Your lighthouse mission



The paper-boat festival is about to begin, but the old lighthouse is dark. Keeper Mara has left her journal, a power board and a cabinet of paper lenses. Can your team restore the light before the first lanterns drift into the bay?

Your team is the repair crew. Start with the journal on page 2. Save each finding below; the final console on page 7 needs them all.

Journal: the three-symbol startup order

Power: the value of each powered module

Lens: the direction of its arrow

Ask the adult for one hint at a time, or use the optional web companion. You can complete the whole adventure on paper with the separate Adult Guide.

01 / Mend the keeper's journal

The journal has come apart. Four strips describe one evening's startup. Put the events back in order before touching the power board. Arrange the four strips from first to last. Enter their corner letters in that order.

An adult cuts the four strips on the dashed borders. Keep the letter with its text.

R After the WAVE module is steady, connect the LEAF module last.

K Only after all three modules are connected may you turn the lens.

T When the evening shift begins, connect the STAR module first.

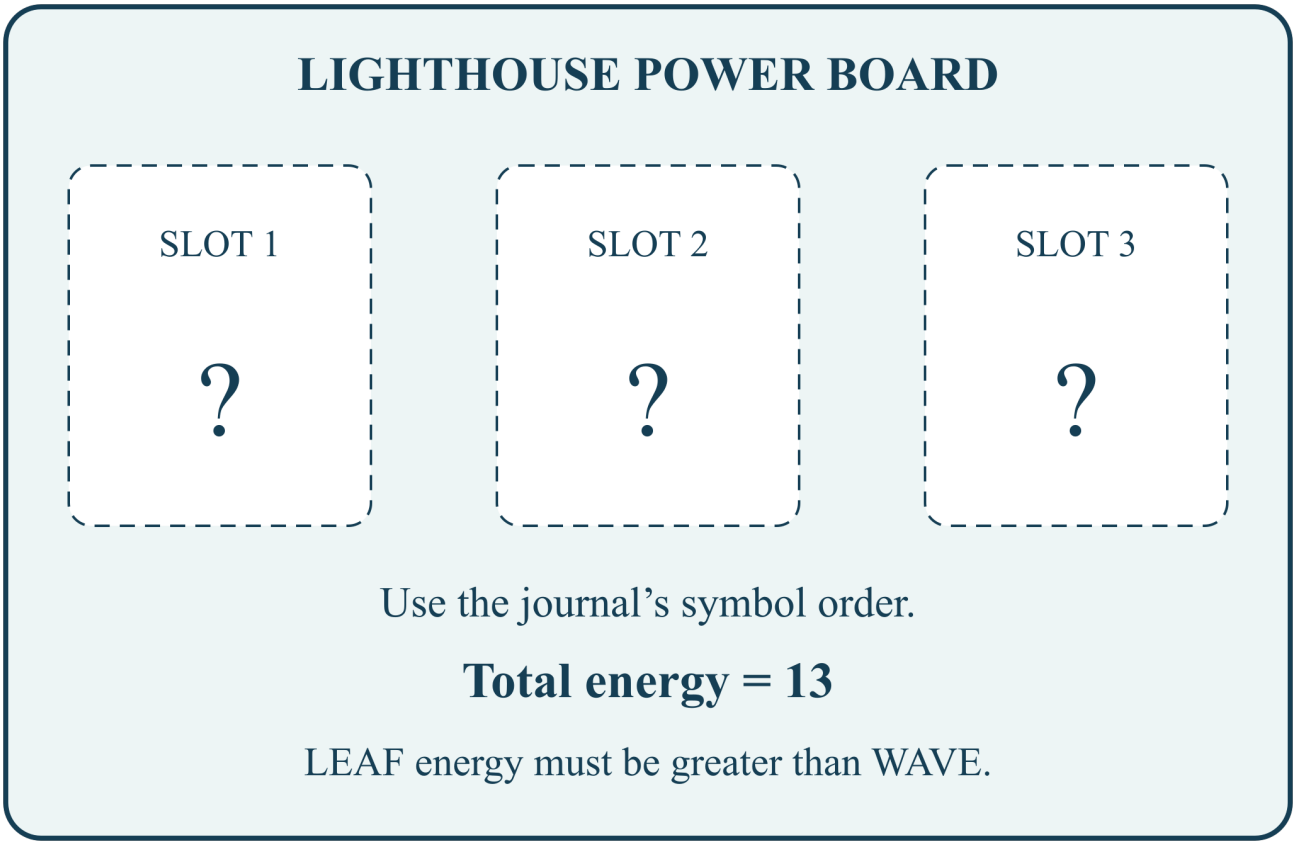
M Once the STAR module is connected, connect the WAVE module.

