

Raptor Camp Bridge

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The camp desk needs a safe imaginary crossing plan. Find the open corridor, work out equal supply weights and put the bridge checks in order. 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.

Raptor Camp Bridge

HOST ONLY - solution guide

1. Path: 3

The open corridor from S reaches row 5 column 5, exit 3; the other labelled exits are separated by walls.

2. Load: 6

Remove 2 from 26; share 24 among 4 parcels to get 6. Check $2 \times 6 + 3 = 15$.

3. Builder: 5

Bex has Beam; Oli has Map; Rae has Rope. Oli's item gives 5.

4. Checks: 9

The only order is Read plan > Check beam > Mark bridge > Cross camp. Position 4 carries 9.

5. Signal: 6

The decoded word is CAMP; its row gives 6.

6. Final: 69653

Start > Stop 1 > Stop 2 > Stop 3 > Stop 4 > Stop 5 > Finish; Load > Checks > Signal > Builder > Path

Raptor Camp Bridge

HOST ONLY - timeline and paper check

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

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

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

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

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

4 minutes: Solve Signal. 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 bridge plan is checked. The paper research team can reach its camp. Thank your team for checking the evidence together. Confirmed final control code: 69653.

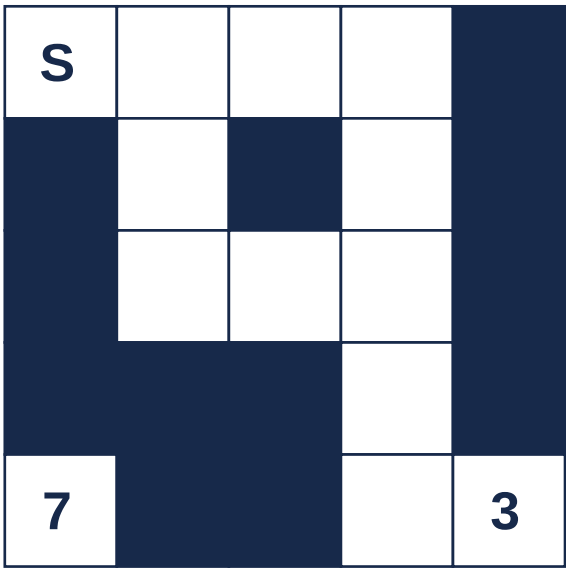
Duration and ages are estimates. Adjust pace and offer help for your group.

Raptor Camp Bridge

Player clue 1: Path | Team 1

The camp desk needs a safe imaginary crossing plan. Find the open corridor, work out equal supply weights and put the bridge checks in order. Find five badge digits, then use the final sheet. Help each other and ask for hints.

Path 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.

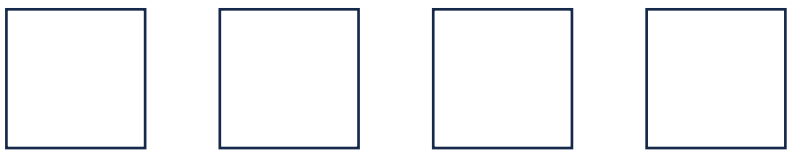
Path badge: _____

Raptor Camp Bridge

Player clue 2: Load | Team 1

Load desk: Every parcel has the same whole-number weight. Remove loose units, find ONE parcel and check the second rule.

4 parcels + 2 loose units = 26 units



2 parcels + 3 loose units = 15 units

One parcel = ? units. Whole numbers 1-9.

All parcels have equal weight.

Load badge: _____

Raptor Camp Bridge

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 digit 9	Rope digit 2	Map digit 5
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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 badge: _____

Raptor Camp Bridge

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 badge: _____

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 badge: _____

Raptor Camp Bridge

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 (Load) > Stop 2

Stop 2 (Checks) > Stop 3 OR Dead end

Stop 3 (Signal) > Stop 4

Stop 4 (Builder) > Stop 5

Stop 5 (Path) > 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.

Raptor Camp Bridge

Hint cards - level 1 (spoilers; keep with host)

1. Path

Begin at S and trace only white cells.

2. Load

Loose units are not parcels. Every parcel has equal weight.

3. Builder

No item can belong to two people. Cross out each forbidden pairing.

4. Checks

The printed cards are deliberately out of order.

5. Signal

Use the letter under each named shape.

6. Final

Keep all five named badge results beside this sheet.

Raptor Camp Bridge

Hint cards - level 2 (spoilers; keep with host)

1. Path

The first move from S is right. Follow only edge-connected white cells; a corner touch cannot cross a wall.

2. Load

Remove 2 loose units from 26. That leaves 24 for the equal parcels.

3. Builder

Oli cannot have two items, so Oli must have Map.

4. Checks

Read plan must come first. Work out which action comes directly after it.

5. Signal

The first two shapes give C then A. Decode the remaining shapes the same way.

6. Final

At Start, choose Stop 1. Dead end has no path to Finish.

Raptor Camp Bridge

Hint cards - level 3 (spoilers; keep with host)

1. Path

The connected corridor reaches row 5, column 5. Copy the exit label printed there.

2. Load

Share 24 equally among 4 parcels. Substitute one parcel's weight into the second rule.

3. Builder

Cross Map off for the other two people. Apply the last NOT rule, then find Oli's item.

4. Checks

The first two actions are Read plan, then Check beam. Finish the chain and read position 4.

5. Signal

Write CA first, then one letter per remaining shape. Choose the table row matching the whole message.

6. Final

Follow Stop 1, 2, 3, 4, 5 to Finish. Copy the badge digit beside each stop in that order.

Raptor Camp Bridge

Team 1 badge record (no cutting needed)

Write a digit beside each badge as you solve its clue.

Path: _____

Load: _____

Builder: _____

Checks: _____

Signal: _____

Reader: reads the clue. Recorder: writes the digit. Path finder: traces routes. Swap roles every clue.

Raptor Camp Bridge

Team 1 paper unlock card

Our five badges are ready. We used the final sheet to find this code:

Host: compare this with your solution guide. When it matches, read the ending and celebrate.

No physical lock or prize is required. You may draw a celebration star on this card.

Raptor Camp Bridge

You're invited to a birthday mystery!

Join Birthday Explorer for Raptor Camp Bridge.

Restore the paper bridge plan for the raptor research camp.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

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Raptor Camp Bridge

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Raptor Camp Bridge with curiosity,
teamwork and kindness.

The bridge plan is checked. The paper research team can reach its
camp. Thank your team for checking the evidence together.

Confirmed final control code: 69653.

Date: _____

Host signature: _____

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