

Cupcake Constellation

Player clue 1: Signal | Team 1

The display lights are controlled by pulses that may move more than one dial. We will use the records on the table to configure the constellation display. Share the reading, explain each choice and keep the five results for the final plan.

Each signal means one different word. Use the training examples to recover the legend. Words marked "any order" may be swapped; compare shared signals across cards. Decode the received message from left to right.

Unlabelled legend

Signals: DOT, BAR, ARC. Words: OPEN, CHECK, REST.

Each signal has one word; each word is used once.

Training messages

DOT+BAR means OPEN+REST (any order)

BAR+ARC means OPEN+CHECK (any order)

DOT+ARC means REST+CHECK (any order)

Received message

DOT > BAR

Report decoded words in order, with hyphens.

Signal 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: Stock | Team 1

Stock desk: A return entry lost its amount. Use the opening and closing stock to find the missing return. Apply DONE entries; ignore the CANCELLED plan.

Opening stock: 8. Closing stock: 16.

Received: +2 DONE

Planned: +7 CANCELLED

Issued: -3 DONE

Returned: ? DONE

Missing return = ? units. Ignore cancelled plans.

Stock result: _____

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Player clue 4: Orbit | Team 1

Orbit 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	W	T	C	F
2	B	E	A	L
3	S	K	N	R

STAR = 3

BEAM = 6

DOCK = 9

READ COORDINATES IN ORDER:

A3 > B1 > C2 > D3

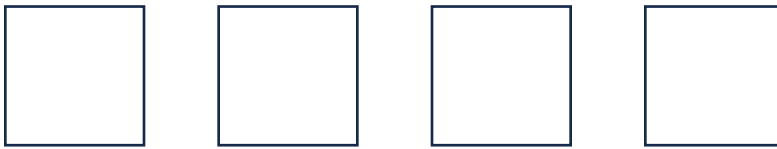
Orbit result: _____

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Player clue 5: Tray | Team 1

Tray desk: Every parcel has the same whole-number weight. Remove loose units, find ONE parcel and check the second rule.

$$4 \text{ parcels} + 1 \text{ loose units} = 25 \text{ units}$$



$$2 \text{ parcels} + 3 \text{ loose units} = 15 \text{ units}$$

One parcel = ? units. Whole numbers 1-9.

All parcels have equal weight.

Tray result: _____

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Player clue 6: Final | Team 1

Use the five results to select five pulse cards. Start at the recorded dial states. Add all selected turns for each dial and follow its loop: 0, 1, 2, then 0 again. Report the final state of dials A through E.

Use your results from: Signal, Kit, Stock, Orbit, Tray.

Control panel

Dial order: A, B, C, D, E. States: 0 > 1 > 2 (loop).

Start: A1 / B2 / C0 / D1 / E2.

Pulse cards (turns in dial order)

Signal: REST-OPEN=(2,1,0,0,0); OPEN-CHECK=(1,2,0,0,0)

Kit: A-B=(0,1,0,2,0); E=(0,2,0,1,0)

Stock: 9=(0,0,1,2,0); 16=(0,0,2,1,0)

Orbit: 6=(2,0,0,1,0); 3=(1,0,0,2,0)

Tray: 6=(2,0,0,0,1); 1=(1,0,0,0,2)

Setting rule

Add every chosen pulse. Move around each dial loop.

Report dial ID + state, in order, with hyphens.

Final result: _____

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