Relay Station Echo

Player clue 1: Signal | Team 1

A receiver repeats its inputs; the crew must distinguish the signal order from an unordered training key. We will use the records on the table to set the echo receiver. 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. These examples keep their order. Decode the received message from left to right. The desk uses this message when handling the echo receiver.

Unlabelled legend

Signals: DOT, BAR, ARC. Words: WAIT, SEND, TURN.

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

Training messages

ARC+DOT means TURN+SEND

BAR+ARC means WAIT+TURN

Received message

DOT > BAR

Report decoded words in order, with hyphens.

Signal result: _____

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Player clue 2: Record | Team 1

Ignore cancelled and draft relay records. Match the remaining tag to a bay, then match that bay to the line card. Report the line material rather than the first bay name you find.

Relay log
item: Mast | tag: PINE | status: cancelled
item: Wire | tag: WAVE | status: draft
item: Dish | tag: STAR | status: checked
Cable book
tag: STAR | bay: NORTH
tag: PINE | bay: EAST
tag: WAVE | bay: WEST
Relay line cards
bay: EAST | line: COPPER
bay: WEST | line: FIBRE
bay: NORTH | line: TWINE
Cross-check
Match A.tag to B.tag.
Match B.bay to C.bay.
A.status is not cancelled.
A.status is not draft.
Report C.line.

Record result: _____

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Player clue 3: Window | Team 1

A relay test and the trip to its receiver must fit one window. Reject starts before the bench opens, windows that end too soon and arrivals after the receiver deadline. Report the only usable window.

Departure windows (minutes after opening)

EARLY: start 3; window ends 25

BRIEF: start 16; window ends 20

CLEAR: start 20; window ends 36

LATE: start 31; window ends 55

Work and travel

Earliest start 10; job 8 min.

Travel 5 min; arrival deadline 40.

Job + travel must both fit inside one window.

Report the only possible window ID.

Window result: _____

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Player clue 4: Kit | Team 1

Pack a kit that supplies all three needs. One card may cover two needs, but its weight is counted once. Choose the lightest complete kit within the carrier limit. Report its card letters alphabetically.

Supply cards

A: weight 5; gives tie+light

B: weight 2; gives mark

C: weight 2; gives tie

D: weight 2; gives light+mark

E: weight 7; gives tie+light+mark

Packing order

Capacity 7; must cover tie, light, mark.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

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Player clue 5: Food | Team 1

The relay bench has the listed stock. Follow the dependency cards to find which test can run now. Both power and line must be ready when a card says AND.

Relay readiness cards

POWER needs CELL

LINE needs WIRE

ECHO needs POWER AND LINE

LAMP needs POWER AND BULB

BULB needs DELIVERY

Starting conditions

Available now: CELL, WIRE.

A result becomes available when its needs are met.

Which of ECHO, LAMP, BULB becomes available?

Food result: _____

Relay Station Echo

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, Window, Kit, Food.

Control panel

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

Start: A1 / B2 / C0 / D1 / E2.

Pulse cards (turns in dial order)

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

Record: COPPER=(0,1,0,2,0); TWINE=(0,2,0,1,0)

Window: CLEAR=(0,0,2,1,0); EARLY=(0,0,1,2,0)

Kit: A-B=(1,0,0,2,0); C-D=(2,0,0,1,0)

Food: ECHO=(1,0,0,0,2); LAMP=(2,0,0,0,1)

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.