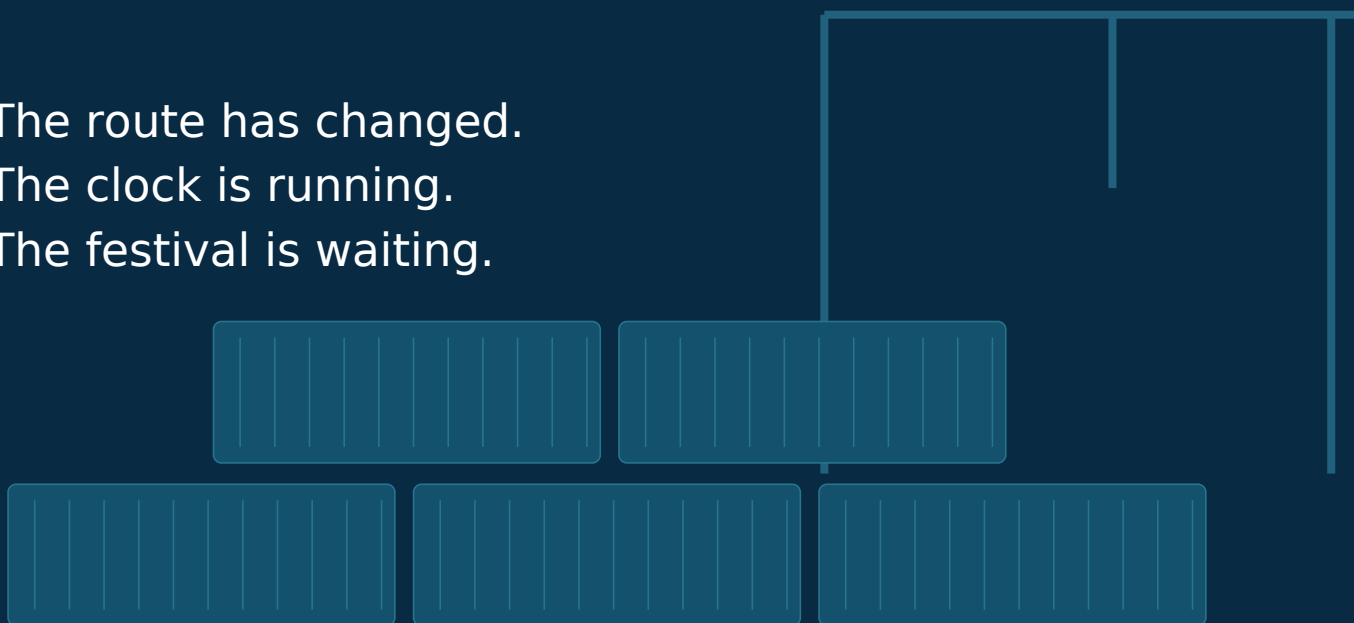


CARGO 2040

PLAYER PACK

The route has changed.
The clock is running.
The festival is waiting.



Match the freight. Rebuild the journey.
Unlock a delivery your team can defend.

AGES 15+ / 3-5 PLAYERS / 60 MIN / B2-C1

PRINT AT 100% / A4 / SINGLE-SIDED



Co-funded by
the European Union



The festival is waiting

START HERE / FICTIONAL INLAND PORT / YEAR 2040

2040: a youth festival's equipment is stranded at an inland port. Low water and a closed connection threaten the delivery. Your logistics team must identify the correct freight, find a workable route and secure the final release without overstating its environmental benefits.

DISPATCH / YOUR BRIEF

Move three freight units as one load. Delivery deadline: 11:20. Keep the freight together and respect every closure and capacity limit. The organiser needs a workable plan and an accurate public message.

How the game works

Solve five files in order. Each gives a three-digit code. Show the host the code and your reasoning to receive the next file. Retain the middle digit in your ledger. The five retained digits form the final lock.

Keep earlier evidence: File 5 needs the freight IDs from File 1 and the service ID from File 3.

Play together

Rotate reader, mapper, calculator and evidence checker. Use paper and a calculator if useful. Ask for a hint without penalty. No phones, port access or actual cargo handling are required. Nobody is locked in.

THE REAL CONNECTION

Inland ports connect water, rail and road networks. Low water can restrict safe vessel loading. [1, 2] Every route, mass limit, schedule, price and emissions total in this 2040 game is invented, not a forecast or real operating instruction.



