

THE LAST FESTIVAL

PLAYER PACK

One river.
Five evidence files.
One hour to change the plan.

Trace the litter. Challenge the accusation.
Unlock a response before the gates open.

AGES 15+ / 3-5 PLAYERS / 60 MIN / B1-B2

PRINT AT 100% • A4 • SINGLE-SIDED



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Backstage alert

START HERE / READ THE BRIEFING BEFORE OPENING FILE 01

You are the festival's student response team. The gates open in one hour. A photo shows cups, wrappers and plastic ties beside the river. People online blame Luca, a volunteer. Find out what the evidence really shows. Solve five files, stop more litter escaping and unlock the response plan.

INCOMING / FESTIVAL DIRECTOR

The public gates are closed. The trained site crew is checking the riverbank. Investigate the records and organise prevention at the stalls. Send me a justified response, not a name to blame.

Your mission

Solve Files 01-05 in order. Each produces a three-digit access code. Show your code and evidence to the host to receive the next file. Record the middle digit on your case sheet. Five middle digits unlock the final response.

Play together

Rotate reader, route tracer, evidence checker and recorder. Use only the supplied game materials. Ask for a hint whenever you need one; there is no penalty. Nothing is hidden in real equipment. Nobody is locked in.

LAND TO RIVER TO OCEAN

Wind and rain can move litter from land into waterways; some can reach the sea. Prevention at source matters. This game uses a fictional simplified drainage network. [1]



Your incident ledger

KEEP THIS PAGE / RECORD CODES ONLY AFTER HOST VERIFICATION

TEAM NAME

01

Drainage map

KEEP

02

Timeline

KEEP

03

Delivery register

KEEP

04

Prevention

KEEP

05

Crew rota

KEEP

FINAL LOCK

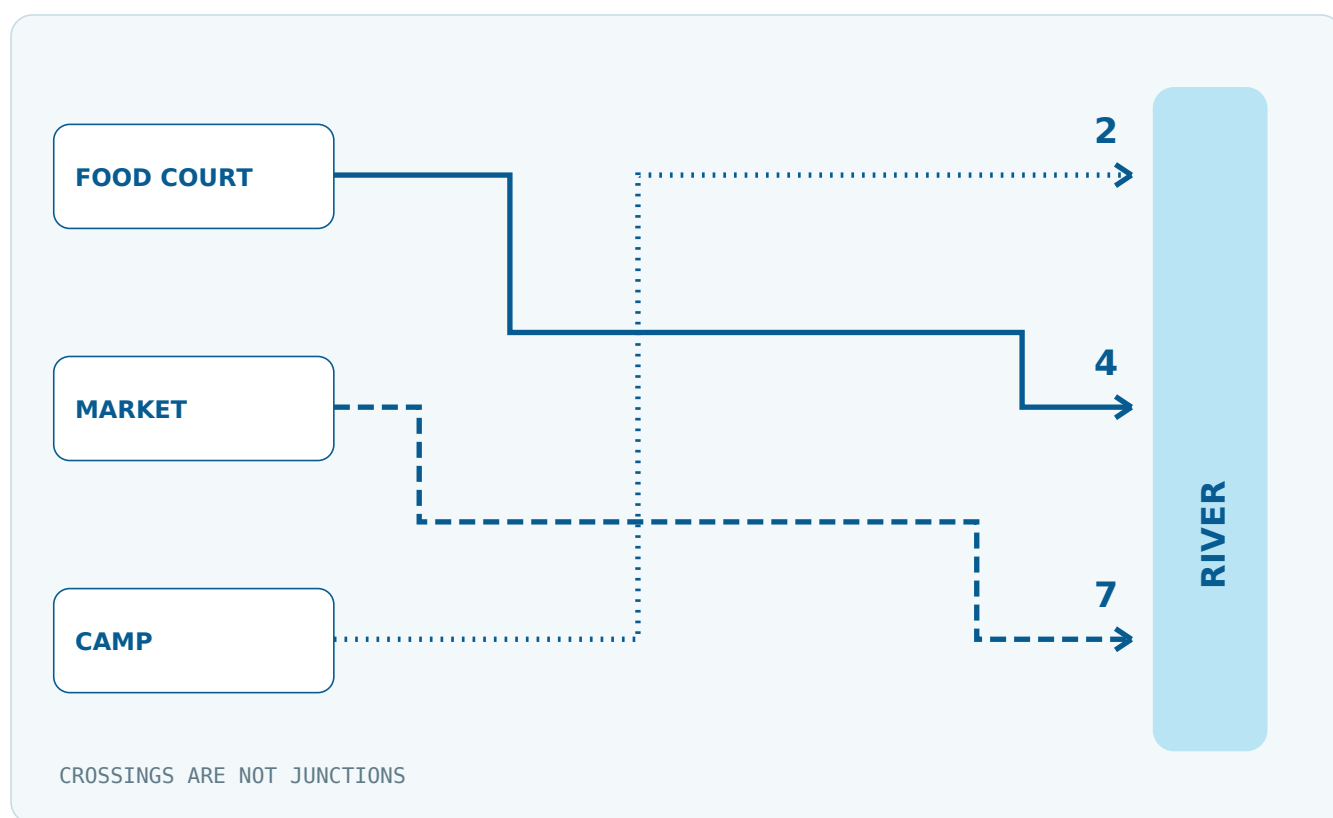
Read the five middle digits in file order. Explain what the evidence shows, why the accusation goes too far and how your response prevents further waste escaping.



