

Robot Talent Show

Player clue 1: Signal | Team 1

The robots need a checked starting configuration before the curtain can open. We will use the records on the table to set the robot show controller. 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 performer list and stage slots to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Performer list

item: Drum | tag: PINE | status: checked

item: Lamp | tag: WAVE | status: cancelled

item: Wheel | tag: STAR | status: draft

Stage slots

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: Song | Team 1

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



square = S



circle = H



star = O



diamond = W



square



circle



star



diamond

SHOW = 7

GEAR = 0

RAIL = 3

Song result: _____

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Player clue 4: Program | Team 1

Program desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 2.

Start show [7]

Check light [3]

Test sound [1]

Load program [5]

Test sound BEFORE Load program

Check light BEFORE Start show

Load program BEFORE Start show

Test sound BEFORE Check light

Check light BEFORE Load program

Read position 2 (positions start at 1).

Program result: _____

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Player clue 5: Stage | Team 1

Stage 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	N	H	U
2	Q	T	W	O
3	V	S	B	E

SHOW = 4

GEAR = 7

RAIL = 0

READ COORDINATES IN ORDER:

B3 > C1 > D2 > A1

Stage 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, Song, Program, Stage.

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=(2,1,0,0,0); HOLD-RIGHT=(1,2,0,0,0)

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

Song: 0=(0,0,1,2,0); 7=(0,0,2,1,0)

Program: 3=(2,0,0,1,0); 7=(1,0,0,2,0)

Stage: 7=(2,0,0,0,1); 4=(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.