Your dispatch ledger

KEEP THIS PAGE / SAVE EARLIER EVIDENCE FOR THE FINAL FILE

TEAM NAME

01

Freight records

KEEP

02

Port route

KEEP

03

Timetable

KEEP

04

Green claims

KEEP

05

Release grid

KEEP

FINAL LOCK

Read middle digits in File 1-5 order. Explain which load and service you selected, when it arrives and why the environmental message is justified.



Find the real consignment

FILE 01 / CUT ALL SIX FREIGHT CARDS / KEEP THE ORDER STRIP

Reconcile the order with six freight records. Item, order reference and seal must all agree. Select three units and concatenate their IDs in SOUND, LIGHTS, REFILL order. Calculate their combined mass for File 2.

ORDER F40 / SOUND: 42 / LIGHTS: 35 / REFILL: 61

9

FREIGHT UNIT

SOUND

Order reference: F40 | Security seal: 24 |
Mass: 2 tonnes | Item: Sound equipment

6

FREIGHT UNIT

SOUND

Order reference: F40 | Security seal: 42 |
Mass: 2 tonnes | Item: Sound equipment

7

FREIGHT UNIT

LIGHTS

Order reference: F41 | Security seal: 35 |
Mass: 2 tonnes | Item: Lights equipment

2

FREIGHT UNIT

LIGHTS

Order reference: F40 | Security seal: 35 |
Mass: 2 tonnes | Item: Lights equipment

8

FREIGHT UNIT

REFILL

Order reference: F40 | Security seal: 61 |
Mass: 2 tonnes | Item: Refill equipment

4

FREIGHT UNIT

REFILL

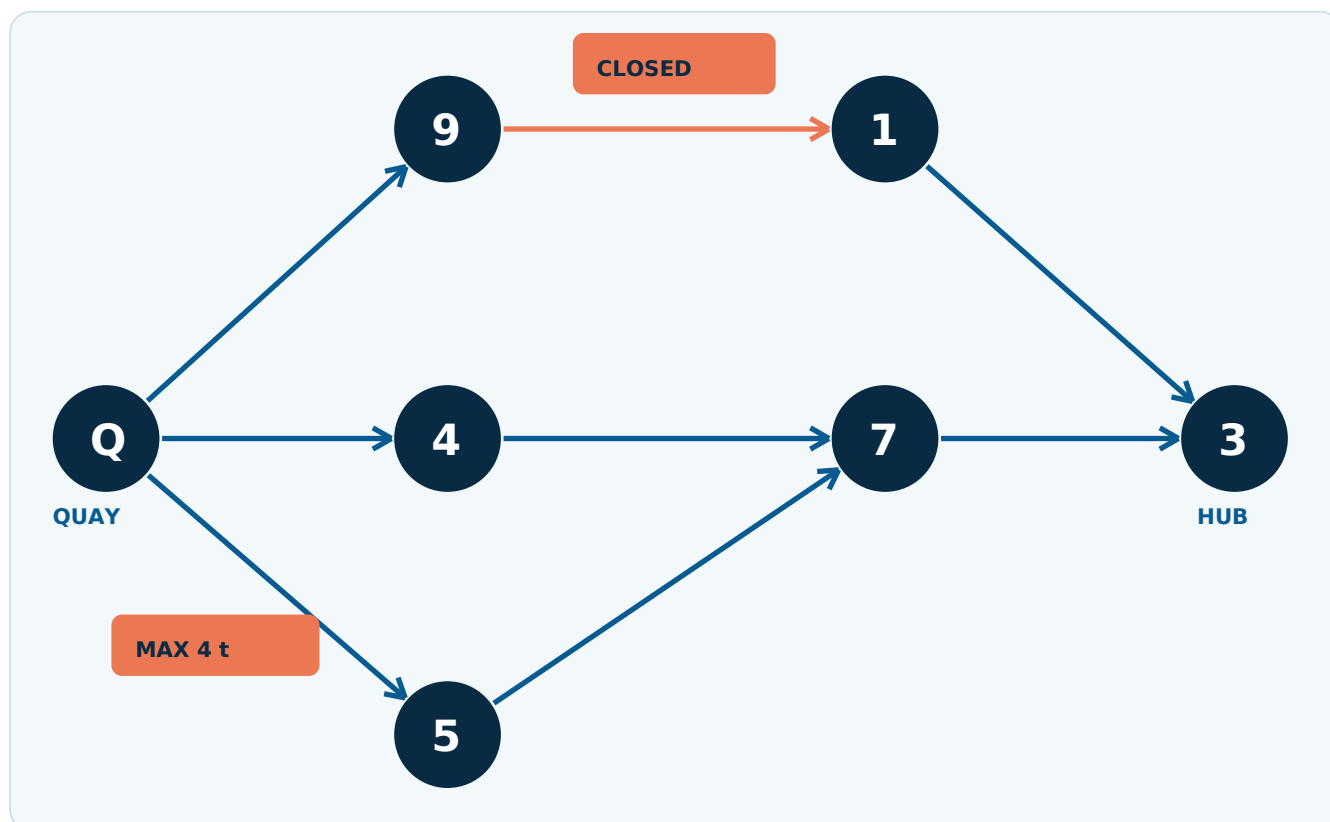
Order reference: F40 | Security seal: 16 |
Mass: 2 tonnes | Item: Refill equipment



