



# Breakin' Dawn

Mission Profile  
November 2010  
Troop 175

**TOP SECRET**

## BREAKING DAWN

### MISSION PROFILE

The Al Qaeda terrorist group has attempted to infiltrate into Maine with an airplane supply of Cesium Chloride CC (Low level radiation) packaged in a yellow golf ball and a large number of white "Control" balls . Three white balls are needed to neutralize the radiation of the Yellow ball. The terrorists have impure motive and plan to create havoc with the Cesium Chloride. The plane was an old DC-3 and not very well maintained and came apart in mid air of the wilds of Maine. The CC was lost in the wilderness and your team has been tasked with finding it. Other nations have sent teams and they are bound on finding it as well There is heavy rumor that a "local" found the yellow golf ball in a and hid it somewhere thinking it was valuable but not understanding that it emitted low level radiation. If you get to him first and offer him:

\$800

A Dozen Eggs

A Solar Lighter

3 Hershey Chocolate Bars

Four Muffins (Certified by Chef Meskill as edible)

He will turn over the yellow ball . The white golf balls were apparently scattered through out the countryside. You must find three of those to neutralize the yellow ball.. Once you have a complete set you have neutralized the threat , won a great victory for your country and will receive a round of Root Beer.and win the competition.

The adults on this trip are all potential "locals" and you will have to identify which one it is. If you present your bundle of goods above to the wrong person they will take it and you will be eliminated from the game so there is great risk that you identify the right person.

The strategy for this game is complex. You will participate in Revolutions which are competitions with the other teams. Depending on how you place you will receive money, clues or objects. Key among these will be clues as to the true identity of the "Local". Only the first and second place teams in each Revolution will receive these "Local" identifier clues. They may or may not be the same clue. You may swap or sell or buy these clues as well as any object or any other piece of information. The clues will all be in a cipher code and you will have to decode them. They will all be in the same code .Once you have broken the code it will work for all clues. You will need many clues to guess the identity of the "Local"

The more you win or the higher up you place the more you will win which will assist you in accumulating the other items needed to win. At all times you may trade with other teams but you may not steal or take things without their permission. The terms of all trading are up to you. Each revolution will have terms by which you may take advantage of the trading. The Revolutions may be handed out just before the competition and you will need to keep them in this book.

#### Basic Rules:

You are teams of 4. You may split up on tasks but never in less than two's.

You may use Radios but they must be tuned to Channel 1-1.  
You may develop your own code for talking but the channel is communal.  
You will be given a set of equipment that you can use as you see fit.  
Every team must have a First Aid Kit on one of the members.

The game will start at 7 am and finish at Midnight on Saturday. The first team to finish will be first but other teams can finish as well. Trading may occur at any time except the white and yellow CC balls will be taken from the finishers upon there completion of the game.

If a member of your team drops for any reason you may continue on as three but you must stay together at all time. If two members drop you are done.

Any time you are on the water you must have a PFD. At the Final Battle Revolution you must wear a glow stick on you arm and visible.

## REVOLUTION 1 – ORIENTEERING

Start at the Nunes Building.

Walk 240 degrees SW

In road – take bearing go to 120 degrees East

Walk past John's Chapel – ring the bell

At Fork in Rd (General Knox) go 110 degrees East

At Waterfront Tower 210S find clue on something you would

Use in canoeing. Clue \_\_\_\_\_

Go to rd take bearing and walk 290 degrees

At FT CP EA Sign go 340 degrees

At telephone pole take bearing

Go 310 degrees

Walk past Brown shed on rt.

Find clue on building with green door.

Clue \_\_\_\_\_

At Flag Pole go 270 degree

At rd go 220

Go over orange cable

In road go 300 degrees

Go past climbing wall

At Do Not Block Road go 240 degrees

Stay on dirt rd past brown building

Clue on the outhouse Clue \_\_\_\_\_

Find the 3 Trunk Tree opposite brown building. Go 120 degrees to Maintenance building.

At Fence opening go 50 degree .

Take bearing at Rock pile on left

Go 150 degree on trail

Clue on south side of building. Clue \_\_\_\_\_

Head to lake and the ABC Shelters.

From SW corner of southern most Lean too.

