Meteor Route Control

Player clue 1: Path | Team 1

One shortcut is closed and a supply stop is required before the final crossing. We will use the records on the table to plot the survey supply route. Share the reading, explain each choice and keep the five results for the final plan.

Trace a legal supply journey from S to F. The map's arrows are one-way roads. Visit every required stop, stay inside the travel budget and use the cheapest complete journey. Report all stop letters.

Travel map (one way)

S > A: 2 units

S > B: 1 units

A > C: 2 units

B > C: 2 units CLOSED

C > F: 2 units

B > F: 2 units

A > F: 7 units

Journey rules

Start S; finish F; limit 7 units.

Visit C. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

Meteor Route Control

Player clue 2: Kit | Team 1

Pack a kit that supplies all three needs. One card may cover two needs, but its weight is counted once. Choose the lightest complete kit within the carrier limit. Report its card letters alphabetically.

Supply cards

A: weight 3; gives tie+light

B: weight 2; gives mark

C: weight 2; gives tie

D: weight 4; gives light+mark

E: weight 7; gives tie+light+mark

Packing order

Capacity 7; must cover tie, light, mark.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

Meteor Route Control

Player clue 3: Pilot | Team 1

Pilot desk: Each person has ONE different item. Use all four NOT rules. Find Uma's item and copy its digit.

Map	**Radio**	**Log**
digit 4	digit 7	digit 0

People: Ari, Kai, Uma

Ari does NOT have Map.

Kai does NOT have Radio.

Kai does NOT have Log.

Uma does NOT have Radio.

Find Uma's item. Each item is used once.

Pilot result: _____

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Player clue 4: Beacon | Team 1

Beacon desk: Decode all shapes in message order. Repeated shapes repeat their letter. Convert the full word using the table.

triangle = S square = A circle = F star = E

triangle square circle star

SAFE = 7

BEAM = 0

DOCK = 3

Beacon result: _____

Meteor Route Control

Player clue 5: Point | Team 1

Point desk: Start at S. Follow EVERY arrow one square, including revisited cells. Record only the endpoint digit.

S: 8	**0**	**2**	**4**
1	**3**	**5**	**7**
4	**6**	**8**	**0**

down > right > right > up > left > down > right > down

One arrow = one square. S = start.

Point result: _____

Meteor Route Control

Player clue 6: Final | Team 1

Use each result to recover the load for its leg. At each leg choose the cheapest road that can carry that load. A road with too little capacity is closed to this cargo. Report the five road IDs in journey order.

Use your results from: Path, Kit, Pilot, Beacon, Point.

Cargo key, one leg at a time
Leg 1 (Path): S-A-C-F=2; S-A-F=4
Leg 2 (Kit): A-B-C=2; A-B=4
Leg 3 (Pilot): 0=2; 4=4
Leg 4 (Beacon): 0=2; 7=4
Leg 5 (Point): 0=4; 8=2
Roads: load capacity / travel cost
1: A 3/2 | B 6/4
2: D 6/4 | C 3/2
3: E 3/2 | F 6/4
4: H 6/4 | G 3/2
5: J 3/2 | K 6/4
Route rule
Choose the cheapest road carrying each load.
Report the five road IDs in leg order, with hyphens.

Final result: _____

Ask your host to check your final result and read the ending.