

Fog-Bell Signal

Player clue 1: Signal | Team 1

The training cards give pairs of meanings in mixed order; shared signals reveal the missing legend. We will use the records on the table to configure the fog-bell panel. Share the reading, explain each choice and keep the five results for the final plan.

Each signal means one different word. Use the training examples to recover the legend. Words marked "any order" may be swapped; compare shared signals across cards. Decode the received message from left to right. The desk uses this message when handling the fog-bell panel.

Unlabelled legend

Signals: DOT, BAR, ARC, RING. Words: WAIT, SEND, TURN, REST.

Each signal has one word; each word is used once.

Training messages

DOT+BAR means SEND+WAIT (any order)

BAR+ARC means TURN+SEND (any order)

ARC+RING means REST+TURN (any order)

Received message

RING > DOT

Report decoded words in order, with hyphens.

Signal result: _____

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Player clue 2: Record | Team 1

Use the bell log and beacon book to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Bell log

item: Bell | tag: PINE | status: draft

item: Flag | tag: WAVE | status: checked

item: Lens | tag: STAR | status: cancelled

Beacon book

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Keeper note

bay: WEST | seal: RING

bay: NORTH | seal: KITE

bay: EAST | seal: LEAF

Cross-check

Match A.tag to B.tag.

Match B.bay to C.bay.

A.status is checked.

Report C.seal.

Record result: _____

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Player clue 3: Path | Team 1

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=Start; A=Bell; B=Flag; C=Lens; F=Delivery

S > A: 2 units

S > B: 1 units

A > C: 2 units

B > C: 2 units

C > F: 2 units

B > F: 2 units

A > F: 7 units

Journey rules

Start S; finish F; limit 7 units.

Visit A. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

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Player clue 4: Order | Team 1

Arrange the four event cards using every witness note. "Immediately before" means there is no event between them. Report the requested position after the whole order has been checked.

Event cards

A: Read flag

B: Check tower

C: Test bell

D: Light beacon

Witness notes

A is before C.

D is before A.

B is before D.

Report the event ID in position 4.

Order result: _____

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Player clue 5: Habitat | Team 1

The keeper recorded three features of a replacement lens. Compare the cards and identify the complete match before setting the beacon panel.

Beacon lens cards

CLEAR: rim=round; shade=none; base=wide

HOOD: rim=round; shade=hood; base=wide

NARROW: rim=round; shade=hood; base=narrow

SQUARE: rim=square; shade=hood; base=wide

Required features

rim must be round.

shade must be hood.

base must not be narrow.

Report the one matching card ID.

Habitat result: _____

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Player clue 6: Final | Team 1

Use the five results to select five pulse cards. Start at the recorded dial states. Add all selected turns for each dial and follow its loop: 0, 1, 2, then 0 again. Report the final state of dials A through E.

Use your results from: Signal, Record, Path, Order, Habitat.

Control panel

Dial order: A, B, C, D, E. States: 0 > 1 > 2 (loop).

Start: A0 / B1 / C2 / D0 / E1.

Pulse cards (turns in dial order)

Signal: WAIT-SEND=(1,2,0,0,0); REST-WAIT=(2,1,0,0,0)

Record: RING=(0,1,0,2,0); KITE=(0,2,0,1,0)

Path: S-A-F=(0,0,1,2,0); S-A-C-F=(0,0,2,1,0)

Order: C=(1,0,0,2,0); A=(2,0,0,1,0)

Habitat: CLEAR=(1,0,0,0,2); HOOD=(2,0,0,0,1)

Setting rule

Add every chosen pulse. Move around each dial loop.

Report dial ID + state, in order, with hyphens.

Final result: _____

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