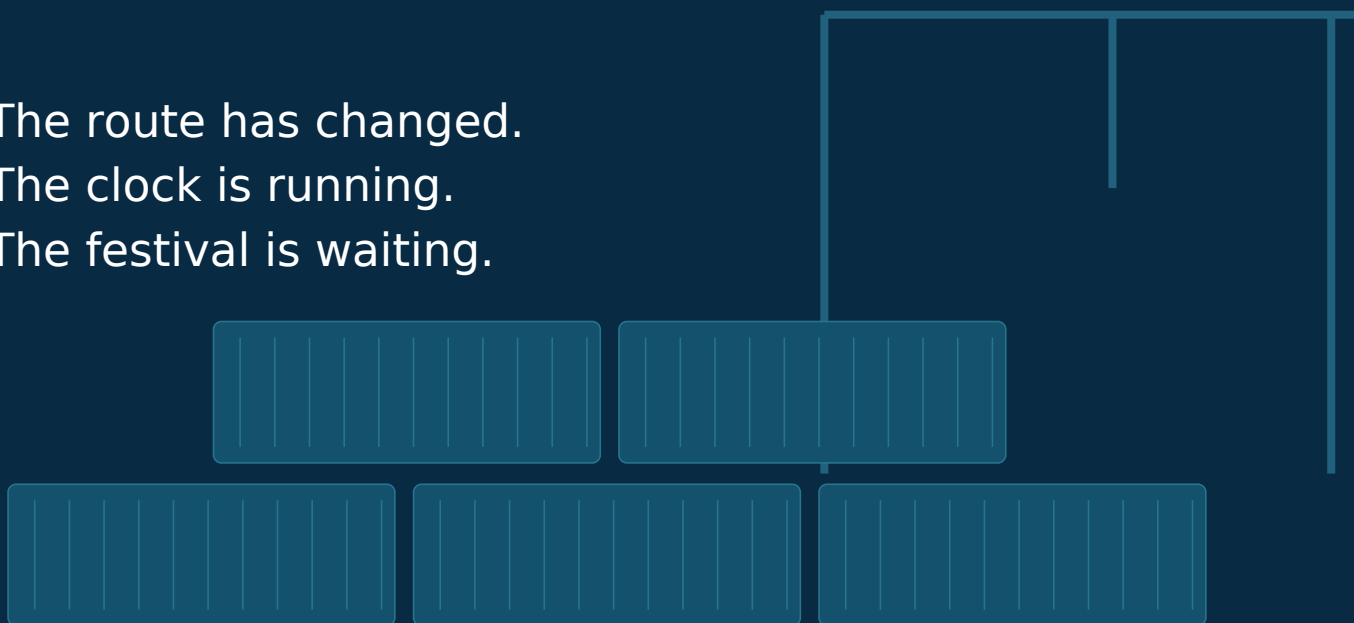


CARGO 2040

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 / B1-B2

PRINT AT 100% / A4 / SINGLE-SIDED



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The festival is waiting

START HERE / FICTIONAL INLAND PORT / YEAR 2040

It is 2040. A youth festival needs its sound equipment, lights and refill station. Your three freight units are waiting at a fictional inland port. Low water and a closed route have changed the plan. Find the right units and a delivery that reaches the festival on time.

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

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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

Choose one freight card for each item on the order. The item, order number and seal must all match. Read the card IDs in SOUND, LIGHTS, REFILL order. Also add the masses of your three units.

