Canopy Nest Build

Player clue 1: Food | Team 1

The nest must match a linked food web and provide five different parts without cutting any paper. We will use the records on the table to assemble the canopy nest model. Share the reading, explain each choice and keep the five results for the final plan.

Use only the fictional food-web rules printed here. Start with the food available now. A creature becomes available when its food rule is met. Find which named visitor can live here; a loop cannot create its own first food.

Canopy food web

NIB needs LEAF

FLIT needs NECTAR

GLIM needs NIB AND FLIT

PEEP needs GLIM OR SEED

DART needs GLIM AND SEED

Starting conditions

Available now: LEAF, NECTAR.

A result becomes available when its needs are met.

Which of PEEP, DART becomes available?

Food result: _____

Canopy Nest Build

Player clue 2: Record | Team 1

A branch tag was reused when the nest model moved. Keep the checked record and the current branch profile. Follow the matching tag only after rejecting the old profile.

Nest cards

item: Bark | tag: PINE | status: checked

item: Moss | tag: WAVE | status: cancelled

item: Vine | tag: STAR | status: draft

Branch log

tag: STAR | bay: NORTH | profile: current

tag: PINE | bay: EAST | profile: current

tag: WAVE | bay: WEST | profile: current

tag: PINE | bay: NORTH | profile: old

Cross-check

Match A.tag to B.tag.

A.status is checked.

B.profile is not old.

Report B.bay.

Record result: _____

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Player clue 3: Habitat | Team 1

Compare the canopy model profiles with the roof, floor and entry observations. Every observation matters: identify the profile matching all three.

Canopy nest profiles

CUP: roof=leaf; floor=moss; entry=side

DOME: roof=bark; floor=moss; entry=side

LEDGE: roof=leaf; floor=twig; entry=side

BOWL: roof=leaf; floor=moss; entry=top

Required features

roof must be leaf.

floor must be moss.

entry must not be top.

Report the one matching card ID.

Habitat result: _____

Canopy Nest Build

Player clue 4: Path | Team 1

Trace a legal supply journey from S to F. The map's arrows are one-way roads. Visit every required stop, stay inside the travel budget and use the cheapest complete journey. Report all stop letters.

Travel map (one way)

S=Survey desk; A=Low branch; B=Nest marker; C=High branch; F=Model table

S > A: 2 units

S > C: 1 units

A > B: 1 units

C > B: 4 units

B > F: 2 units

C > F: 2 units

Journey rules

Start S; finish F; limit 8 units.

Visit B. Use the least total cost.

Write every stop in order, with hyphens.

Path result: _____

Canopy Nest Build

Player clue 5: 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: Trace food

B: Mark branch

C: Choose parts

D: Read nest

Witness notes

A is immediately before C.

D is before A.

B is immediately before D.

Report the event ID in position 2.

Order result: _____

Canopy Nest Build

Player clue 6: Final | Team 1

Recover one requirement for each habitat layer from its named result. Choose a matching roof, floor, water source, food and entry. Write the five part IDs in the printed layer order, then point to the evidence supporting each choice.

Use your results from: Food, Record, Habitat, Path, Order.

Habitat construction key
Roof (Food): PEEP=shade; DART=sun
Floor (Record): NORTH=dry; EAST=damp
Water (Habitat): CUP=still; DOME=flow
Food (Path): S-C-B-F=leaf; S-A-B-F=seed
Entry (Order): D=wide; A=narrow
Parts (one per layer, top to bottom)
Roof: R1=shade; R2=sun
Floor: F2=damp; F1=dry
Water: W1=still; W2=flow
Food: D2=seed; D1=leaf
Entry: E1=wide; E2=narrow
Build rule
Choose each part meeting its recovered requirement.
Report five part IDs top to bottom, with hyphens.

Final result: _____

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