The Lantern at Low Tide

GM reference | 120 minutes | Edition 2.0.0

At a glance

Place six tide counters in the short game or eight in the full game. Spend them only for printed action costs, never for discussion or movement. A counter is a useful stretch of working water, not an exact minute. Ask who holds the rope, who watches the water, and who communicates with Mira. Repair and rescue are separate tasks: a working lamp cannot rescue the crew. The service stair needs no rope but costs two tide counters. Three signal lamps are reserved for the ferry, unless the group spends one illuminating the stair. That trade makes the repaired beacon necessary for an immediate return. At one tide counter, announce the wet lower step; zero leaves people sheltered and the ferry offshore, with the safe pause ending always available.

Truth

A fuse failed five minutes before Mira closed the gate to protect the crew. The gate did not break the lamp. The small side channel lowers water for a rope crossing; a longer service stair preserves the gate position. Either the repaired lantern or three shore lamps can guide the ferry.

120-minute route

10m opening; Hear the harbor's competing needs 20m; Inspect supplies and both rescue routes 25m; Allocate lamps and conduct the escort 30m; Repair, signal, and set tomorrow's rota 25m; 10m closure.
Play the lamp allocation in full: a lit stair accelerates rescue but consumes the third shore lamp. Invite a deliberate choice between collecting the fuse and preserving all three signal lamps.

People

Oren: Bring the ferry in only on a recognizable signal. Offers: Three covered lamps, the log, and a patient signal watch. Boundary: Will keep the ferry outside if a three-lamp pattern is incomplete.
Tess: Repair the fault and retain a written inspection rota. Offers: A matching fuse and an extra rope, collected together. Boundary: Will not touch the lamp before its fictional isolation latch is secured.
Ivo: See four people come home together. Offers: The gate sketch and a steady end for a rope. Boundary: Will not open the main gate over the ledge.
Mira: Protect the workers without sacrificing the ferry. Offers: Leads either the drained crossing or the upper stair. Boundary: Will not leave a worker behind for tools.

Events

Working tide windows at most 1: Water touches the lowest step. Name the windows and lamps still available before anyone commits to more work.

Closures

A repaired light: Crew on dry ground is true and Matching fuse collected is true
Three lights and a late arrival: Crew on dry ground is true
A night of waiting: Available

Recovery

A blocked dock-gate footway is bypassed through dock-stair-gate. Missing cards can be read from the visible fixtures without changing their facts. If every window is spent, pause calls the reserve crew and keeps the ferry offshore; it never claims the lantern was repaired.