

The Lost Maker Label

Player clue 1: Record | Team 1

A maker lent a model under a symbol tag; the delivery desk recorded only the matching tray. We will use the records on the table to find the missing maker label. Share the reading, explain each choice and keep the five results for the final plan.

Use the maker receipts and tray ledger to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

Maker receipts

item: Stand | tag: PINE | status: checked

item: Case | tag: WAVE | status: cancelled

item: Tray | tag: STAR | status: draft

item: TrialModel | tag: WAVE | status: draft

Tray ledger

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

Checked notice

bay: WEST | seal: RING

bay: NORTH | seal: KITE

bay: EAST | seal: LEAF

Cross-check

Match A.tag to B.tag.

Match B.bay to C.bay.

A.status is checked.

Report C.seal.

Record result: _____

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Player clue 2: Kit | Team 1

The maker built a paper garden model. Pack the lightest display kit covering its cover, water and food labels. A combined card may serve two labels. Keep the total inside the carrier limit.

Supply cards

A: weight 4; gives cover+water

B: weight 2; gives food

C: weight 1; gives cover

D: weight 3; gives water+food

E: weight 6; gives cover+water+food

Packing order

Capacity 7; must cover cover, water, food.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

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Player clue 3: Order | Team 1

Arrange the four event cards using every witness note. "Immediately before" means there is no event between them. Report the requested position after the whole order has been checked.

Event cards

A: Load tray

B: Mark tag

C: Lend model

D: Build model

Witness notes

C is before A.

B is before C.

D is before B.

Report the event ID in position 2.

Order result: _____

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Player clue 4: Signal | Team 1

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. The desk uses this message when handling a lost maker label.

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 5: Habitat | Team 1

The maker describes a label by its edge and mount. Compare all label cards, keep the ones satisfying both recorded features, and report the matching label ID.

Display label shapes

LOOP: edge=round; mount=clip; mark=dot

TAB: edge=square; mount=clip; mark=bar

FLAG: edge=round; mount=pin; mark=bar

CARD: edge=square; mount=pin; mark=dot

Required features

mount must be clip.

edge must not be square.

Report the one matching card ID.

Habitat result: _____

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Player clue 6: Final | Team 1

Use each recorded result in the evidence key to learn one feature. Compare all five features with the location plan. Report the one location ID supported by every source, then explain why a nearby alternative fails.

Use your results from: Record, Kit, Order, Signal, Habitat.

Location plan

BAY-G: leaf / south / stone / lower / square

BAY-H: leaf / south / wood / upper / round

BAY-I: ring / south / stone / upper / square

BAY-J: leaf / north / wood / upper / square

BAY-K: leaf / north / wood / upper / round

BAY-L: ring / south / wood / lower / square

BAY-A: leaf / north / stone / upper / round

BAY-B: ring / south / stone / lower / round

BAY-C: ring / north / wood / upper / round

BAY-D: ring / south / stone / lower / square

BAY-E: leaf / north / wood / lower / round

BAY-F: ring / north / stone / lower / square

Column order and evidence key

Stamp (Record): LEAF=leaf; RING=ring

Door (Kit): A-B=south; C-D=north

Surface (Order): B=wood; A=stone

Level (Signal): WAIT-TURN=lower; WAIT-SEND=upper

Seal (Habitat): LOOP=round; TAB=square

Final result: _____

Ask your host to check your final result and read the ending.