Garden Beacon Repair

Hint level 1 - HOST ONLY

1. Signal

Look at the training cards that share one signal.

2. Record

Start with the status field in Beacon tests.

3. Order

Read the event letters and all three witness notes.

4. Path

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

5. Habitat

Read the garden-beacon post cards and the requirements.

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. Order

Join immediately-before pairs as a block; other before notes set the direction between blocks.

4. Path

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

5. Habitat

Compare the same named feature across cards; check negative requirements as carefully as positive ones.

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. Order

Try the remaining positions, then check every note against your full order before reading the requested position.

4. Path

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

5. Habitat

Keep a card only if it passes every requirement. Point to the failing feature before crossing out each alternative.

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.