

Moonlight Camping Quest

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The camp planning desk has lost its complete flag code. Match the helpers, repair the supply record and decode the lantern message so the paper camp can open. 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.

Moonlight Camping Quest

HOST ONLY - solution guide

1. Helper: 1

Wren has Map; Lark has Lamp; Finch has Flag. Lark's item gives 1.

2. Supply: 2

Known stock: $9 + 2 - 2 = 9$. Closing stock 11 minus 9 gives the missing return 2. Cancelled +7 never arrived.

3. Lantern: 5

The decoded word is CAMP; its row gives 5.

4. Plan: 2

The only order is Read chart > Check lamps > Mark trail > Raise flag. Position 3 carries 2.

5. Flag: 0

The route ends at row 3, column 3. That cell gives 0.

6. Final: 21205

Plan > Helper > Supply > Flag > Lantern

Moonlight Camping Quest

HOST ONLY - timeline and paper check

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

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

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

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

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

4 minutes: Solve Flag. 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 camp planning code is restored and the imaginary camp can open. Thank your team for checking the evidence together. Confirmed final control code: 21205.

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

Moonlight Camping Quest

Player clue 1: Helper | Team 1

The camp planning desk has lost its complete flag code. Match the helpers, repair the supply record and decode the lantern message so the paper camp can open. Find five badge digits, then use the final sheet. Help each other and ask for hints.

Helper desk: Each person has ONE different item. Use all four NOT rules. Find Lark's item and copy its digit.

Flag digit 8	Lamp digit 1	Map digit 4
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People: Wren, Lark, Finch

Wren does NOT have Lamp.

Lark does NOT have Map.

Lark does NOT have Flag.

Finch does NOT have Map.

Find Lark's item. Each item is used once.

Helper badge: _____

Moonlight Camping Quest

Player clue 2: Supply | Team 1

Supply desk: A return entry lost its amount. Use the opening and closing stock to find the missing return. Apply DONE entries; ignore the CANCELLED plan.

Opening stock: 9. Closing stock: 11.

Received: +2 DONE
Planned: +7 CANCELLED
Issued: -2 DONE
Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Supply badge: _____

Moonlight Camping Quest

Player clue 3: Lantern | Team 1

Lantern desk: Decode all shapes in message order. Repeated shapes repeat their letter. Convert the full word using the table.



triangle = C



square = A



circle = M



star = P



triangle



square



circle



star

CAMP = 5

MAIL = 8

LAMP = 1

Lantern badge: _____

Moonlight Camping Quest

Player clue 4: Plan | Team 1

Plan desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 3.

Mark trail [2]	Read chart [8]
Raise flag [4]	Check lamps [0]

- Read chart BEFORE Mark trail
- Check lamps BEFORE Raise flag
- Mark trail BEFORE Raise flag
- Read chart BEFORE Check lamps
- Check lamps BEFORE Mark trail

Read position 3 (positions start at 1).

Plan badge: _____

Moonlight Camping Quest

Player clue 5: Flag | Team 1

Flag desk: Start at S. Follow EVERY arrow one square, including revisited cells. Record only the endpoint digit.

S: 0	2	4	6
3	5	7	9
6	8	0	2

right > down > right > up > left > down > right > down

One arrow = one square. S = start.

Flag badge: _____

Moonlight Camping Quest

Player clue 6: Final | Team 1

Read your five badge digits in the printed order. Join them with no spaces, keeping zeroes.

Plan ?	Helper ?	Supply ?	Flag ?	Lantern ?
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Read left to right. Keep every digit, including zero.

Final badge: _____

Need help? Ask your host for one hint at a time.

Moonlight Camping Quest

Hint cards - level 1 (spoilers; keep with host)

1. Helper

No item can belong to two people. Cross out each forbidden pairing.

2. Supply

The missing amount is a return into stock. The cancelled delivery never happened.

3. Lantern

Use the letter under each named shape.

4. Plan

The printed cards are deliberately out of order.

5. Flag

Move one square for each arrow. A revisit still counts as a move.

6. Final

Keep all five named badge results beside this sheet.

Moonlight Camping Quest

Hint cards - level 2 (spoilers; keep with host)

1. Helper

Lark cannot have two items, so Lark must have Lamp.

2. Supply

Start with 9. Apply +2 then -2. Ignore the cancelled +7.

3. Lantern

The first two shapes give C then A. Decode the remaining shapes the same way.

4. Plan

Read chart must come first. Work out which action comes directly after it.

5. Flag

After the first 4 arrows, you are at row 1, column 3. Continue from there.

6. Final

Begin with Plan, then Helper.

Moonlight Camping Quest

Hint cards - level 3 (spoilers; keep with host)

1. Helper

Cross Lamp off for the other two people. Apply the last NOT rule, then find Lark's item.

2. Supply

The known entries leave 9. How much must return to reach the closing stock of 11?

3. Lantern

Write CA first, then one letter per remaining shape. Choose the table row matching the whole message.

4. Plan

The first two actions are Read chart, then Check lamps. Finish the chain and read position 3.

5. Flag

From that checkpoint follow left, down, right, down. Copy the last cell.

6. Final

Copy one digit per printed badge box from left to right. Do not sort by clue number; zero remains a digit.

Moonlight Camping Quest

Team 1 badge record (no cutting needed)

Write a digit beside each badge as you solve its clue.

Helper: _____

Supply: _____

Lantern: _____

Plan: _____

Flag: _____

Reader: reads the clue. Recorder: writes the digit. Path finder: traces routes. Swap roles every clue.

Moonlight Camping Quest

Team 1 paper unlock card

Our five badges are ready. We used the final sheet to find this code:

Host: compare this with your solution guide. When it matches, read the ending and celebrate.

No physical lock or prize is required. You may draw a celebration star on this card.

Moonlight Camping Quest

You're invited to a birthday mystery!

Join Birthday Explorer for Moonlight Camping Quest.

Recover the planning code for the moonlight camp.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

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Moonlight Camping Quest

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Moonlight Camping Quest with curiosity,
teamwork and kindness.

The camp planning code is restored and the imaginary camp can
open. Thank your team for checking the evidence together.

Confirmed final control code: 21205.

Date: _____

Host signature: _____

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