

Sherpa's Camp Quest Difficulty: Medium

At Sherpa's Camp, three traders—Paul, Davey, and Bill—each carry a different good (Ruby, Pelt, Plank), pack it in a different pack (Sack, Box, Bundle), and warm up with a different drink (Tea, Water, Broth). Use the clues to match each trader to their good, pack, and drink.

Clues

1. The trader with the Ruby drinks Tea; Bill did not trade the Ruby.

2. Davey carries the Sack, and the Plank is not in the Sack.

3. Whoever drinks Water carries the Box; Paul does not drink Water.

4. The Pelt is not in the Sack.

5. The Box holds the Plank; Broth is not Davey's drink.

		Good			Pack			Drink		
		Plank	Ruby	Pelt	Box	Bundle	Sack	Tea	Broth	Water
Trader	Paul									
	Davey									
	Bill									
Drink	Tea									
	Broth									
	Water									
Pack	Box									
	Bundle									
	Sack									

Trader	Good	Pack	Drink
Paul			
Davey			
Bill			