Raptor Camp Bridge

Hint level 1 - HOST ONLY

1. Path

Find S, F, the required-stop list and any CLOSED edge.

2. Record

Start with the status field in Supply list.

3. Builder

Find the three people, the three items and the forbidden pairings.

4. Checks

Find all the event cards and the before notes.

5. Signal

Find the symbol key and the message strip.

6. Final

Keep the five named results beside the final plan and find the key for each badge.

Raptor Camp Bridge

Hint level 2 - HOST ONLY

1. Path

A cheap shortcut is not a complete journey if it skips a required stop.

2. Record

The tag links an item to a bay; rows in separate records need not line up.

3. Builder

Each item is used once. A person ruled out of two items must have the third.

4. Checks

Connect cards linked by the notes; a card position is counted from the beginning of the completed order.

5. Signal

Use the same key every time a symbol repeats. Read the message in its printed order.

6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

Raptor Camp Bridge

Hint level 3 - HOST ONLY

1. Path

List the legal complete paths, add their edge costs and compare only paths that meet every condition.

2. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

3. Builder

Place the most restricted person, remove that item from the others, then use the remaining rule. Read the target person only after checking all pairs.

4. Checks

Check every before relationship, then read only the requested position. The printed card arrangement is not the answer order.

5. Signal

Write the complete decoded word, check every symbol, then use the conversion row for that exact word.

6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.