Go west straight up Hill

At top of hill go SW until you hit man made object.

Not very fine cuisine but plenty of tables.

Clue under one of the tables Clue \_\_\_\_\_

Find the Bridge over Troubled Water near the Quimby  
Look Up. Clue \_\_\_\_\_

Go East Northeast with stream  
Where streams converge find clue  
Clue \_\_\_\_\_

Go SSE across stream  
Follow trail SE  
Past Big Rock with Moss and tripod on top.  
At 5 inch tree stump 4 feet tall stripped of bark  
Look right to red trail marker on tree.  
Go to trail marker on tree  
Follow red Trail SE  
Step over fallen tree  
Look for Big root ball.  
Collect clue on backside of Root Ball.  
Clue \_\_\_\_\_

Back to ABC to finish.

1 <sup>st</sup> – to finish	\$300,	5 Eggs,	Hershey Bar ,	1 clue
2 <sup>nd</sup>	\$200,	4 Eggs,	Hershey Bar ,	1 clue
3 <sup>rd</sup>	\$100,	3 Eggs,	Hershey Bar	
4 <sup>th</sup>	\$50 ,	2 Eggs,	Hershey Bar	
5 <sup>th</sup>	\$50 ,	1 Egg		

## Revolution 2 –Bridge Building

You must build a bridge over the southernmost fork of the Boulder Brook at Birch Point. The bridge must be at least 3 feet high over the brook. Your team must all walk over it successfully and also all sit or stand in the middle of the bridge for fifteen seconds to pass.

1St to Finish	\$300, 5 eggs, Hershey bar , 1 Clue
2nd	\$200, 4 eggs, Hershey bar, 1 Clue
3rd	\$100, 3 eggs, Hershey Bar
4th	\$50 , 2 eggs , Hershey Bar
5th	\$50, 1 egg

## Revolution 2.5 (Surprise insert in game) - Suspension Tower

You must build a freestanding four sided tower(Uprights may not touch each other at the top no teepee style) that can suspend your rope from the top and hold two of your Team Members at least 4 feet off the ground for 30 seconds. Both Team members must be on the same piece of rope. You may not use trees in the ground or any other existing structure as part of your Tower. All towers must be exhibited at the ABC Shelters.

1St to Finish	\$300, 5 eggs, Hershey bar
2nd	\$200, 4 eggs, Hershey bar
3rd	\$100, 3 eggs, Hershey Bar
4th	\$50 , 2 eggs , Hershey Bar
5th	\$50, 1 egg

### Revolution 3 – Secret Camp

You must establish a secret camp from where you will launch your team for the Final Battle this Evening after dinner. It must be within 300 Yards of the ABC Shelters. You will build a fire here later on in the day to cook your food that you will hopefully find later. Do not start the fire yet but have your wood ready. You will also plant your flag here later on for the Final Battle

#### Revolution 4- IMMERSION PROTECTION

Meet at 2 PM at the Bridge over Troubled Water. The Troubled Water Brook has decontamination powers and one for your team members who will handle the Cesium Chloride must immerse himself totally below the surface of the water for 3 seconds. You may use a wet suit and all Immersers must be volunteers. You will need to dig and damn an area of the brook( between the yellow stakes) . You must restore the brook to its normal flow when you are done. You may sell your immersion pool to one other team only(Or not).

First team to Finish -	\$300 , 5 eggs , 1 Hershey Bar , 1 Clue
2 <sup>nd</sup> Place	\$200, 4 Eggs , 1 Hershey Bar , 1 Clue
3 <sup>Rd</sup> Place	\$100 , 3 Eggs , 1 Hershey Bar
4 <sup>Th</sup> place	\$50 , 2 Egg
5 <sup>th</sup> Place	\$50

## Revolution 5 - Find your Food

Go to the swimming tower (from Rev 1 ) . Take a bearing of 180 degrees across the lake and find lone maple tree. Go to tree. At the base is a gray tape. Go 230 degrees up hill and find food cache. Take only one. There are only 7 food caches for 8 teams. Last team goes hungry.

