Toy Workshop Delivery

Player clue 1: Signal | Team 1

The sorter remembers its dial positions but has lost the labels on its pulse cards. We will use the records on the table to configure the toy parcel sorter. 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: WAIT, SEND, TURN.

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

Training messages

DOT+BAR means TURN+SEND (any order)

BAR+ARC means TURN+WAIT (any order)

DOT+ARC means SEND+WAIT (any order)

Received message

ARC > DOT

Report decoded words in order, with hyphens.

Signal result: _____

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Player clue 2: Record | Team 1

Use the parcel cards and bench register to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Parcel cards

item: Bench | tag: PINE | status: draft

item: Crate | tag: WAVE | status: checked

item: Rail | tag: STAR | status: cancelled

Bench register

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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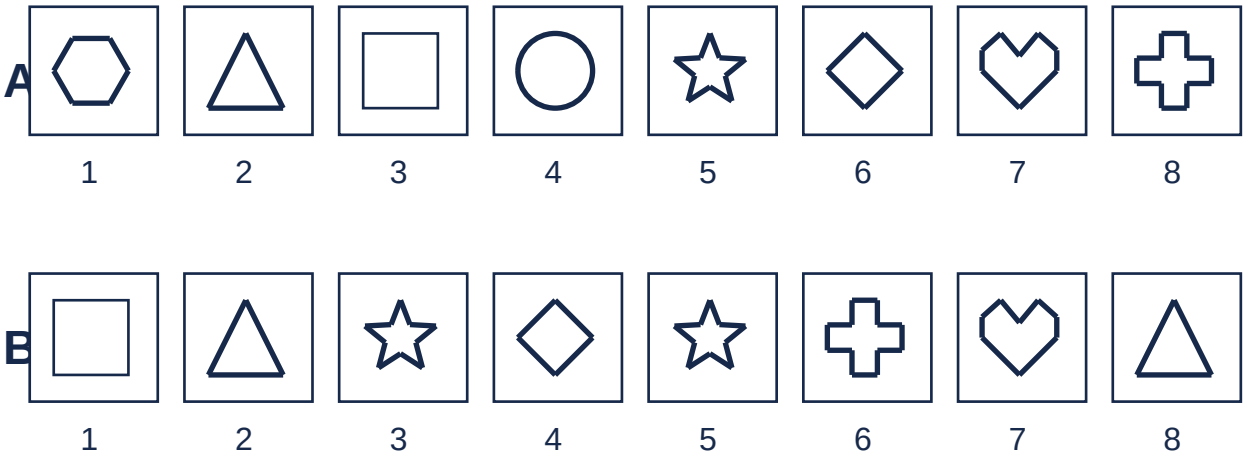
Player clue 3: Labels | Team 1

Labels 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.

Labels result: _____

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Player clue 4: Weight | Team 1

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

3 parcels + 4 loose units = 28 units

2 parcels + 3 loose units = 19 units

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

All parcels have equal weight.

Weight result: _____

Toy Workshop Delivery

Player clue 5: Dispatch | Team 1

Dispatch desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 3.

Fit gears [4]	**Send parcel [8]**
Seal parcel [6]	**Test parts [2]**

Test parts BEFORE Seal parcel

Fit gears BEFORE Send parcel

Seal parcel BEFORE Send parcel

Test parts BEFORE Fit gears

Fit gears BEFORE Seal parcel

Read position 3 (positions start at 1).

Dispatch 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, Labels, Weight, Dispatch.

Control panel

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

Start: A0 / B1 / C2 / D0 / E1.

Pulse cards (turns in dial order)

Signal: WAIT-TURN=(2,1,0,0,0); WAIT-SEND=(1,2,0,0,0)

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

Labels: 0=(0,0,2,1,0); 5=(0,0,1,2,0)

Weight: 8=(1,0,0,2,0); 1=(2,0,0,1,0)

Dispatch: 4=(2,0,0,0,1); 6=(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.