



ENGINEERING SECTION OF THE 4TH BRIGADE EXPLORA

(446.04M. StarCorp Inc.)

At the moment you have the following information:

1. The planet's atmosphere is toxic in the long run. Never leave the Base without your Masks.
2. Due to the shadow of the planet orbited by the moon, night is much longer than day. (Night will last 14 minutes, day 6 minutes.)
3. You are located next to a giant rift (100 km long and 0.5 km wide at its narrowest point) that runs across the only land road between the mines established in the continent's interior and the astroport on the coast, currently under construction. (The rift will be symbolised by 3x3m rectangle marked with paper tape. Inside the rectangle there will be two rows of chairs, serving as the walls of the rift.)
4. Draconians are bigger and stronger than humans. They have social structure and the ability to use tools. They seem to be capable of speech.
5. On the 8th day from your landing, at dawn, the first transport headed to the astroport will arrive at the rift. The bridge has to be ready by then, otherwise the mission will be considered a failure.
6. The Captain will help you in your task.

When your landers were entering the moon's thick atmosphere, a sudden storm forced you to perform emergency landing. What's odd, the exceptionally strong electric discharges were able to create electromagnetic pulse that fried your computers' circuits. You found remains of the previous expedition, where you were able to activate the Supercomputer equipped with AI. Unfortunately, it is not fully functional:

1. It does not have stable electrical supply and can only work during the day.
2. At the moment it can only answer questions with "yes" and "no".
3. It is possible to unlock its more advanced functions, but the lock seems to be in the machine's programming, so it will be necessary to ask the right questions.

Engineering Section tasks:

1. Put your Section badges on.
2. Create a design of the bridge (the task is overseen by the Captain. For the construction you will only have 3 rolls of paper tape and 80 sheets of paper – those resources may not be replenished. You will be given 3 pairs of scissors. For the creation of the bridge schematics you are given a writing pad, five pencils and a pencil sharpener).
3. CREATE A BRIDGE WITH RAILINGS OVER THE RIFT, which will allow the supply transport to pass (a 2kg box, which at the end of the game will be moved along the bridge only by pushing it with one finger. The task is overseen by the Captain).
4. You don't know what happened to the previous expedition. It is advised to be cautious when approaching the natives, as they can be hostile.
5. In case self-defense is necessary, you are armed. (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.)
6. Fragments of reports left by the previous expedition suggest that construction work will have to be done by the natives. You have been tasked with TEACHING THEM how to build bridges.

DISCLAIMER! "Weapons" can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a "weapon" is considered fatally wounded. Act conscious, but lie down on the ground and allow yourself to be carried.