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

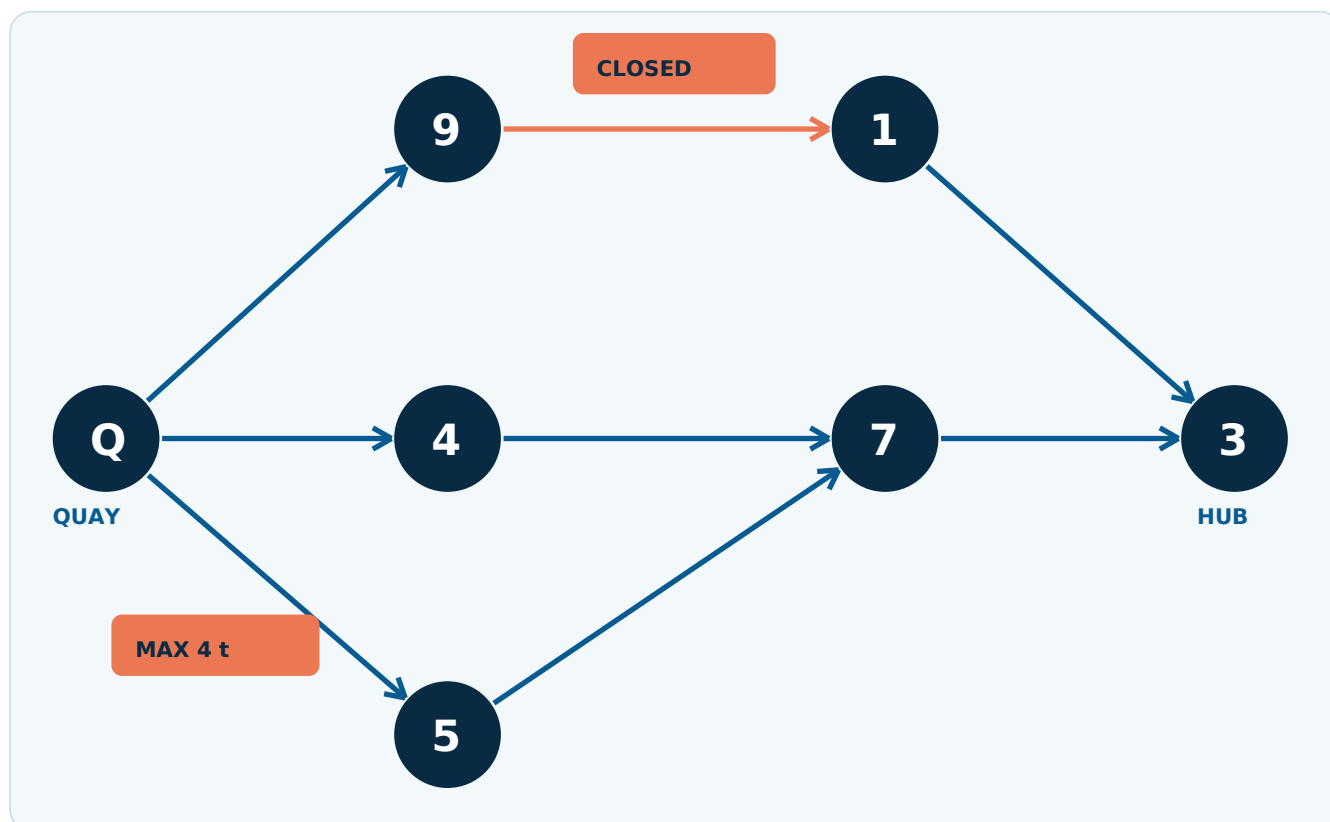
Order reference: F40 | Security seal: 16 |
Mass: 2 tonnes | Item: Refill equipment



Rebuild the port route

FILE 02 / USE THE COMBINED MASS FROM FILE 01

Move the complete load from QUAY to HUB. Use arrows in their direction. Do not use the closed link or a link with too little capacity. Do not split the load. Read the checkpoint digits you pass, including HUB but not 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.



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Catch the connection

FILE 03 / ONE SERVICE SATISFIES EVERY REQUIREMENT

The load reaches HUB at 09:20. Handling takes 30 minutes. Find the only service that is ready in time, costs no more than 150 credits and reaches the festival by 11:20. Add transfer and final-road time. Code: service ID followed by the two minute digits of festival arrival. Example: ID 4 arriving at 10:08 gives 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

Read the three evidence notes. Choose one accurate message for A, one for B and one for C. Read their card IDs in A, B, C order. For B, calculate the saving as a percentage of the old 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

The whole delivery has zero emissions because its last vehicle is electric.

9

MESSAGE OPTION

B / EMISSIONS CLAIM

The new option emits 150 kg CO₂e less. That is 25% below the old total.

8

MESSAGE OPTION

C / LOW-WATER CLAIM

Low water means every ship always carries the same full load as before.

7

MESSAGE OPTION

A / DELIVERY CLAIM

The final vehicle is electric. This alone does not prove zero emissions for the whole delivery.

1

MESSAGE OPTION

C / LOW-WATER CLAIM

If safe loading is lower, the same freight may need extra trips or another route.

6

MESSAGE OPTION

B / EMISSIONS CLAIM

The new option emits 150 kg CO₂e less. That is a 33.3% cut from the old total.



Unlock the release grid

FILE 05 / TWO EARLIER RESULTS / ONE RECOVERY SEQUENCE

Use the three freight IDs from File 1 as row labels, in SOUND, LIGHTS, REFILL order. Use the service ID from File 3 as the column. Read the three digits where those rows meet that column.

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.

