Moonlight Camping Quest

Player clue 1: Food | Team 1

The camp needs a shelter design based on its fictional night-creature field cards. We will use the records on the table to design the camp observation shelter. Share the reading, explain each choice and keep the five results for the final plan.

Use only the fictional food-web rules printed here. Start with the food available now. A creature becomes available when its food rule is met. Find which named visitor can live here; a loop cannot create its own first food.

Fictional food-web rules

NIB needs LEAF

PEEP needs SEED

MOTH needs NIB OR PEEP

GLIM needs NIB AND PEEP

LOOP needs TWIN

TWIN needs LOOP

Starting conditions

Available now: LEAF.

A result becomes available when its needs are met.

Which of MOTH, GLIM, LOOP becomes available?

Food result: _____

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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 5; gives tie+light

B: weight 2; gives mark

C: weight 2; gives tie

D: weight 2; 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: _____

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Player clue 3: Lantern | Team 1

Lantern desk: Decode all shapes in message order. Repeated shapes repeat their letter. Convert the full word using the table.

triangle = C square = A circle = M star = P

triangle square circle star

CAMP = 5

MAIL = 8

LAMP = 1

Lantern result: _____

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Player clue 4: Plan | Team 1

Plan desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 3.

Mark trail [2]	**Read chart [8]**
Raise flag [4]	**Check lamps [0]**

Read chart BEFORE Mark trail

Check lamps BEFORE Raise flag

Mark trail BEFORE Raise flag

Read chart BEFORE Check lamps

Check lamps BEFORE Mark trail

Read position 3 (positions start at 1).

Plan result: _____

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Player clue 5: Flag | Team 1

Flag desk: Start at S. Follow EVERY arrow one square, including revisited cells. Record only the endpoint digit.

S: 0	**2**	**4**	**6**
3	**5**	**7**	**9**
6	**8**	**0**	**2**

right > down > right > up > left > down > right > down

One arrow = one square. S = start.

Flag result: _____

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Player clue 6: Final | Team 1

Recover one requirement for each habitat layer from its named result. Choose a matching roof, floor, water source, food and entry. Write the five part IDs in the printed layer order, then point to the evidence supporting each choice.

Use your results from: Food, Kit, Lantern, Plan, Flag.

Habitat construction key
Roof (Food): MOTH=shade; GLIM=sun
Floor (Kit): A-B=dry; C-D=damp
Water (Lantern): 5=still; 8=flow
Food (Plan): 2=seed; 8=leaf
Entry (Flag): 0=wide; 2=narrow
Parts (one per layer, top to bottom)
Roof: R1=shade; R2=sun
Floor: F2=damp; F1=dry
Water: W1=still; W2=flow
Food: D2=seed; D1=leaf
Entry: E1=wide; E2=narrow
Build rule
Choose each part meeting its recovered requirement.
Report five part IDs top to bottom, with hyphens.

Final result: _____

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