

A small cabinet. A curious mystery.

The museum's smallest cabinet has lost its key. Solve three records to recover its three-digit combination. Everything you need is here.

Print pages 1–5, single-sided. Keep page 6 (answers) separate. Add a pencil.
Solve the three clues, then use the symbol order on the final page.

No email, account or special props required. This mini mystery is a short sample of the puzzle style.

Free for personal, non-commercial play. Do not resell. Clue Cabinet, 2026.

The curator's inventory

The key is filed with the guidebooks. Work out how many guidebooks are in the cabinet.

Inventory record	Count
All books in the cabinet	16
Storybooks	5
Notebooks	4

Every book is exactly one of these: storybook, notebook or guidebook.

How many guidebooks are there? This is the SHELF digit.

SHELF DIGIT: _____

A late appointment

The curator planned to arrive at 4:18 pm. A delayed bus made the arrival 24 minutes later.

Planned arrival: 4:18 pm

Delay: 24 minutes

Find the actual arrival time. Its final digit is the CLOCK digit.

CLOCK DIGIT: _____

A message in the margins

The curator wrote four lines on a postcard. The first letter of each line carries the message.

Find a little wonder.

Open your eyes.

Uncover a new story.

Remember to be curious.

Read the first letters from top to bottom. What number do they spell? This is POSTCARD.

POSTCARD DIGIT: _____

The final lock.

Write your clue digits in this order:

POSTCARD → SHELF → CLOCK

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Check the answer page for the code and ending.

Hints & answers.

SHELF

Hint: Subtract the two known types from the total.

$16 - 5 - 4 = 7$ guidebooks. SHELF = 7.

CLOCK

Hint: Add the 24-minute delay to 4:18.

$4:18 + 24 \text{ minutes} = 4:42$. CLOCK = 2.

POSTCARD

Hint: Ignore all but the first letter of each line.

The first letters spell FOUR. POSTCARD = 4.

Final code: 472

POSTCARD (4), SHELF (7), CLOCK (2). Inside the cabinet is a tiny brass key and a note: "Curiosity opens more doors than you think."