

The Four Tables

ACTIVITY 1 | LARGE PRINT: rules and clues

Four imaginary reception tables sit in a row, numbered 1 to 4 from left to right. Put one sign and one favor at each table. Use every sign and every favor exactly once.

Signs: Key, Leaf, Moon, Star

Favors: Bookmark, Chocolate, Seeds, Tea

Immediately to the right means the next table, with no table between them.

1. The Moon sign is at one of the two end tables.
2. The Star sign is paired with Seeds.
3. Chocolate is at table 4.
4. The Leaf table has neither Tea nor Bookmark.
5. Bookmark is immediately to the right of Tea.

Hints are on host pages 2-4 or in pack-hints.txt. Answers are on host pages 5-7 or in pack-answers.txt. Use the section for this activity.

The Four Tables

ACTIVITY 1 | LARGE PRINT: answer spaces

Finish when all four tables are filled and every clue fits.

Play alone or together. Joining in is optional. Pause, skip or reveal an answer whenever you like.

Table 1 (left end)

Sign: _____

Favor: _____

Table 2

Sign: _____

Favor: _____

Table 3

Sign: _____

Favor: _____

Table 4 (right end)

Sign: _____

Favor: _____

The Welcome Route

ACTIVITY 2 | LARGE PRINT: connections

A fictional reception has eight places. Trace a route from Gate to Table while staying seated. All the information you need is below.

Each line lists every place you can reach in one move. Connections work in either direction; there are no other connections.

Place	Connected to
Gate	Bench, Bell
Bench	Gate, Clock, Fountain
Bell	Gate, Clock, Lantern
Clock	Bench, Bell, Porch
Fountain	Bench, Lantern, Porch
Lantern	Bell, Fountain, Table
Porch	Clock, Fountain, Table
Table	Lantern, Porch

Use the route rules and answer spaces on the next page.
Hints: host page 3. Answer: host page 6.

The Welcome Route

ACTIVITY 2 | LARGE PRINT: rules and answer spaces

- 1. Start at Gate and finish at Table.
- 2. Use exactly six moves: seven places in all, including Gate and Table.
- 3. Visit no place more than once.
- 4. Visit both Bell and Fountain.
- 5. During the route, move directly from Clock to Porch.

Write the place reached after each move. Check every connection and every rule.

Start: Gate

After move	Place reached
1	_____
2	_____
3	_____
4	_____
5	_____
6	Table

Optional: pause, skip or reveal at any time.

The Message Mender

ACTIVITY 3 | LARGE PRINT: repair rules

An imaginary reception printer has changed one number in each of eight message strips. Restore the numbers and decode its message.

1. Read each strip's four numbers from left to right as positions 1, 2, 3 and 4.
2. In a correct strip, the first and second numbers are each 1, 2, 3 or 4.
3. Third = first + second. Fourth = second + third.
4. Exactly one printed number per strip is wrong. Change that number only; keep the other three unchanged.
5. Use the repaired first number as the chart row and the repaired second number as its column. Write that letter beside the strip.
6. Read the letters in strip order, 1 to 8. Put spaces after letters 4 and 6. No other letters or word guesses are needed.
7. Numbers and letters may repeat between different strips.

The chart and message strips are on the next page.

The Message Mender

ACTIVITY 3 | LARGE PRINT: chart and strips

Letter chart

Row	1	2	3	4
1	A	M	I	R
2	S	E	T	U
3	O	P	F	H
4	N	D	B	K

Repair notes

Message strips

No.	Numbers	Letter
1	3 2 6 7	
2	4 1 2 3	
3	2 1 3 7	
4	2 4 3 4	
5	1 3 4 5	
6	2 1 5 8	
7	2 1 4 5	
8	4 1 7 6	

Message: ____ / ____ / ____

Each slash marks a space.

Finish when every repaired strip obeys both addition rules and your eight letters fill the stated spaces.

Optional: pause, skip or reveal at any time.

Hints: host page 4. Answer: host page 7.