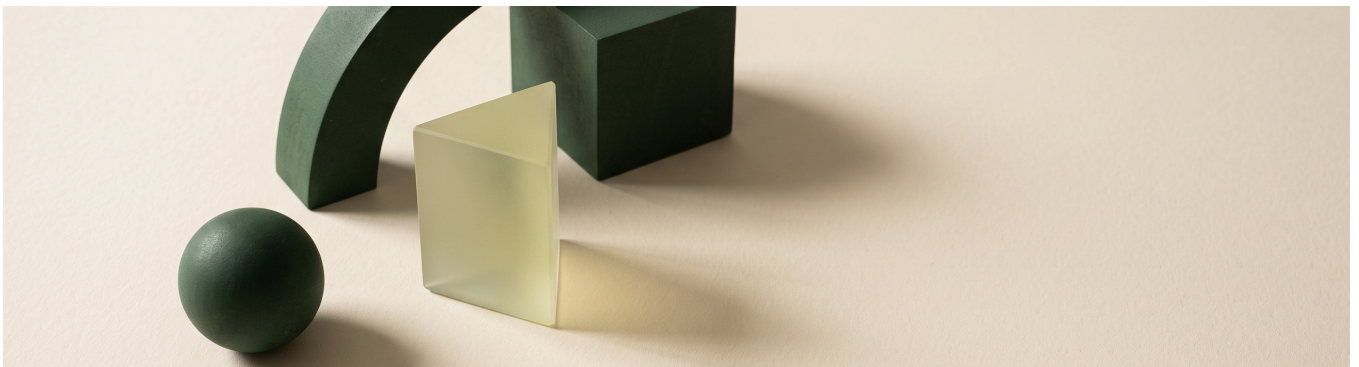

PATTERN LAB / COOPERATIVE FOLIO 02

The Glasshouse Relay

A cooperative paper microgame for two



The community greenhouse is closed for the evening. Four seed trays need moving, and the irrigation control panel needs a new code. You work in different parts of the building, linked by radio: the Keeper has the records; the Courier has the instructions. Prepare the greenhouse together for the morning volunteers. There is no emergency and no timer.

Exactly 2 players / Complete round 1 / No cutting

For this free edition, the Keeper takes page 2 and the Courier page 3. Put the hints on page 4 and the answer on page 5 face down. It contains the entire first round, with its hints and solution.

Choose one role each. Keep the same role throughout. Talk freely, read clues aloud and sketch on blank paper, but do not show or pass your printed role sheets to your partner.

Print single-sided at 100% / actual size on matching paper. Grayscale is fine. Bring two pencils and spare paper. No scissors, folding, dice, apps or outside knowledge are needed.

01 / A / KEEPER

Sort the trays

Your inventory has four trays. Arrange them in positions 1-4, using each tray exactly once. Your partner has the dispatch rules; ask which information they need.

Tray code	Mass (units)	Gate
FERN	1	1
MOSS	2	16
REED	3	4
WREN	4	13

FERN, MOSS, REED and WREN are arbitrary tray codes. No English vocabulary or gardening knowledge is needed.

Tray order, positions 1-4:

Keep this order and the inventory. The gate printed on the THIRD tray is the starting gate for round 2.

01 / B / COURIER

Sort the trays

Your partner has the inventory values. Read these dispatch rules and agree on one order, from position 1 to position 4.

1. REED is immediately before FERN.
2. MOSS is somewhere after WREN.
3. The masses of the first two trays add up to 4 units.

Tray order, positions 1-4:

Keep this order and the inventory. The gate printed on the THIRD tray is the starting gate for round 2.

Shared notes

Optional hints

Read only the next hint for your current round. Both players may read it. Stop as soon as you have an idea.

1 / Sort the trays

Hint 1. Which two different tray masses can add up to 4?

Hint 2. Those masses belong to FERN and REED. Use their order rule, then place the other pair.

This is one fixed three-round puzzle, designed for one first play. Answers do not change on replay. The free edition is round 1 of the full game, not an extra puzzle.

Personal use and your own internal group sessions are permitted. Print copies for participating players. Do not resell, publicly upload or redistribute the files. Digital download; no physical item is shipped.

AI assisted text and cover artwork. Diagrams are drawn from the stated rules. Answers were checked by enumeration; this is not independent human playtesting. Translations have not had native-speaker review. For file or purchase problems, use the support options on your itch.io receipt.

01 / WORKED SOLUTION

Sort the trays

REED / FERN / WREN / MOSS

Only masses 1 and 3 sum to 4, so the first pair must be FERN and REED. REED must immediately precede FERN: REED, FERN. The remaining pair is WREN, MOSS because MOSS is after WREN. All trays are used once. The third tray is WREN, whose gate is 13.

First dispatch complete: the trays are ready. This free round ends here. The full game continues with the route and relay; it uses the same first round.

Shared notes
