Clockmaker Birthday Repair

Hint level 1 - HOST ONLY

1. Order

Read the event letters and all three witness notes.

2. Window

Look at earliest start, each window end and the arrival deadline.

3. Parts

Find opening stock, closing stock and the DONE or CANCELLED marks.

4. Repairer

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

5. Face

Compare the same numbered position in the two strips.

6. Final

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

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Hint level 2 - HOST ONLY

1. Order

Join immediately-before pairs as a block; other before notes set the direction between blocks.

2. Window

The journey uses time as well as the job; add both to the start of each window.

3. Parts

Only completed entries change stock. A cancelled plan cannot be added or subtracted.

4. Repairer

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

5. Face

A difference belongs to a pair of positions and is counted once, even when both shapes differ.

6. Final

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

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Hint level 3 - HOST ONLY

1. Order

Try the remaining positions, then check every note against your full order before reading the requested position.

2. Window

Check all three conditions for each window. A slot can be long enough yet start too early or arrive too late.

3. Parts

Apply every known completed change to opening stock. Compare that result with closing stock to recover the missing completed return.

4. Repairer

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.

5. Face

Mark every changed pair, check the unmarked pairs, then count your marks. Ignore titles and box outlines.

6. Final

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