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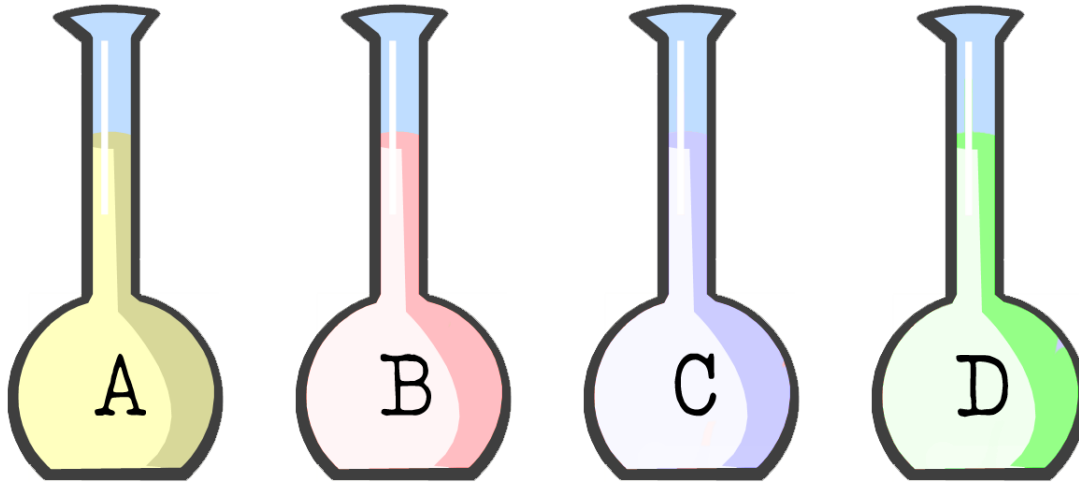
								
								
								
								
								
								
								
								
								

A	B	C	N	E	F	Z	H	I
								

⌈	⋈	∧	✕	┌	×	⋈	⌈	⌈
┌	✕	⋈	⌈	⌈	⌈	∧	⋈	×
⌈	×	⌈	∧	⋈	⋈	✕	┌	⌈
✕	∧	×	⌈	⌈	⋈	⌈	⋈	┌
⋈	⌈	⌈	┌	∧	⌈	×	✕	⋈
⌈	┌	⋈	⋈	×	✕	⌈	⌈	∧
∧	⋈	┌	⌈	⌈	⌈	⋈	×	✕
⋈	⌈	✕	×	⋈	∧	┌	⌈	⌈
×	⌈	⌈	⋈	✕	┌	⌈	∧	⋈

Solution to the tricorder puzzle – Don't give to players.

To prepare the Vulcadrine Disrupter potion, they need four hormone samples. We will call them:



Copies of the above can be cut out and given to the player as samples. The player then needs to play an easy version of Mastermind. The player, or their designated agent, may make a guess every 5 minutes or so. The GM should say how many are correct and how many are in the correct places.

The default solution is DABA, but the GM may change it for subsequent runs of the game.

So if the player guesses, CABD, the GM would say three of the items used were correct and 1 of those was in the correct place.