

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.

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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

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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.