Strip letters, in event order:

Record the symbol startup order on page 1, then take it to the power board.

02 / Rebuild the power board

The cabinet has three empty slots and six loose modules. Mara's board needs exactly the right amount of energy to open the lens cabinet.



Choose one STAR, one WAVE and one LEAF module. Put them in the journal's startup order. Their values must total 13, and LEAF must have more energy than WAVE.

Use the six loose module cards on page 4. Keep one of each symbol. Compare the energy bars as well as the values. Share the journal order and the two board rules with your teammates.

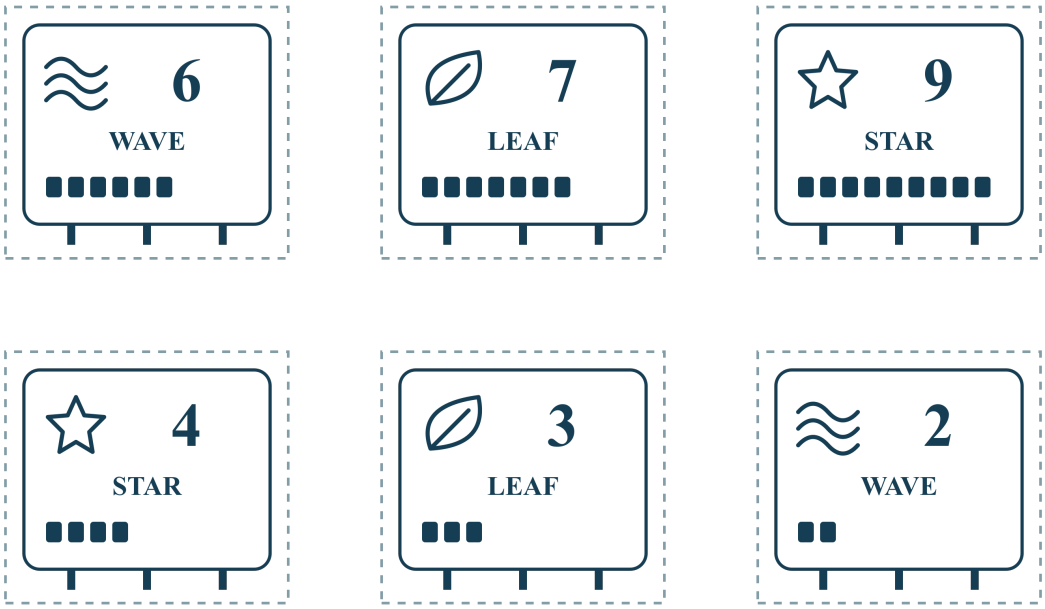
Our selected modules, in startup order:

When the adult or companion checks your selection, the lens cabinet opens. Keep your powered module values for the final startup.

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The six loose power modules

An adult cuts each complete dashed rectangle. Do not cut the symbols or the energy bars apart. Choose three modules for the board on page 3.



Keep all six cards together until you choose. Place your three selected cards inside the slots on page 3. The unused cards stay beside the board. Check both rules before recording your finding.

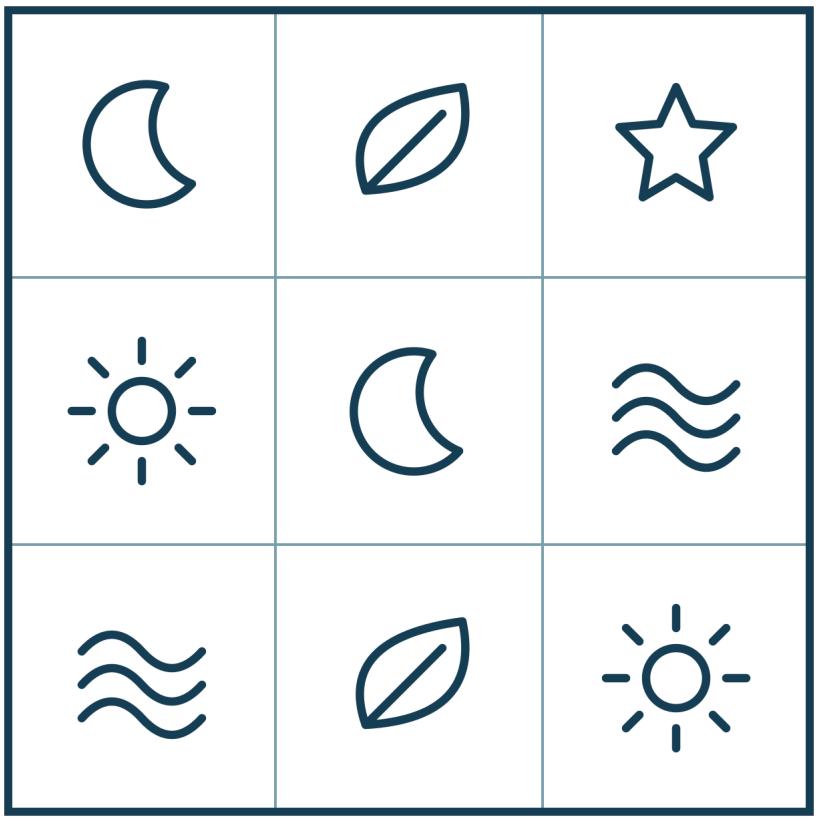
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03 / Align the paper lens

