Seed Parcel Carriers

Player clue 1: Kit | Team 1

A light kit must cover three growing needs, then each parcel must use a road that can carry its load. We will use the records on the table to choose the seed parcel carriers. Share the reading, explain each choice and keep the five results for the final plan.

Three growers need seed, water and shade labels in one parcel. Some cards serve two needs. Choose the lightest complete set within the six-unit carrier limit and report its letters alphabetically.

Supply cards

A: weight 2; gives seed+water

B: weight 3; gives shade

C: weight 3; gives water+shade

D: weight 1; gives seed

E: weight 6; gives seed+water+shade

F: weight 1; gives water

Packing order

Capacity 6; must cover seed, water, shade.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

Seed Parcel Carriers

Player clue 2: Record | Team 1

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

Seed requests

item: Seed | tag: PINE | status: cancelled

item: Mat | tag: WAVE | status: draft

item: Cup | tag: STAR | status: checked

Carrier ledger

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Cross-check

Match A.tag to B.tag.

A.status is not cancelled.

A.status is not draft.

Report B.bay.

Record result: _____

Seed Parcel Carriers

Player clue 3: Order | Team 1

Arrange the four event cards using every witness note. "Immediately before" means there is no event between them. Report the requested position after the whole order has been checked.

Event cards

A: Pack kits

B: Sort seeds

C: Weigh parcel

D: Read needs

Witness notes

A is before C.

D is before A.

B is before D.

Report the event ID in position 2.

Order result: _____

Seed Parcel Carriers

Player clue 4: 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 seed parcels.

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+BAR+ARC means SEND+TURN+REST (any order)

DOT+BAR+RING means SEND+TURN+WAIT (any order)

DOT+ARC+RING means SEND+REST+WAIT (any order)

Received message

RING > BAR

Report decoded words in order, with hyphens.

Signal result: _____

Seed Parcel Carriers

Player clue 5: Habitat | Team 1

The seed parcel contains a fictional growing-bed request. Use all its light and floor requirements to identify the matching field card. This card sets one condition for the delivery record.

Fictional field cards

FERN: light=shade; floor=dry; entry=wide

MOSS: light=sun; floor=damp; entry=narrow

REED: light=shade; floor=damp; entry=wide

BARK: light=sun; floor=dry; entry=wide

Required features

light must be shade.

floor must be dry.

Report the one matching card ID.

Habitat result: _____

Seed Parcel Carriers

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: Kit, Record, Order, Signal, Habitat.

Cargo key, one leg at a time
Leg 1 (Kit): C-D=2; A-B=4
Leg 2 (Record): EAST=2; NORTH=4
Leg 3 (Order): D=2; A=4
Leg 4 (Signal): WAIT-SEND=2; WAIT-TURN=4
Leg 5 (Habitat): FERN=2; MOSS=4
Roads: load capacity / travel cost
1: A 3/2 | B 6/4
2: D 6/4 | C 3/2
3: E 3/2 | F 6/4
4: H 6/4 | G 3/2
5: J 3/2 | K 6/4
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.