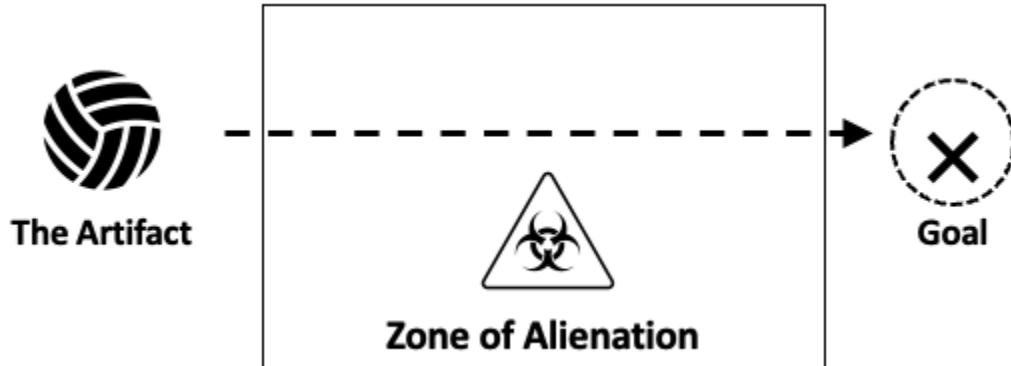


# Artifact Recovery

**Challenge:** Your team is tasked with getting The Artifact across the Zone of Alienation and onto the Goal for recovery. The Artifact is a strange and powerful device of unknown origin. It will blend anyone who gets within three feet of it within one second.



Any human who enters the Zone of Alienation will have their brains fried instantly scorched by mysterious radiations in the Zone.

Because of mysterious reasons, The Artifact must go through the Zone of Alienation and end up as close to, or on top of the goal marker.

Any Scouts who are blended or brain-scorched are removed and put into the Pits of Heck. Replacements arrive every three minutes, at the 3:00, 6:00, and 9:00 minute marks. At those points Scouts in the Pit can return to their Patrols and resume.

**Materials:** Whatever your brought in your Ten Essentials kit.

**Time:** You will have ten minutes to devise a plan and to recover The Artifact.

**Scoring** (Total 100 points)

- Up to 20 points for creativity of solution
- Up to 50 points for how well your team worked together
- Up to 30 points: 30 points for putting The Artifact directly on the Goal. 20 for getting it within one foot of the Goal. 10 points for getting it within three feet of the Goal.