

Bridge Supply Convoy

Player clue 1: Path | Team 1

The convoy must collect rope before the crossing, avoid a closed lane and carry enough repair supplies. We will use the records on the table to route the bridge repair convoy. 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=Depot; R=Rope shed; T=Tool store; X=Old bridge; F=Repair bank

S > R: 2 units

S > X: 1 units

R > T: 2 units

T > F: 3 units

X > F: 1 units CLOSED

R > F: 2 units

X > T: 2 units

R > X: 2 units

T > X: 1 units

Journey rules

Start S; finish F; limit 10 units.

Visit R, T. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

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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 2; gives tie

B: weight 3; gives light+mark

C: weight 4; gives tie+light

D: weight 2; gives mark

E: weight 6; 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: _____

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Player clue 3: Record | Team 1

Use the tool requests and depot log to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Tool requests

item: Rope | tag: PINE | status: cancelled

item: Plank | tag: WAVE | status: draft

item: Lamp | tag: STAR | status: checked

Depot log

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Bridge note

bay: WEST | seal: RING

bay: NORTH | seal: KITE

bay: EAST | seal: LEAF

Cross-check

Match A.tag to B.tag.

Match B.bay to C.bay.

A.status is checked.

Report C.seal.

Record result: _____

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Player clue 4: Window | Team 1

The team needs time for both the job and the journey. It cannot start before the earliest time, leave a window unfinished, or arrive after the deadline. Which departure window works? Times are minutes after opening.

Departure windows (minutes after opening)

EARLY: start 5; window ends 20

MID: start 15; window ends 30

LATE: start 25; window ends 45

Work and travel

Earliest start 10; job 7 min.

Travel 5 min; arrival deadline 30.

Job + travel must both fit inside one window.

Report the only possible window ID.

Window result: _____

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Player clue 5: Food | Team 1

Start with supplies actually in stock. A component becomes available only when its printed dependency is met. AND means both components are needed. Which proposed repair can be completed without waiting for another delivery?

Workshop dependency cards

DECK needs WOOD

RAIL needs ROPE

WALK needs DECK AND RAIL

HOIST needs GEAR AND ROPE

GEAR needs HOIST

Starting conditions

Available now: ROPE, WOOD.

A result becomes available when its needs are met.

Which of WALK, HOIST, GEAR becomes available?

Food 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, Kit, Record, Window, Food.

Cargo key, one leg at a time

Leg 1 (Path): S-R-F=2; S-R-T-F=4

Leg 2 (Kit): A-B=2; B-C=4

Leg 3 (Record): RING=2; KITE=4

Leg 4 (Window): MID=2; EARLY=4

Leg 5 (Food): HOIST=2; WALK=4

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.