Inventor Relay Assembly

Player clue 1: Signal | Team 1

Each recovered pulse may turn several dials, so every test record matters. We will use the records on the table to configure the relay machine. 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: LEFT, HOLD, RIGHT.

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

Training messages

DOT+BAR means HOLD+LEFT (any order)

BAR+ARC means HOLD+RIGHT (any order)

DOT+ARC means LEFT+RIGHT (any order)

Received message

BAR > ARC

Report decoded words in order, with hyphens.

Signal result: _____

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Player clue 2: Record | Team 1

Use the part labels and test ledger to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Part labels

item: Coil | tag: PINE | status: checked

item: Lever | tag: WAVE | status: cancelled

item: Cam | tag: STAR | status: draft

Test ledger

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Cross-check

Match A.tag to B.tag.

A.status is not cancelled.

A.status is not draft.

Report B.bay.

Record result: _____

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Player clue 3: Builder | Team 1

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

Lever	**Wheel**	**Relay**
digit 4	digit 7	digit 0

People: Dee, Mo, Xin

Dee does NOT have Lever.

Mo does NOT have Wheel.

Mo does NOT have Relay.

Xin does NOT have Wheel.

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

Builder result: _____

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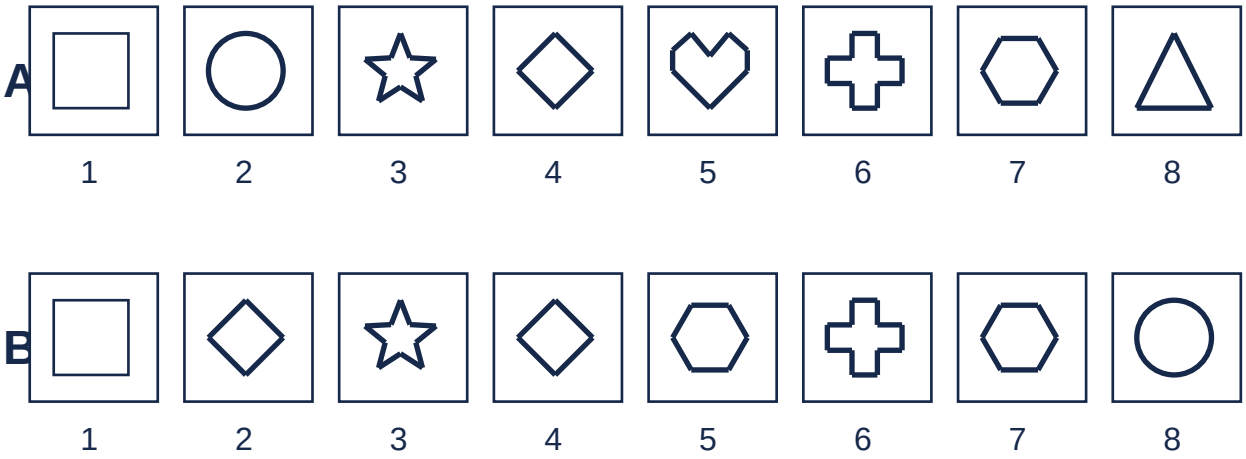
Player clue 4: Diagram | Team 1

Diagram desk: Compare the two records at matching numbered positions. Count different pairs once each; ignore box outlines.

Compare matching numbered positions.



Do not count title, labels, or boxes as differences.

Diagram result: _____

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Player clue 5: Test | Team 1

Test desk: Decode all shapes in message order. Repeated shapes repeat their letter. Convert the full word using the table.

square = T circle = E star = S

square circle star square

TEST = 1

GEAR = 4

RAIL = 7

Test 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, Record, Builder, Diagram, Test.

Control panel

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

Start: A2 / B0 / C1 / D2 / E0.

Pulse cards (turns in dial order)

Signal: LEFT-HOLD=(1,2,0,0,0); HOLD-RIGHT=(2,1,0,0,0)

Record: EAST=(0,1,0,2,0); NORTH=(0,2,0,1,0)

Builder: 4=(0,0,1,2,0); 0=(0,0,2,1,0)

Diagram: 3=(1,0,0,2,0); 0=(2,0,0,1,0)

Test: 4=(1,0,0,0,2); 1=(2,0,0,0,1)

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.