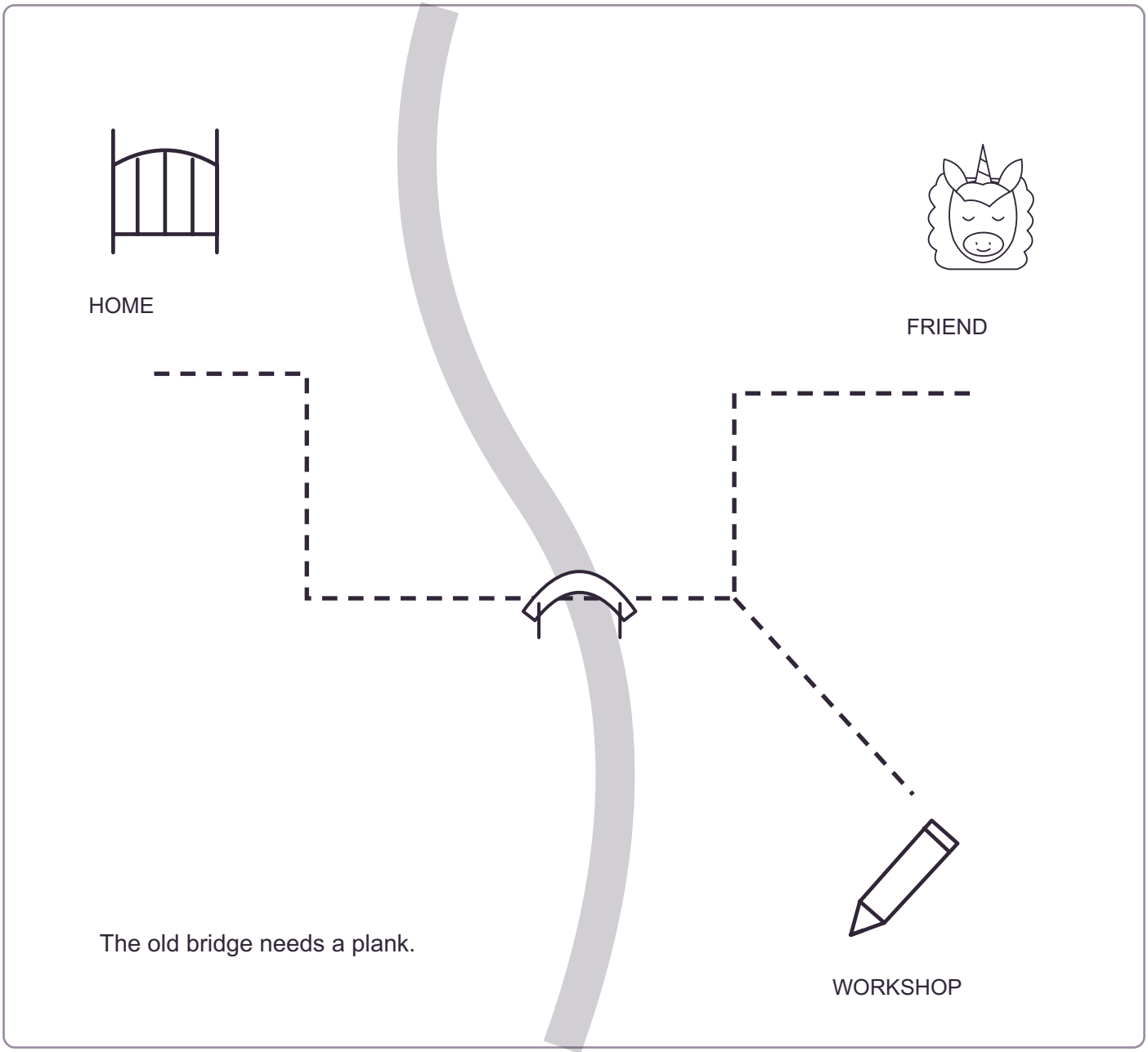
The little bridge · example

One map, one problem and a helpful place. Use it as a starting idea.



KEY

Dashed line = path Gray band = stream Arch = bridge

Goal: bring a bell to the friend. Obstacle: a broken bridge.

First: ask the workshop for help. Then: repair and cross together.

This is a fictional example, not an outdoor route or a real map.

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