

Meteor Route Control

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The route desk has one connected corridor, a fuel record and a coded waypoint. Use all five navigation checks to choose the route through the final stop network. Collect five named badge digits and use the final sheet. Every clue is on the table; ask the host for one hint at a time.

1. Print one player pack and two record sheets per team. Keep the host answers and all three hint levels with the adult.
2. Keep every clue as a full sheet at one table. Put the final sheet face down until all five results are recorded. Nothing needs cutting, folding or hiding.
3. Give each child a pencil. Choose a reader, recorder and checker, and swap jobs after each clue. Use one team for 2-4 children or two teams for 5-6.

Players: 4; teams: 1. Print one player and prop set per team. Invitations and certificates: 4 each.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Meteor Route Control

HOST ONLY - solution guide

1. Corridor: 7

The open corridor from S reaches row 5 column 5, exit 7; the other labelled exits are separated by walls.

2. Fuel: 1

Known stock: $12 + 2 - 2 = 12$. Closing stock 13 minus 12 gives the missing return 1. Cancelled +7 never arrived.

3. Pilot: 0

Ari has Radio; Kai has Map; Uma has Log. Uma's item gives 0.

4. Beacon: 7

The decoded word is SAFE; its row gives 7.

5. Point: 8

The route ends at row 3, column 3. That cell gives 8.

6. Final: 17807

Start > Stop 1 > Stop 2 > Stop 3 > Stop 4 > Stop 5 > Finish; Fuel > Beacon > Point > Pilot > Corridor

Meteor Route Control

HOST ONLY - timeline and paper check

3 minutes: Read the story, show the badge record and choose roles.

4 minutes: Solve Corridor. Offer one hint level at a time if wanted.

5 minutes: Solve Fuel. Offer one hint level at a time if wanted.

6 minutes: Solve Pilot. Offer one hint level at a time if wanted.

4 minutes: Solve Beacon. Offer one hint level at a time if wanted.

4 minutes: Solve Point. Offer one hint level at a time if wanted.

5 minutes: Use the five results on the final sheet.

2 minutes: Read the ending and thank each teammate.

Paper completion: check each badge against the solution guide, then check the final code. No device is required.

The checked paper route is ready. The imaginary shuttle reaches its destination.

Thank your team for checking the evidence together. Confirmed final control code: 17807.

Duration and ages are estimates. Adjust pace and offer help for your group.