Desert Shade Shelter

Hint level 1 - HOST ONLY

1. Habitat

Read the dune-shelter field cards and the requirements.

2. Kit

Read each supply card and the three required needs.

3. Window

Look at earliest start, each window end and the arrival deadline.

4. Record

Start with the status field in Shade cards.

5. Food

Start with the available-food line, not with the visitor names.

6. Final

Keep the five named results beside the final plan and find the key for each badge.

Desert Shade Shelter

Hint level 2 - HOST ONLY

1. Habitat

Compare the same named feature across cards; check negative requirements as carefully as positive ones.

2. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

3. Window

The journey uses time as well as the job; add both to the start of each window.

4. Record

The tag links an item to a bay; rows in separate records need not line up.

5. Food

AND needs both foods. OR needs either food. A circular pair still needs an outside starting food.

6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

Desert Shade Shelter

Hint level 3 - HOST ONLY

1. Habitat

Keep a card only if it passes every requirement. Point to the failing feature before crossing out each alternative.

2. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

3. Window

Check all three conditions for each window. A slot can be long enough yet start too early or arrive too late.

4. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

5. Food

Mark each creature whose food is already available; repeat until no new creature can be marked. Then compare only the listed visitors.

6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.