORY

The Dining Room table is set, but the ghostly guests can't find their seats! The Butler, the Maid, and the Chef argue about where to sit. If you follow the clues, you'll know exactly who sits where.

INSTRUCTIONS

1. Read the clues to place each ghost in the correct chair.
 - The Chef sits directly across from the soup tureen.
 - The Butler sits on the same side as the cracked plate.
 - The Maid does not sit opposite of Chef.
2. Then, read the placemat letters in order: Butler > Maid > Chef.
3. The middle letter of that three-letter word is your answer!