The Lost Maker Label

Hint level 1 - HOST ONLY

1. Record

Start with the status field in Maker receipts.

2. Kit

Read each supply card and the three required needs.

3. Order

Read the event letters and all three witness notes.

4. Signal

Look at the training cards that share one signal.

5. Habitat

Read the display label shapes and the requirements.

6. Final

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

The Lost Maker Label

Hint level 2 - HOST ONLY

1. Record

The tag links an item to a bay; rows in separate records need not line up.

2. Kit

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

3. Order

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

4. Signal

In an unordered pair, a word cannot be assigned by its left/right position. Use the overlap with another pair.

5. Habitat

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

6. Final

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

The Lost Maker Label

Hint level 3 - HOST ONLY

1. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

2. Kit

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

3. Order

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

4. Signal

Give each signal a different word, check every training example and only then decode the received message in its printed order.

5. Habitat

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

6. Final

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