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.

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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.

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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.