

The Four Tables

ACTIVITY 1 | PLAYER SHEET

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.

	Table 1	Table 2	Table 3	Table 4
Sign				
Favor				

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.

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 Welcome Route

ACTIVITY 2 | PLAYER SHEET

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.

Route rules

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.

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

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

Start	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6
Gate						Table

Optional: pause, skip or reveal at any time.

Hints: host page 3. Answer: host page 6.

The Message Mender

ACTIVITY 3 | PLAYER SHEET: rules and chart

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.

Letter chart - column is the repaired second number

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

The message strips and answer spaces are on the next page.

Optional: pause, skip or reveal at any time.

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

The Message Mender

ACTIVITY 3 | PLAYER SHEET: message strips

Use the repair rules and letter chart on the previous page.

Mark the single corrected number in each strip, then write its letter.

Strip	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, not an extra character.

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

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