Keep the square frame aligned with the board. Turn the lens a quarter-turn at a time. Read windows 1, 2 and 3; they must show STAR, WAVE, LEAF. Where does the lens arrow point?

NORTH

W



E

SOUTH

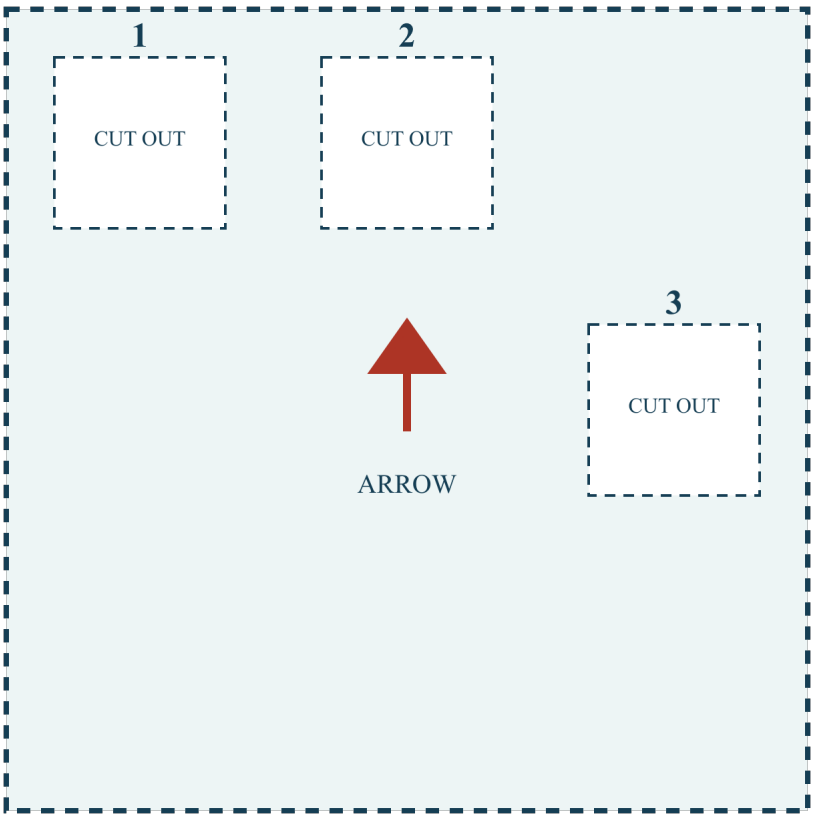
Put the cut lens from page 6 over this board. Keep the square edges aligned. Read by window numbers 1, 2, 3, even when the numbers are turned sideways. Do not flip the card over.

Where does the lens arrow point?

Check: this line must measure 30 mm. Print at 100%.

The rotating paper lens

ADULT PREPARATION: Cut the outer dashed square, then the three CUT OUT windows. Keep the window numbers and the arrow inside the square. The arrow in the centre turns with the card.



CUT THE OUTER SQUARE AND THREE WINDOWS

No transparent sheet, pin or glue is needed. Lay the frame flat on page 5 and turn it by hand. Both sheets must be printed at 100% in the same paper size.

Check: this line must measure 30 mm. Print at 100%.

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04 / Wake the lighthouse

Everything is repaired. The console needs the lens direction and the three module values in the right order. This is where your discoveries work together.



Bring your findings from page 1. Set the lens arrow direction, then enter the module values in the journal's startup order.

Lens direction: NORTH / EAST / SOUTH / WEST

Three energy values, in journal order:

Tell the adult how each discovery helped. Ask the adult to check the final startup, or enter it in the companion. When it is right, open the ending on the Adult Guide's final page.

Our repair crew's explanation: