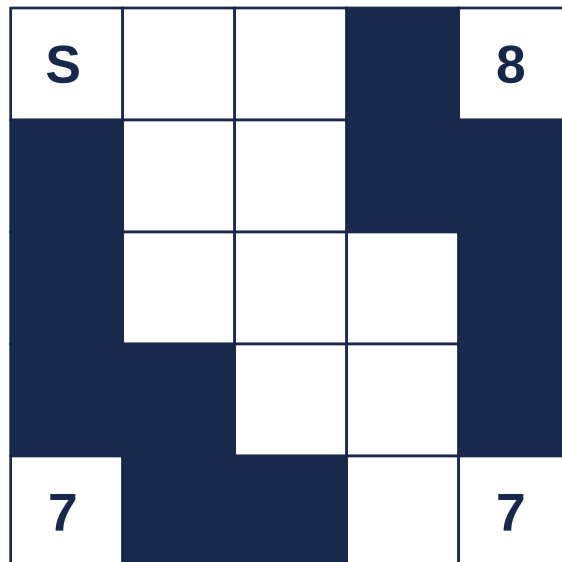


Meteor Route Control

Player clue 1: Corridor | Team 1

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. Find five badge digits, then use the final sheet. Help each other and ask for hints.

Corridor desk: Start at S. Follow open cells with no diagonal moves. Explore the branches and find the single reachable numbered exit.



White = open. Dark = wall. No diagonal moves.

Row / column: start at top left; each cell is one step.

Corridor badge: _____

Meteor Route Control

Player clue 2: Fuel | Team 1

Fuel desk: A return entry lost its amount. Use the opening and closing stock to find the missing return. Apply DONE entries; ignore the CANCELLED plan.

Opening stock: 12. Closing stock: 13.

Received: +2 DONE

Planned: +7 CANCELLED

Issued: -2 DONE

Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Fuel badge: _____

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

digit 4

Radio

digit 7

Log

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 badge: _____

Meteor Route Control

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 badge: _____

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 badge: _____

Meteor Route Control

Player clue 6: Final | Team 1

Find the route from Start to Finish visiting Stop 1-5. Reject branches that cannot finish. Join the badge digits in route order.

Start > Stop 1 OR Dead end

Stop 1 (Fuel) > Stop 2

Stop 2 (Beacon) > Stop 3 OR Dead end

Stop 3 (Point) > Stop 4

Stop 4 (Pilot) > Stop 5

Stop 5 (Corridor) > Finish

Required: Stop 1, 2, 3, 4, 5. Dead end has no exit.

Final badge: _____

Need help? Ask your host for one hint at a time.