

WELCOME - THE RELAY IS WAITING

Your night crew has recovered three damaged station records. Together they contain the operation, beacon readings and destination needed to send one final message. All rules are on these pages; no astronomy knowledge is needed.

For 2-4 adults per printed set. With two players, give one person sheets A and B and the other sheet C. With three, take one sheet each. With four, share one sheet. Read this welcome together, then keep your own record while you exchange information aloud. You may show or share pages whenever that helps. Several groups can use separate identical sets.

You need this four-page player pack and pens. No cutting, devices or other props. Solve puzzles 1, 2 and 3 in order. Each needs information from all three records. Use the blank space to make notes.

Final transmission: puzzle 1 gives an arithmetic instruction. Apply it to all three beacon digits from puzzle 2, using each digit once. Puzzle 3 gives the destination. Write the destination followed by your calculated number, then ask the host to check it. Stop when the host confirms the transmission.

This is an original AI-assisted playtest prototype. Human playtesting, duration and difficulty are unverified. The host has separate hints and answers; do not read that pack while playing.

RECORD A - RELAY ENGINEER

1 / Recover the operation

Every record has a numbered five-letter strip. Put the three strips in ascending numerical order. On each strip, take the letter at the position given by the NEXT strip's number. Count letters from 1. For the last strip, use the FIRST strip's number. Read your three letters in strip order to form one word.

Your strip: 2 | R A D I O

2 / Recover the beacon readings

Beacons A, B and C each hold a different whole-number digit from 1 to 6. Combine the clue on every record. Exactly one assignment satisfies all three clues. Write the readings in beacon order A, B, C.

Your clue: Beacon A plus beacon C equals 5.

3 / Recover the destination

The route is a 3-by-3 grid. Rows are A, B, C from top to bottom; columns are 1, 2, 3 from left to right. Start at A1. In each cell, follow its direction ONE cell across or down/up. Write each letter when you arrive at its cell. START is not a letter. Stop at a cell labelled STOP. Ask the other record holders about cells in their rows.

A1 START RIGHT	A2 E DOWN	A3 V LEFT
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RECORD B - SIGNAL KEEPER

1 / Recover the operation

Use the shared extraction rule on record A. Your numbered strip belongs in the same three-strip sequence.

Your strip: 1 | L A S E R

2 / Recover the beacon readings

Beacons A, B and C each hold a different whole-number digit from 1 to 6. Your clue must hold at the same time as the clues on records A and C.

Your clue: Beacon B is exactly 3 greater than beacon A.

3 / Recover the destination

Use the grid and route rules on record A. Your three cells are in row B, directly below row A and above row C. Follow directions one cell at a time; collect the letter each time you arrive in a lettered cell.

B1 O UP	B2 A RIGHT	B3 R DOWN
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RECORD C - ROUTE ARCHIVIST

1 / Recover the operation

Use the shared extraction rule on record A. Your numbered strip belongs in the same three-strip sequence.

Your strip: 3 | D R I F T

2 / Recover the beacon readings

Beacons A, B and C each hold a different whole-number digit from 1 to 6. Your clue must hold at the same time as the clues on records A and B.

Your clue: Beacon C is greater than beacon A.

3 / Recover the destination

Use the grid and route rules on record A. Your three cells are in row C, directly below row B. Follow directions one cell at a time; collect the letter each time you arrive in a lettered cell. At STOP, keep its letter and finish.

C1 N RIGHT	C2 H STOP	C3 T LEFT
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