Rebuild the port route

FILE 02 / USE THE COMBINED MASS FROM FILE 01

Find the only permitted directed route from QUAY to HUB for the full load identified in File 1. Respect the closure and mass limits; no splitting is allowed. Concatenate visited checkpoint digits, including HUB but excluding QUAY.



Every other link permits up to 8 tonnes. The 4-tonne restriction applies to QUAY → checkpoint 5. The only closed link is 9 → 1. Arrows show permitted travel. No splitting, backtracking or hidden links.

ACCESS CODE

Show your code and evidence to the host. Keep its middle digit.

Schematic for a fictional port. The limits describe this game only.



Catch the connection

FILE 03 / ONE SERVICE SATISFIES EVERY REQUIREMENT

Arrival at HUB is fixed at 09:20; handling requires 30 minutes. Identify the only service meeting readiness, the 150-credit budget and the 11:20 festival deadline. Include transfer and final-road time. Form the code from its ID plus the two minute digits of final arrival: ID 4 at 10:08 would give 408.

ID	Mode	Departs	Next stop	Extra min	Credits
9	Rail	09:40	10:10	20 + 30	120
5	Rail	09:50	10:25	20 + 30	140
8	Rail	10:10	10:40	20 + 30	130
2	Direct road	09:55	10:55	0 + 0	170
6	Barge	10:00	11:20	20 + 30	100

Read the schedule correctly

Extra minutes = transfer + final road delivery, added AFTER arrival at the next stop. For direct road, that stop is the festival. Costs cover the full onward journey for all three units; capacity is sufficient. You may depart exactly when handling finishes. All times are on the same day.

Use the supplied complete journey, not an invented combination of two services. No extra delays or fees apply beyond those stated.

ACCESS CODE

Show your code and evidence to the host. Keep its middle digit.



Clear the green claims

FILE 04 / CUT ALL SIX MESSAGES / KEEP THE EVIDENCE NOTES

Match each evidence note to the only defensible message. Select one card per note and read IDs in A, B, C order. Calculate B's percentage reduction relative to the original total, not the new total.

A Only the final vehicle is known to be electric.

B Old total: 600 kg CO₂e. New total: 450 kg CO₂e. Same load, delivery task and emissions boundary.

C In this scenario, low water reduces a vessel's safe loading limit.

4

MESSAGE OPTION

A / DELIVERY CLAIM

Electric propulsion on the final stage establishes zero emissions across the complete delivery.

9

MESSAGE OPTION

B / EMISSIONS CLAIM

The comparable totals imply a reduction of 150 kg CO₂e, or 25% relative to the original option.

8

MESSAGE OPTION

C / LOW-WATER CLAIM

A lower safe loading limit leaves the vessel's original full-load carrying ability unchanged.

7

MESSAGE OPTION

A / DELIVERY CLAIM

An electric final stage alone cannot establish zero emissions for the complete delivery chain.

1

MESSAGE OPTION

C / LOW-WATER CLAIM

Reduced safe loading can require extra trips or alternative routing for the same freight.

6

MESSAGE OPTION

B / EMISSIONS CLAIM

The 150 kg saving represents a 33.3% reduction when measured against the original total.



Unlock the release grid

FILE 05 / TWO EARLIER RESULTS / ONE RECOVERY SEQUENCE

Retrieve the freight IDs from File 1 and the service ID from File 3. Use the freight IDs as rows in SOUND, LIGHTS, REFILL order and the service ID as the column. The three intersections form the release code.

ID / service	2	5	6	8
2	8	4	1	7
4	3	8	5	2
6	7	3	9	1
7	4	1	6	8
8	2	6	4	5
9	5	9	3	6

DISPATCH RULE

Use the selected FREIGHT IDs as rows, not seal numbers. Use the selected SERVICE ID as the column, not an arrival time. Read the three intersection values in the order specified.

Enter this code on P02. Then assemble all five retained middle digits and present your final delivery plan to the host.

