Meteor Route Control

Hint level 1 - HOST ONLY

1. Path

Find S, F, the required-stop list and any CLOSED edge.

2. Kit

Read each supply card and the three required needs.

3. Pilot

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

4. Beacon

Find the symbol key and the message strip.

5. Point

Find the starting square and read the full move list.

6. Final

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

Meteor Route Control

Hint level 2 - HOST ONLY

1. Path

A cheap shortcut is not a complete journey if it skips a required stop.

2. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

3. Pilot

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

4. Beacon

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

5. Point

Each move changes just one square. Keep track of row and column after each move.

6. Final

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

Meteor Route Control

Hint level 3 - HOST ONLY

1. Path

List the legal complete paths, add their edge costs and compare only paths that meet every condition.

2. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

3. Pilot

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. Beacon

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

5. Point

Trace the moves one at a time, then retrace them to check the final square before recording its value.

6. Final

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