Spring Egg Inventory

Host setup: choose an exact set, record locations, then check every ID.

Chosen mode: ☐ Full 24 ☐ Short 12 ☐ Custom

Circle the exact selected IDs below. Host and team lists must agree.

Full uses all 24 IDs. Short uses A1-A3, B1-B3, C1-C3 and D1-D3: 12 total. For custom, circle only your chosen IDs. Mark the same mode and exact IDs on page 2 before play.

Circle selected IDs; write each selected token's location beside it.

A / circle	B / triangle	C / square	D / diamond
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4
A5	B5	C5	D5
A6	B6	C6	D6

Expected selected ID count: _____ **Initial physical token count:** _____

Print and prepare

Print on matching A4 paper at 100% / actual size. Page 1: one host copy. Page 2: one team record. Page 3: one full 24-token sheet. Page 4: one audit. Short uses only the first three IDs in each category; keep unused tokens aside.

Cut only selected egg outlines on page 3. Before placement, check each selected ID occurs once and the initial count matches your chosen set. Use permitted reachable spots you choose, or a tabletop. Record where every selected token goes.

Collect and log every ID occurrence on page 2, including repeats. Audit on page 4; recover missing pieces with this location record. Remove duplicate/extra copies. Finish complete only if every selected ID appears once, or mark unresolved.

Team collection record

Record physical pieces first, then every ID occurrence - including repeats.

Chosen mode: ☐ Full 24 ☐ Short 12 ☐ Custom

Circle the exact selected IDs below. Host and team lists must agree.

A / circle	A1	A2	A3	A4	A5	A6
B / triangle	B1	B2	B3	B4	B5	B6
C / square	C1	C2	C3	C4	C5	C6
D / diamond	D1	D2	D3	D4	D5	D6

Expected selected ID count: _____ Check agreement with host before play.

Observed physical pieces

A: _____ **B:** _____ **C:** _____ **D:** _____ **Other:** _____ **Total:** _____

List each piece once as an occurrence, even if its ID repeats. Unknown or unselected IDs are extras. If more than 32 pieces, continue on the back using this same expected set.

1. _____	9. _____	17. _____	25. _____
2. _____	10. _____	18. _____	26. _____
3. _____	11. _____	19. _____	27. _____
4. _____	12. _____	20. _____	28. _____
5. _____	13. _____	21. _____	29. _____
6. _____	14. _____	22. _____	30. _____
7. _____	15. _____	23. _____	31. _____
8. _____	16. _____	24. _____	32. _____

Useful notes / pieces to recover

Keep this record with page 4. Matching totals or category counts alone do not prove the selected inventory is complete.

Twenty-four coded eggs

Cut only selected egg outlines. Full: all 24. Short: first three in each category.



Custom: use the exact IDs chosen on pages 1 and 2. Keep ID and symbol on each egg.

Reconcile the inventory

Check the exact selected IDs. Keep this audit with the host and team records.

Use the expected set agreed on pages 1 and 2. Compare every observed occurrence with it. Count duplicates only as extra occurrences of selected IDs; keep unselected copies separate.

Expected ID count: _____ **Physical pieces:** _____

Unique expected IDs found: _____ **Selected duplicate copies:** _____

Missing ID count: _____ **Unselected extra copies:** _____

Missing selected IDs

Expected IDs that do not appear in the collection.

Duplicate selected IDs / extra occurrences

For each selected ID repeated k times, record k-1 duplicate copies.

Unselected IDs / copies

Record every unselected or unknown ID and its number of copies.

After corrections: ☐ Complete ☐ Unresolved

Recover missing pieces using the host locations. Remove duplicate and extra copies. Complete means each expected ID occurs once, with no extras. Otherwise mark Unresolved and note what remains.

Worked checking example - separate from your game

Expected: A1, A2, B1, B2, C1, C2

Observed: A1, A2, B1, B1, C1, C2

Both lists have 6 pieces and category counts A=2, B=2, C=2. But only 5 unique expected IDs are found: B2 is missing, B1 has 1 duplicate copy, and there are 0 extras. This audit is NOT complete.