

Inventor Relay Assembly

Hint level 1 - HOST ONLY

1. Signal

Look at the training cards that share one signal.

2. Record

Start with the status field in Part labels.

3. Builder

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

4. Diagram

Compare the same numbered position in the two strips.

5. Test

Find the symbol key and the message strip.

6. Final

Find the starting states, dial order and pulse-card key.

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Hint level 2 - HOST ONLY

1. Signal

In an unordered pair, a word cannot be assigned by its left/right position. Use the overlap with another pair.

2. Record

The tag links an item to a bay; rows in separate records need not line up.

3. Builder

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

4. Diagram

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

5. Test

Use the same key every time a symbol repeats. Read the message in its printed order.

6. Final

Each selected vector lists turns for every dial. Several different cards can affect the same dial.

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Hint level 3 - HOST ONLY

1. Signal

Give each signal a different word, check every training example and only then decode the received message in its printed order.

2. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

3. Builder

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. Diagram

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

5. Test

Write the complete decoded word, check every symbol, then use the conversion row for that exact word.

6. Final

Add one dial column at a time to its starting state, wrap around the three-state loop, then check that all five pulse cards were used.