

Rooftop Shuttle Route

Player clue 1: Path | Team 1

The shuttle route must visit a charger before it reaches the roof where the boxes are needed. We will use the records on the table to plan the rooftop supply route. 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=Loading roof; C=Charger; L=Cargo lift; B=Balcony; F=Receiving roof

S > C: 2 units

S > L: 1 units

C > B: 1 units

B > L: 2 units

C > L: 6 units

L > F: 2 units

B > F: 1 units

L > C: 1 units

Journey rules

Start S; finish F; limit 9 units.

Visit C, L. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

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Player clue 2: Window | Team 1

The shuttle log mixes two immediate handoffs with longer before notes.
Reconstruct all five jobs and report the requested position only after checking each note.

Event cards

C: Charge shuttle

L: Load box

H: Close hatch

T: Test lift

F: Fly to roof

Witness notes

C is before L.

L is immediately before H.

H is before T.

T is immediately before F.

Report the event ID in position 4.

Window result: _____

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Player clue 3: Signal | Team 1

Recover the complete desk-signal legend from the training cards. Compare which signals and words appear together across the cards; word order on a card is not a clue. Decode the received message in order. The desk uses this message when handling the rooftop supply boxes.

Unlabelled legend

Signals: DOT, BAR, ARC, RING. Words: WAIT, SEND, TURN, REST.

Each signal has one word; each word is used once.

Training messages

DOT means SEND (any order)

BAR+ARC means TURN+REST (any order)

ARC+RING means REST+WAIT (any order)

Received message

RING > BAR

Report decoded words in order, with hyphens.

Signal result: _____

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Player clue 4: Record | Team 1

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

Roof requests

item: Lift | tag: PINE | status: cancelled

item: Roof | tag: WAVE | status: draft

item: Pad | tag: STAR | status: checked

Lift ledger

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Cross-check

Match A.tag to B.tag.

A.status is checked.

Report B.bay.

Record result: _____

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Player clue 5: Food | Team 1

Use the stock and dependency cards to find which transfer system can run now. Follow each chain from an available part. A pair of systems waiting for each other is still unavailable.

Shuttle readiness dependencies

POWER needs CELL

HATCH needs KEY

LIFT needs POWER AND HATCH

WINCH needs POWER AND ROPE

ROPE needs WINCH

Starting conditions

Available now: CELL, KEY.

A result becomes available when its needs are met.

Which of LIFT, WINCH, ROPE 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, Window, Signal, Record, Food.

Cargo key, one leg at a time

Leg 1 (Path): S-C-B-L-F=2; S-L-C-B-F=4

Leg 2 (Window): T=2; C=4

Leg 3 (Signal): WAIT-SEND=2; WAIT-TURN=4

Leg 4 (Record): NORTH=2; EAST=4

Leg 5 (Food): WINCH=2; LIFT=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.