Forest Lantern Trail

HOST ONLY - preparation and story

Includes answers. Keep these pages and all hint pages with the adult host.

Welcome to the forest lantern depot. Two bridges can carry small baskets, while the heavy lantern stand needs another road. Your team has the original records on the table. First recover five pieces of information, then use the final plan to plan the lantern delivery route. Keep every result beside its badge so another teammate can check your reasoning.

1. Print the six player sheets and two record sheets for each team. Keep answers and hints with the host.

2. Lay out Travel map (one way), Supply cards, the remaining clue sheets and the final plan. All task records are printed inside the sheets; no extra prop is needed.

3. After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

4 players; 1 team. Give each team 6 player sheets and 2 record sheets. Share one host guide and one set of three hint levels.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Optional: 4 invitations or certificates, only if selected.

Forest Lantern Trail

HOST ONLY - solution guide

1. Path: S-A-C-F

Discard closed roads and paths missing C. Add the costs of every remaining edge; the lowest eligible total determines the whole route. Result: S-A-C-F.

2. Kit: A-B

Compare coverage before weight. Only complete kits qualify; minimize their combined weight and report the selected cards in alphabetical order. Result: A-B.

3. Keeper: 0

Owl has Map; Fox has Lamp; Hare has Flag. Hare's item gives 0. Result: 0.

4. Signal: 7

Only row 3 has LAMP followed immediately by 7. Other rows have changed or reversed letters. Result: 7.

5. Order: 3

The only order is Read trail > Check lamps > Mark path > Open gate. Position 2 carries 3. Result: 3.

6. Final: A-D-E-H-J

Recover all five loads. The cheaper road works for a small load; a large load needs the higher-capacity road. The resulting five-leg route records every necessary decision. Checked result: A-D-E-H-J.

Forest Lantern Trail

HOST ONLY - timeline, story and ending

3 minutes: Read the opening. Show the evidence record and choose starting roles.

5 minutes: Solve Path. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Kit. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Keeper. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Signal. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Order. Offer one hint at a time and rotate roles after checking.

7 minutes: Build the five-leg delivery route using all five results.

3 minutes: Read the ending. Ask each teammate to explain one rejected alternative.

After Kit: A cheap road can still fail a load limit or miss a required stop. Keep cost and capacity as separate checks. Pass the record sheet to a new checker before opening the next clue.

After Signal: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the five-leg delivery route.

Check every result using the solution guide. Offer the next hint only when requested; save the answer reveal until the group is ready.

The delivery follows route A-D-E-H-J; every road can carry its assigned load. Thank each teammate for a different piece of reasoning.

Explain one tempting wrong choice and the evidence that ruled it out. Show how each of the five results affected the five-leg delivery route. If a clue is missing, say what remains uncertain before reopening that sheet.

Duration and ages are estimates. Adjust the pace and offer help for your group.

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.

Forest Lantern Trail

Hint level 1 - HOST ONLY

1. Path

Find S, F, the required-stop list and any CLOSED edge.

2. Kit

Read each supply card and the three required needs.

3. Keeper

Find the three people, the three items and the forbidden pairings.

4. Signal

Find the exact target word and the allowed reading direction.

5. Order

Find all the event cards and the before notes.

6. Final

Keep the five named results beside the final plan and find the key for each badge.

Forest Lantern Trail

Hint level 2 - HOST ONLY

1. Path

A cheap shortcut is not a complete journey if it skips a required stop.

2. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

3. Keeper

Each item is used once. A person ruled out of two items must have the third.

4. Signal

A reversed word or almost-matching spelling does not qualify.

5. Order

Connect cards linked by the notes; a card position is counted from the beginning of the completed order.

6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

Forest Lantern Trail

Hint level 3 - HOST ONLY

1. Path

List the legal complete paths, add their edge costs and compare only paths that meet every condition.

2. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

3. Keeper

Place the most restricted person, remove that item from the others, then use the remaining rule. Read the target person only after checking all pairs.

4. Signal

Check every letter of the full word, then read the digit immediately after it in the permitted direction.

5. Order

Check every before relationship, then read only the requested position. The printed card arrangement is not the answer order.

6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.

Forest Lantern Trail

Team 1 result record

Write the complete result from each clue. Results can be words, routes, orders, settings or numbers.

Path: _____

Kit: _____

Keeper: _____

Signal: _____

Order: _____

Keep this record beside the final clue. Copy results exactly, including any leading zero.

Reader / Recorder / Evidence checker / Route or model builder

After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

Forest Lantern Trail

Team 1 final result and celebration

Our final challenge: Final

We combined our earlier clues to decide:

_____

_____

We know it works because:

_____

_____

Host: compare the result with your solution guide. Read the ending when it matches, then let the team explain one discovery.

No physical lock or prize is required. Draw a celebration star here if you like.

Forest Lantern Trail

You're invited to a mystery!

Join Birthday Explorer for Forest Lantern Trail.

Two bridges can carry small baskets, while the heavy lantern stand needs another road. Work together to plan the lantern delivery route.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

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Forest Lantern Trail

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Forest Lantern Trail with curiosity, teamwork and kindness.

The delivery follows route A-D-E-H-J; every road can carry its assigned load. Thank each teammate for a different piece of reasoning.

Date: _____

Host signature: _____

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