

Garden Beacon Repair

Player clue 1: Signal | Team 1

A repaired beacon begins at recorded dial states; every recovered pulse must be applied, including zero turns. We will use the records on the table to configure the garden beacon. 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 paper garden beacon.

Unlabelled legend

Signals: DOT, BAR, ARC, RING. Words: CHECK, OPEN, REST, HOLD.

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

Training messages

DOT+BAR+ARC means REST+OPEN+CHECK (any order)

DOT+RING means HOLD+CHECK (any order)

BAR+RING means OPEN+HOLD (any order)

Received message

ARC > BAR

Report decoded words in order, with hyphens.

Signal result: _____

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Player clue 2: Record | Team 1

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

Beacon tests

item: Leaf | tag: PINE | status: checked

item: Lamp | tag: WAVE | status: cancelled

item: Post | tag: STAR | status: draft

Lamp book

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Cross-check

Match A.tag to B.tag.

A.status is checked.

Report B.bay.

Record result: _____

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Player clue 3: 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 tag

B: Test pulse

C: Check lamp

D: Clean lens

Witness notes

D is immediately before B.

A is before D.

C is immediately before A.

Report the event ID in position 1.

Order result: _____

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Player clue 4: 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=Leaf; B=Lamp; C=Post; F=Delivery

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

C > D: 1 units

D > F: 2 units

Journey rules

Start S; finish F; limit 8 units.

Visit A, D. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

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Player clue 5: Habitat | Team 1

Compare the post survey with the beacon requirements. Choose the site with suitable shade and ground conditions; use the printed survey rather than assuming a place name tells you the answer.

Garden-beacon post cards

OAK: shade=deep; ground=dry; entry=wide

POND: shade=light; ground=damp; entry=wide

HEDGE: shade=deep; ground=dry; entry=narrow

GATE: shade=light; ground=dry; entry=wide

Required features

shade must not be deep.

ground must be dry.

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, Order, Path, Habitat.

Control panel

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

Start: A2 / B0 / C1 / D2 / E0.

Pulse cards (turns in dial order)

Signal: CHECK-OPEN=(1,2,0,0,0); REST-OPEN=(2,1,0,0,0)

Record: EAST=(0,2,0,1,0); NORTH=(0,1,0,2,0)

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

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

Habitat: OAK=(1,0,0,0,2); GATE=(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.