Amber Lab Dispatch

Player clue 1: Path | Team 1

The sample cards must pass a checking station and stay within every carrier load limit. We will use the records on the table to route the amber sample delivery. Share the reading, explain each choice and keep the five results for the final plan.

Trace a legal supply journey from S to F. The map's arrows are one-way roads. Visit every required stop, stay inside the travel budget and use the cheapest complete journey. Report all stop letters.

Travel map (one way)

S > A: 2 units

S > B: 1 units

A > C: 2 units

B > C: 2 units CLOSED

C > F: 2 units

B > F: 2 units

A > F: 7 units

Journey rules

Start S; finish F; limit 7 units.

Visit C. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

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Player clue 2: Kit | Team 1

Pack a kit that supplies all three needs. One card may cover two needs, but its weight is counted once. Choose the lightest complete kit within the carrier limit. Report its card letters alphabetically.

Supply cards

A: weight 3; gives tie+light

B: weight 2; gives mark

C: weight 2; gives tie

D: weight 4; gives light+mark

E: weight 4; gives tie+light+mark

Packing order

Capacity 7; must cover tie, light, mark.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

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Player clue 3: Courier | Team 1

Courier desk: Each person has ONE different item. Use all four NOT rules. Find Otto's item and copy its digit.

Case	**Tray**	**Box**
digit 3	digit 6	digit 9

People: Nell, Otto, Tia

Nell does NOT have Box.

Otto does NOT have Case.

Otto does NOT have Tray.

Tia does NOT have Case.

Find Otto's item. Each item is used once.

Courier result: _____

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Player clue 4: Drawer | Team 1

Drawer desk: Read the letter at each coordinate, in order. Letter = column; number = row. Convert the complete word using the printed table.

Columns: A, B, C, D. Rows: 1, 2, 3.

1	**J**	**M**	**Q**	**T**
2	**R**	**S**	**B**	**Y**
3	**A**	**X**	**A**	**E**

AMBER = 6

EGGS = 9

BONE = 2

READ COORDINATES IN ORDER:

A3 > B1 > C2 > D3 > A2

Drawer result: _____

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Player clue 5: Order | Team 1

Order desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 4.

Seal case [3]	**Read sample [9]**
Send case [5]	**Check stock [1]**

Read sample BEFORE Seal case

Check stock BEFORE Send case

Seal case BEFORE Send case

Read sample BEFORE Check stock

Check stock BEFORE Seal case

Read position 4 (positions start at 1).

Order result: _____

Amber Lab Dispatch

Player clue 6: Final | Team 1

Use each result to recover the load for its leg. At each leg choose the cheapest road that can carry that load. A road with too little capacity is closed to this cargo. Report the five road IDs in journey order.

Use your results from: Path, Kit, Courier, Drawer, Order.

Cargo key, one leg at a time
Leg 1 (Path): S-A-C-F=2; S-A-F=4
Leg 2 (Kit): A-B=2; E=4
Leg 3 (Courier): 3=4; 9=2
Leg 4 (Drawer): 6=4; 9=2
Leg 5 (Order): 3=4; 5=2
Roads: load capacity / travel cost
1: A 3/2 | B 6/4
2: D 6/4 | C 3/2
3: E 3/2 | F 6/4
4: H 6/4 | G 3/2
5: J 3/2 | K 6/4
Route rule
Choose the cheapest road carrying each load.
Report the five road IDs in leg order, with hyphens.

Final result: _____

Ask your host to check your final result and read the ending.