1<sup>st</sup> Place \$400, 5 Eggs, Hershey Bar, 1 Clue

2<sup>nd</sup> Place \$ 300, 4 Eggs, 1 Clue

3<sup>rd</sup> Place \$200, 3 Eggs, Hershey Bar

4<sup>th</sup> Place \$100, 2 Eggs

5<sup>th</sup> Place \$50, 1 Egg

## Revolution 6- Dinner

Take your food to the secret Camp and make dinner and if you chose, cook your muffins needed to win the game. You may barter/trade food with other teams . Start your fire with Flint and steel (All Team Members must verify it was done with flint and steel and no other artificial tinder or matches – Scouts Honor) . All muffins must be Certified Edible by Chef Meskill at the ABC Shelters Present them and if they meet the test of edible muffins he will mark them so you can no they will be accepted by the “Local”

## Revolution 7 – Save your Man

One of your team members will be taken hostage by Locals and taken down the south side of the lake. He will have a light stick on him. You have to find him – he will be within 100 feet of the lake shore. He is unconscious and cannot scream or talk or assist in any way. He may have internal damage so you must stretch him and cannot man handle him., You have to improvise a stretcher and bring him back. He must be on stretcher and delivered to the ABC shelters. He must be carried on the stretcher the WHOLE WAY . There will be spies observing.. You get to choose your hostage.

- 1<sup>st</sup> Place \$300, 5 Eggs, Hershey Bar , 1 Clue
- 2<sup>nd</sup> Place \$200, 4 Eggs Hershey bar , 1 Clue
- 3<sup>rd</sup> Place \$100, 3 Eggs
- 4 Place \$100, 2 Eggs
- 5<sup>th</sup> Place \$100, 1 Egg

## Revolution 8 – The Final Battle

You will return to your Secret camps and you must put your flag up with a light stick on it. It must be visible from all directions (360 degrees) from 50 feet away . You may not be closer then 10 feet to the flag at any time. You must also wear a Light Stick on your wrist at all times. It may not be covered.

You must stay at least in teams of two to move around. No solo acts.

If you scalp an attacker he must stop and return to the ABC Shelters .If you are scalped you must return to the ABC Shelters. You may only wear Scalps of your teams color. You may be able to purchase a new Scalp back at the ABC Shelters. You will ask the Master. If you flag is taken and you still have your scalp you may continue on to play but all scalps/flags you deliver to the Master will be worth 50% after he has been given your flag. You may of course attempt to purchase your flag back or your scalp from the attackers. It's all just business.

You must listen for Game Over call which will come sometime after 11 PM and no later than 12 Midnight.

There is no winning team on the Final Battle other than you have the chance for the first time to win the Solar Lighter.

10 Scalps (not your own –if your flag has not been captured and turned in)

**or**

20 Scalps (Not your own – if your flag has been captured and turned in)

**and**

1 Flag (Not your own)

**or**

2 Flags (If your flag has not been already captured)

you win 1 Solar Lighter

All lighters will be given at the ABC Shelters by the Master.

If you have a lighter and all the rest of the items you need to trade with “The Local” AND you have figured out who he/she is then go ahead and present and try and win the Game.

## Cipher

The clues to the identity of the “Local” will be provided to the winners and second place teams of each race. They may receive the same clue or different clues. You will have to de-cipher to clue to get another piece of information on the “Local”. He/or she is a member of our Troop and here on the trip. You may not ask them if they are or not the “Local” but you will present your gifts to whoever you think is the one and that person will either hand you the Yellow egg or take your things and let you know they are not the “Local” and you will be out of the Game.

The Cipher is numerical . Each number represents one letter and always the same letter. Any Number that is part of the clue that is a number and not meant to be translated will be put in Quotation marks. The cipher is logical although not straight forward. There is a twist in it. You may want to figure out the system tonight before the game .Below is an example to help you break the code. Once you break the code you may sell it to others or keep it a secret. You may also buy the code from others for whatever they are willing to sell it for.

Below is a letter to you all with some English to help you crack the code.

6 4 25 20 7 4 5 21 21 19 4 4 17 “175”

20 3 15 20 6 5 19 25 , 7 21 “06070”

8 2 1 19 20 7 4 5 21 20 ,

This letter is designed to help you uncover the cipher key. A Scout is

21 19 5 20 21 23 4 19 21 11 25 .

Good 14 5 7 13 ,

15 19. 15 2 1 8