

Forest Lantern Trail

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

A gust has scattered the lantern instructions. Find the clear path, share the lantern supplies and recover the exact trail word. Collect five named badge digits and use the final sheet. Every clue is on the table; ask the host for one hint at a time.

1. Print one player pack and two record sheets per team. Keep the host answers and all three hint levels with the adult.
2. Keep every clue as a full sheet at one table. Put the final sheet face down until all five results are recorded. Nothing needs cutting, folding or hiding.
3. Give each child a pencil. Choose a reader, recorder and checker, and swap jobs after each clue. Use one team for 2-4 children or two teams for 5-6.

Players: 4; teams: 1. Print one player and prop set per team. Invitations and certificates: 4 each.

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

Forest Lantern Trail

HOST ONLY - solution guide

1. Trail: 7

The open corridor from S reaches row 5 column 5, exit 7; the other labelled exits are separated by walls.

2. Stores: 1

Remove 2 from 4; share 2 among 2 parcels to get 1. Check $2 \times 1 + 3 = 5$.

3. Keeper: 0

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

4. Signal: 7

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

5. Order: 3

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

6. Final: 77130

Start > Stop 1 > Stop 2 > Stop 3 > Stop 4 > Stop 5 > Finish; Signal > Trail > Stores > Order > Keeper

Forest Lantern Trail

HOST ONLY - timeline and paper check

3 minutes: Read the story, show the badge record and choose roles.

4 minutes: Solve Trail. Offer one hint level at a time if wanted.

5 minutes: Solve Stores. Offer one hint level at a time if wanted.

6 minutes: Solve Keeper. Offer one hint level at a time if wanted.

undefined minutes: Solve Signal. Offer one hint level at a time if wanted.

5 minutes: Solve Order. Offer one hint level at a time if wanted.

5 minutes: Use the five results on the final sheet.

2 minutes: Read the ending and thank each teammate.

Paper completion: check each badge against the solution guide, then check the final code. No device is required.

The lantern plan is restored. The woodland gathering has a safe imaginary route to its clearing. Thank your team for checking the evidence together. Confirmed final control code: 77130.

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