

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.