

The Folded Orchard

GM reference | 120 minutes | Edition 2.0.0

At a glance

Use the nine-location map and two clip tokens. Travel is free except the long cart haul, which spends two trail intervals. The orchard has two visible circuits sharing the cistern and low bridge. The press shed supplies the crease tracing; examining it discovers the hidden Low Crease, but walking that shortcut also requires a level water reflection. A north terrace counterweight makes one fold stable; the cistern alignment levels the reflection. With both, the cart pocket can be opened gently and the orchard flattened. Alternatively, secure the cart and haul it through the perimeter without consuming a clip at the north terrace; that saves the seeds while leaving the orchard folded for a later survey. Locations offer different information and work: the listening row locates the bell, the bridge provides a public crossing, the windbreak provides an alternate cart exit, and the press shed reveals the low crease on an older survey. Do not move map connections arbitrarily for atmosphere. Every change is represented by a discovery or state condition.

Truth

Keeper Lio folded the orchard's living survey to shelter blossom from a hard wind. Two survey creases remained clipped together, placing the seed cart inside a folded pocket. A counterweight at the north terrace and a straight water reflection at the cistern stabilize the folds. Discovering the low crease opens a cart shortcut; walking the orchard's long perimeter can also bring out the seeds without flattening the whole orchard.

120-minute route

10m opening; Locate the bell and cross the stable bridge 25m; Read the reflection and old survey together 25m; Compare the hidden crease with the perimeter 25m; Commit clips, recover the cart, and redraw the orchard 25m; 10m closure.

Walk the southern circuit before consulting the press, so discovery visibly changes the already explored map. Seven intervals permit both stabilizers and a perimeter contingency, but only two clips remain available.

People

Lio: Bring the seeds out and correct the folded map. Offers: A fixed gate reference and permission to alter the survey. Boundary: Will accept a folded orchard rather than rush a cart across an unmarked gap. Vena: Make every new connection traceable on the map. Offers: The old crease sheet and two wide clips. Boundary: Will not claim a route exists before someone traces it.

Orren: Straighten the cistern reflection without disturbing roots. Offers: A measuring reed and a dry-bank alignment procedure. Boundary: Keeps the

water itself out of the travel plan.

Pippa: Recover the cart's dry seeds before correcting the whole orchard. Offers: Cart ropes and a patient perimeter haul. Boundary: Does not spend the only cart clip on scenery.

Events

Low crease traced is true and Cistern reflection straightened is true: The dotted low-crease route is now usable between the cistern and apple row. Invite the map reader to compare its hauling cost with the outer boundary.

Survey and hauling intervals at most 1: One survey interval remains. Choose a ready unfold, a prepared shortcut haul, or a marked withdrawal; the dry cart does not suddenly become unsafe.

Closures

An orchard with room to grow: North fold counterweighted is true and Cistern reflection straightened is true and Seed cart secured is true Seeds out, folds remembered: Seeds at the gate is true A map worth returning with: Available

Recovery

Blocking bridge-cistern still leaves gate-press-north-cistern, while blocking the cart shelf leaves bridge-windbreak-pocket. If the group never traces the crease, the perimeter haul still works. A missing printed survey may be inspected again at the press as the physical map; record the discovery explicitly. If clips or intervals are exhausted, mark-and-withdraw leaves everyone safe and the cart explicitly unrecovered.