Lantern Stage Rehearsal

HOST ONLY - preparation and story

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

Welcome to the lantern theatre. Stage cards contain both immediate handoffs and longer before-and-after relationships. Your team has the original records on the table. First recover five pieces of information, then use the final plan to reconstruct the lantern rehearsal. 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 Event cards, Departure windows (minutes after opening), 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.

Lantern Stage Rehearsal

HOST ONLY - solution guide

1. Order: A

The before relationships connect all four events. Place linked cards, check any immediate handoff and then read the specified position. Result: A.

2. Window: STAGE-B

Add job time and travel time to each printed start. Compare the sum with both that window's end and the deadline, then reject early starts. Result: STAGE-B.

3. Signal: WAIT-TURN

A consistent one-to-one mapping satisfies every training example. Use the complete mapping to read the two-signal message in order. Result: WAIT-TURN.

4. Record: KITE

Check source status first, then join the matching tag and bay. The useful information comes from separate records, not their printed row order. Result: KITE.

5. Kit: C-D

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

6. Final: B-D-A-F-C-E

The five recovered order notes link all six events. Arrange them into one continuous order. Removing any link leaves two neighboring sections without a known order. Checked result: B-D-A-F-C-E.

Lantern Stage Rehearsal

HOST ONLY - timeline, story and ending

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

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

5 minutes: Solve Window. 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 Record. 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.

7 minutes: Build the six-event run sheet using all five results.

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

After Window: One time window can fit the work but fail the journey. Keep each order note beside its source. Pass the record sheet to a new checker before opening the next clue.

After Record: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the six-event run sheet.

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

The crew uses run sheet B-D-A-F-C-E; every recovered order note is respected. 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 six-event run sheet. 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.

Lantern Stage Rehearsal

Player clue 1: Order | Team 1

Stage cards contain both immediate handoffs and longer before-and-after relationships. We will use the records on the table to reconstruct the lantern rehearsal. Share the reading, explain each choice and keep the five results for the final plan.

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: Place lantern

B: Hang screen

C: Open curtain

D: Test shadow

Witness notes

B is immediately before A.

D is immediately before C.

A is before D.

Report the event ID in position 2.

Order result: _____

Lantern Stage Rehearsal

Player clue 2: Window | Team 1

The team needs time for both the job and the journey. It cannot start before the earliest time, leave a window unfinished, or arrive after the deadline. Which departure window works? Times are minutes after opening.

Departure windows (minutes after opening)

STAGE-A: start 10; window ends 21

STAGE-B: start 16; window ends 34

STAGE-C: start 30; window ends 49

Work and travel

Earliest start 12; job 10 min.

Travel 6 min; arrival deadline 40.

Job + travel must both fit inside one window.

Report the only possible window ID.

Window result: _____

Lantern Stage Rehearsal

Player clue 3: Signal | Team 1

Recover the complete desk-signal legend from the training cards. Compare which signals and words appear together across the cards; word order on a card is not a clue. Decode the received message in order. The desk uses this message when handling the stage rehearsal.

Unlabelled legend

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

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

Training messages

DOT+BAR means SEND+TURN (any order)

BAR+ARC means TURN+REST (any order)

ARC+RING means REST+CHECK (any order)

RING+CROSS means CHECK+WAIT (any order)

Received message

CROSS > BAR

Report decoded words in order, with hyphens.

Signal result: _____

Lantern Stage Rehearsal

Player clue 4: Record | Team 1

Follow the checked cue through the stage book to its signed notice. A draft notice can share the same bay, so both the joins and the copy status matter.

Cue sheets
item: Screen | tag: PINE | status: cancelled
item: Lamp | tag: WAVE | status: draft
item: Curtain | tag: STAR | status: checked
Stage book
tag: STAR | bay: NORTH
tag: PINE | bay: EAST
tag: WAVE | bay: WEST
Director note
bay: WEST | seal: RING | copy: signed
bay: NORTH | seal: KITE | copy: signed
bay: EAST | seal: LEAF | copy: signed
bay: WEST | seal: KITE | copy: draft
Cross-check
Match A.tag to B.tag.
Match B.bay to C.bay.
A.status is checked.
C.copy is signed.
Report C.seal.

Record result: _____

Lantern Stage Rehearsal

Player clue 5: Kit | Team 1

The shadow rehearsal needs screen, light and stage-mark cards. Pack the lightest complete kit within the carrier limit. A combined card can cover two requirements.

Supply cards

A: weight 2; gives screen

B: weight 4; gives light+mark

C: weight 3; gives screen+light

D: weight 2; gives mark

E: weight 7; gives screen+light+mark

Packing order

Capacity 7; must cover screen, light, mark.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

Lantern Stage Rehearsal

Player clue 6: Final | Team 1

Each recorded result recovers one order note. Use all five notes to put the six named events in order. A>B means A happens before B. Write all six event IDs from first to last; check that every note is satisfied.

Use your results from: Order, Window, Signal, Record, Kit.

Run sheet
A: Place lantern
B: Clear stage
C: Open curtain
D: Hang screen
E: Take bow
F: Test shadow
Recovered order notes
Order: A=B>D; B=D>B
Window: STAGE-A=A>D; STAGE-B=D>A
Signal: WAIT-TURN=A>F; WAIT-SEND=F>A
Record: RING=C>F; KITE=F>C
Kit: C-D=C>E; A-B=E>C
Order rule
A>B means A happens before B. Use all five notes.
Report all six event IDs in order, with hyphens.

Final result: _____

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

Lantern Stage Rehearsal

Hint level 1 - HOST ONLY

1. Order

Read the event letters and all three witness notes.

2. Window

Look at earliest start, each window end and the arrival deadline.

3. Signal

Look at the training cards that share one signal.

4. Record

Start with the status field in Cue sheets.

5. Kit

Read each supply card and the three required needs.

6. Final

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

Lantern Stage Rehearsal

Hint level 2 - HOST ONLY

1. Order

Join immediately-before pairs as a block; other before notes set the direction between blocks.

2. Window

The journey uses time as well as the job; add both to the start of each window.

3. Signal

In an unordered pair, a word cannot be assigned by its left/right position. Use the overlap with another pair.

4. Record

The tag links an item to a bay; rows in separate records need not line up.

5. Kit

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

6. Final

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

Lantern Stage Rehearsal

Hint level 3 - HOST ONLY

1. Order

Try the remaining positions, then check every note against your full order before reading the requested position.

2. Window

Check all three conditions for each window. A slot can be long enough yet start too early or arrive too late.

3. Signal

Give each signal a different word, check every training example and only then decode the received message in its printed order.

4. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

5. Kit

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

6. Final

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

Lantern Stage Rehearsal

Team 1 result record

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

Order: _____

Window: _____

Signal: _____

Record: _____

Kit: _____

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.

Lantern Stage Rehearsal

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.

Lantern Stage Rehearsal

You're invited to a mystery!

Join Birthday Explorer for Lantern Stage Rehearsal.

Stage cards contain both immediate handoffs and longer before-and-after relationships. Work together to reconstruct the lantern rehearsal.

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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Lantern Stage Rehearsal

Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Lantern Stage Rehearsal with curiosity, teamwork and kindness.

The crew uses run sheet B-D-A-F-C-E; every recovered order note is respected. Thank each teammate for a different piece of reasoning.

Date: _____

Host signature: _____

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