Raptor Camp Bridge

Player clue 1: Path | Team 1

Planks and survey tools need different bridge crossings because the load limits differ. We will use the records on the table to plan the camp bridge delivery. 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

C > F: 2 units

B > F: 2 units

A > F: 7 units

Journey rules

Start S; finish F; limit 7 units.

Visit A. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

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Player clue 2: Record | Team 1

Use the supply list and bridge book to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Supply list

item: Ford | tag: PINE | status: cancelled

item: Bridge | tag: WAVE | status: draft

item: Bank | tag: STAR | status: checked

Bridge book

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Cross-check

Match A.tag to B.tag.

A.status is not cancelled.

A.status is not draft.

Report B.bay.

Record result: _____

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Player clue 3: Builder | Team 1

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

Beam	**Rope**	**Map**
digit 9	digit 2	digit 5

People: Bex, Oli, Rae

Bex does NOT have Map.

Oli does NOT have Beam.

Oli does NOT have Rope.

Rae does NOT have Beam.

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

Builder result: _____

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Player clue 4: Checks | Team 1

Checks desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 4.

Cross camp [9]	**Check beam [5]**
Read plan [3]	**Mark bridge [7]**

Read plan BEFORE Mark bridge

Check beam BEFORE Cross camp

Mark bridge BEFORE Cross camp

Read plan BEFORE Check beam

Check beam BEFORE Mark bridge

Read position 4 (positions start at 1).

Checks result: _____

Raptor Camp Bridge

Player clue 5: Signal | Team 1

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

heart = C cross = A hexagon = M triangle = P

heart cross hexagon triangle

CAMP = 6

EGGS = 9

BONE = 2

Signal result: _____

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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, Record, Builder, Checks, Signal.

Cargo key, one leg at a time
Leg 1 (Path): S-A-F=2; S-A-C-F=4
Leg 2 (Record): NORTH=2; EAST=4
Leg 3 (Builder): 5=4; 9=2
Leg 4 (Checks): 5=4; 9=2
Leg 5 (Signal): 6=4; 9=2
Roads: load capacity / travel cost
1: B 6/4 | A 3/2
2: C 3/2 | D 6/4
3: F 6/4 | E 3/2
4: G 3/2 | H 6/4
5: K 6/4 | J 3/2
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.