

The Pocket Signal

Try a small mission from the world of **The Birthday Beacon**. This is a separate puzzle: it does not reveal any answers from the full birthday quest.

For the parent or organizer

Print page 2 and give it to your crew with a pencil. Keep page 3, which contains hints and the answer, separate. Read the short story aloud if helpful. Let players take turns reading the moves and checking the route.

There is no timer, cutting, phone, hidden object or prize to prepare. Choose A4 or US Letter to match your printer paper. Print at 100% / Actual size. The puzzle works in black and white.

After the mission

Ask: Was it clear where to start? Could everyone help? Would this style of activity suit your birthday group?

Full quest and availability

<https://quests.designcorp.eu>

The full quest contains six different puzzles, crew roles, hints and a final message. Check the page for current availability.

Original AI-assisted writing and artwork. Answers and layout checked; not yet playtested with children. Free for personal use. Do not resell. Share the source page rather than reposting the files.

Send the pocket signal

The birthday keeper's pocket radio needs a word before it can contact the big beacon. Follow the signal across the board to discover the word.

Start at **A2**. Do not write its letter. Follow each move below. After **each complete move**, write the letter you land on. Keep your place for the next move. Rows A to C run down the page; columns 1 to 5 run across.

	1	2	3	4	5
A	Q	S	M	R	V
B	H	N	A	E	P
C	W	J	D	Y	T

- | | |
|----------------------|--------------|
| 1. RIGHT two squares | Letter: ____ |
| 2. DOWN one square | Letter: ____ |
| 3. LEFT one square | Letter: ____ |
| 4. DOWN one square | Letter: ____ |
| 5. RIGHT one square | Letter: ____ |

OUR SIGNAL WORD: _ _ _ _ _

Pocket signal: solved

First hint

Find row A, column 2. Your first move lands on row A, column 4. Record only the letter at the end of the move.

Second hint

After the first two moves you should have R, then E. Stay where you landed; do not return to A2.

Move	Landing square	Letter
RIGHT 2	A4	R
DOWN 1	B4	E
LEFT 1	B3	A
DOWN 1	C3	D
RIGHT 1	C4	Y

The signal word is READY.

The pocket radio crackles: "Birthday crew, we hear you! You are ready for a bigger mission."

A team check: have one player read the moves while another traces the route. If the word differs, compare one landing square at a time.