Forest Lantern Trail

Player clue 1: Path | Team 1

Two bridges can carry small baskets, while the heavy lantern stand needs another road. We will use the records on the table to plan the lantern delivery route. Share the reading, explain each choice and keep the five results for the final plan.

Trace a legal supply journey from S to F. The map's arrows are one-way roads. Visit every required stop, stay inside the travel budget and use the cheapest complete journey. Report all stop letters.

Travel map (one way)

S > A: 2 units

S > B: 1 units

A > C: 2 units

B > C: 2 units CLOSED

C > F: 2 units

B > F: 2 units

A > F: 7 units

Journey rules

Start S; finish F; limit 7 units.

Visit C. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

Forest Lantern Trail

Player clue 2: Kit | Team 1

Pack a kit that supplies all three needs. One card may cover two needs, but its weight is counted once. Choose the lightest complete kit within the carrier limit. Report its card letters alphabetically.

Supply cards

A: weight 3; gives tie+light

B: weight 2; gives mark

C: weight 2; gives tie

D: weight 4; gives light+mark

E: weight 7; gives tie+light+mark

Packing order

Capacity 7; must cover tie, light, mark.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

Forest Lantern Trail

Player clue 3: Keeper | Team 1

Keeper desk: Each person has ONE different item. Use all four NOT rules. Find Hare's item and copy its digit.

Lamp digit 4	**Map** digit 7	**Flag** digit 0

People: Owl, Fox, Hare

Owl does NOT have Lamp.

Fox does NOT have Map.

Fox does NOT have Flag.

Hare does NOT have Map.

Find Hare's item. Each item is used once.

Keeper result: _____

Forest Lantern Trail

Player clue 4: Signal | Team 1

Signal desk: Find the exact word LAMP, reading RIGHT only. Reject near matches and reversed words. Copy the digit immediately after it.

Find LAMP; only read to the RIGHT.

L	A	M	X	8	A	B	C
P	M	A	L	2	A	B	C
L	A	M	P	7	D	E	F
C	A	M	P	9	S	U	N

Answer = digit in the next square after the word.

Signal result: _____

Forest Lantern Trail

Player clue 5: Order | Team 1

Order desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 2.

Read trail [1]	**Mark path [5]**
Check lamps [3]	**Open gate [7]**

Read trail BEFORE Mark path

Check lamps BEFORE Open gate

Mark path BEFORE Open gate

Read trail BEFORE Check lamps

Check lamps BEFORE Mark path

Read position 2 (positions start at 1).

Order result: _____

Forest Lantern Trail

Player clue 6: Final | Team 1

Use each result to recover the load for its leg. At each leg choose the cheapest road that can carry that load. A road with too little capacity is closed to this cargo. Report the five road IDs in journey order.

Use your results from: Path, Kit, Keeper, Signal, Order.

Cargo key, one leg at a time
Leg 1 (Path): S-A-C-F=2; S-A-F=4
Leg 2 (Kit): A-B-C=2; A-B=4
Leg 3 (Keeper): 0=2; 4=4
Leg 4 (Signal): 7=4; 8=2
Leg 5 (Order): 1=4; 3=2
Roads: load capacity / travel cost
1: A 3/2 | B 6/4
2: D 6/4 | C 3/2
3: E 3/2 | F 6/4
4: H 6/4 | G 3/2
5: J 3/2 | K 6/4
Route rule
Choose the cheapest road carrying each load.
Report the five road IDs in leg order, with hyphens.

Final result: _____

Ask your host to check your final result and read the ending.