Amber Lab Dispatch

HOST ONLY - preparation and story

Includes answers. Keep these pages and all hint pages with the adult host.

Welcome to the amber laboratory. The sample cards must pass a checking station and stay within every carrier load limit. Your team has the original records on the table. First recover five pieces of information, then use the final plan to route the amber sample delivery. Keep every result beside its badge so another teammate can check your reasoning.

1. Print the six player sheets and two record sheets for each team. Keep answers and hints with the host.

2. Lay out Travel map (one way), Supply cards, the remaining clue sheets and the final plan. All task records are printed inside the sheets; no extra prop is needed.

3. After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

4 players; 1 team. Give each team 6 player sheets and 2 record sheets. Share one host guide and one set of three hint levels.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Optional: 4 invitations or certificates, only if selected.

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HOST ONLY - solution guide

1. Path: S-A-C-F

Discard closed roads and paths missing C. Add the costs of every remaining edge; the lowest eligible total determines the whole route. Result: S-A-C-F.

2. Kit: E

Compare coverage before weight. Only complete kits qualify; minimize their combined weight and report the selected cards in alphabetical order. Result: E.

3. Courier: 9

Nell has Case; Otto has Box; Tia has Tray. Otto's item gives 9. Result: 9.

4. Drawer: 6

A3, B1, C2, D3, A2 reads AMBER. The conversion table gives 6. Result: 6.

5. Order: 5

The only order is Read sample > Check stock > Seal case > Send case. Position 4 carries 5. Result: 5.

6. Final: A-D-E-H-J

Recover all five loads. The cheaper road works for a small load; a large load needs the higher-capacity road. The resulting five-leg route records every necessary decision. Checked result: A-D-E-H-J.

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HOST ONLY - timeline, story and ending

3 minutes: Read the opening. Show the evidence record and choose starting roles.

5 minutes: Solve Path. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Kit. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Courier. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Drawer. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Order. Offer one hint at a time and rotate roles after checking.

7 minutes: Build the five-leg delivery route using all five results.

3 minutes: Read the ending. Ask each teammate to explain one rejected alternative.

After Kit: A cheap road can still fail a load limit or miss a required stop. Keep cost and capacity as separate checks. Pass the record sheet to a new checker before opening the next clue.

After Drawer: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the five-leg delivery route.

Check every result using the solution guide. Offer the next hint only when requested; save the answer reveal until the group is ready.

The delivery follows route A-D-E-H-J; every road can carry its assigned load. Thank each teammate for a different piece of reasoning.

Explain one tempting wrong choice and the evidence that ruled it out. Show how each of the five results affected the five-leg delivery route. If a clue is missing, say what remains uncertain before reopening that sheet.

Duration and ages are estimates. Adjust the pace and offer help for your group.