Follow the missing litter

FILE 01 / SITE ENGINEERING PLAN

Follow the three lines on the map. Start at FOOD COURT, then MARKET, then CAMP. Write the outlet numbers in that order. Crossings do not join the lines. This gives your three-digit code.



All shown outlets discharge into the river in this fictional plan. Follow the same line at every crossing. The drawing is schematic, not to scale.

ACCESS CODE

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

The chat that went viral

FILE 02 / CUT APART AND SHUFFLE ALL SIX RECORDS

The photo was taken at 08:20. Choose the THREE cards that directly report loose rubbish outside before 08:20. Put them in time order, earliest first. Read their large card numbers to make your code. Can Luca's 08:25 arrival explain rubbish in the earlier photo?

7

INCIDENT LOG

CHAT / 08:25

"Luca just arrived carrying a black bag. It must all be Luca's fault!" This is a message from a visitor, not a verified finding.

1

INCIDENT LOG

MARKET CHECK / 07:50

A staff member reports: the wrapper bin has no lid. Loose wrappers are blowing from it onto the ground.

6

INCIDENT LOG

STORAGE CHECK / 07:30

A staff member checks sealed balloon boxes inside the dry store. Every box is closed; no loose waste is seen.

5

INCIDENT LOG

CAMP CHECK / 08:05

A staff member reports: plastic packing ties lie on the ground beside the unpacking table.

3

INCIDENT LOG

FOOD COURT CHECK / 07:40

A worker reports: the open cup tray is too full. Cups have fallen from it onto the ground.

2

INCIDENT LOG

PHOTO RECORD / 08:20

The photo shows cups, wrappers and ties on the riverbank. It does not show who placed or dropped them.



Trace the three items

FILE 03 / CROSS-REFERENCE THE RECOVERED LABELS

Use the three recovered labels and the delivery register. Match BOTH the batch and the seal. Work in the order CUP, WRAPPER, TIE. Write the matching supplier numbers. A supplier match tells you which delivery an item came from. It does not tell you who dropped it.

 CUP

C17



SEAL / WAVE

 WRAPPER

W24



SEAL / LEAF

 TIE

T08



SEAL / STAR

ID	Item	Batch	Seal	Handling record
3	Cups	C17	Star	Crates remained closed.
6	Cups	C17	Wave	Open return tray overflowed.
8	Ties	T08	Star	Scraps left beside table.
4	Wrappers	W24	Wave	Lidded bin remained closed.
2	Wrappers	W24	Leaf	Open bin had no lid.
7	Ties	T08	Leaf	Scraps in closed container.

Each batch-and-seal pair belongs to exactly one listed delivery in this game. A match identifies a delivery, not the person who released an item or its precise journey.

ACCESS CODE

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



Stop the next escape

FILE 04 / CUT APART ALL SIX ACTION CARDS

Use the delivery problems from File 3. Choose ONE action for each problem, in this order: cups, wrappers, ties. Each action must stop new waste escaping, work before opening and keep drains clear. Put the three action numbers together.

6

RESPONSE OPTION

RIVER SWEEP

Send trained staff to collect existing bank litter. Leave the wrapper bin open and change nothing at the market.

1

RESPONSE OPTION

CUP RETURN RESET

Food court: use a covered container for returned cups. Ask a worker to check it and empty it before it becomes too full. Start before opening.

8

RESPONSE OPTION

THE GREEN LABEL

Camp: keep leaving ties loose, but rename them "eco ties". No evidence about the material is supplied.

4

RESPONSE OPTION

UNPACKING RESET

Camp: put the loose ties into a closed container. Put all new packing waste straight into this container. Start before opening.

2

RESPONSE OPTION

DRAIN COVER

Food court: seal the surface drain with a solid sheet and leave the overflowing cup tray in place.

9

RESPONSE OPTION

WRAPPER BIN RESET

Market: put a lid on the wrapper bin. Ask a worker to check it often and empty it before it becomes too full.



Build the crew rota

FILE 05 / THREE PASSES / THREE JOBS / ONE FEASIBLE ROTA

Give each person ONE job. Every job needs one person. Nobody may start before they arrive. Only Bo may use the market waste cart. Fill in the rota. Read the pass numbers in this order: FOOD COURT, MARKET, CAMP.

Job	Start	Requirement
Food court	08:50	Monitor the cup-return system.
Market	09:00	Powered cart: only Bo is authorised.
Camp	08:40	Set up packing-scrap collection.

Each job lasts one hour. Travel time is already allowed for. Everyone can do the food court and camp jobs if present at the start. Only the stated constraints apply.

CREW / CY	CREW / ARI	CREW / BO
3	8	5
ON SITE	ON SITE	ON SITE
08:30	08:45	08:30
NO CART PERMIT	NO CART PERMIT	CART PERMIT
ONE FULL SHIFT	ONE FULL SHIFT	ONE FULL SHIFT

Log the code on P02, then show the host your rota. Read pass numbers in FOOD COURT, MARKET, CAMP order.

