Amber Lab Dispatch

Hint level 1 - HOST ONLY

1. Path

Find S, F, the required-stop list and any CLOSED edge.

2. Kit

Read each supply card and the three required needs.

3. Courier

Find the three people, the three items and the forbidden pairings.

4. Drawer

Find the column letters and row numbers on the grid.

5. Order

Find all the event cards and the before notes.

6. Final

Keep the five named results beside the final plan and find the key for each badge.

Amber Lab Dispatch

Hint level 2 - HOST ONLY

1. Path

A cheap shortcut is not a complete journey if it skips a required stop.

2. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

3. Courier

Each item is used once. A person ruled out of two items must have the third.

4. Drawer

A coordinate gives column first and row second; keep the printed coordinate order.

5. Order

Connect cards linked by the notes; a card position is counted from the beginning of the completed order.

6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

Amber Lab Dispatch

Hint level 3 - HOST ONLY

1. Path

List the legal complete paths, add their edge costs and compare only paths that meet every condition.

2. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

3. Courier

Place the most restricted person, remove that item from the others, then use the remaining rule. Read the target person only after checking all pairs.

4. Drawer

Read the full word before using the conversion table. If the word is missing, recheck each row and column rather than choosing a similar word.

5. Order

Check every before relationship, then read only the requested position. The printed card arrangement is not the answer order.

6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.