Desert Shade Shelter

Player clue 1: Habitat | Team 1

Shade, dryness and access are separate requirements; a nearly suitable card may fail just one. We will use the records on the table to design the dune-creature shelter. Share the reading, explain each choice and keep the five results for the final plan.

These are fictional field cards for a paper model. Compare all the recorded conditions with the habitat requirements. A card that passes only one rule is not enough. Report the one card that meets every rule.

Dune-shelter field cards

ARCH: roof=shade; floor=dry; entry=narrow

RIDGE: roof=sun; floor=dry; entry=wide

HOLLOW: roof=shade; floor=damp; entry=wide

LEDGE: roof=shade; floor=dry; entry=wide

Required features

roof must be shade.

floor must not be damp.

entry must be wide.

Report the one matching card ID.

Habitat result: _____

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Player clue 2: Kit | Team 1

Pack a kit that supplies all three needs. One card may cover two needs, but its weight is counted once. Choose the lightest complete kit within the carrier limit. Report its card letters alphabetically.

Supply cards

A: weight 4; gives shade+floor

B: weight 2; gives water

C: weight 2; gives shade

D: weight 5; gives water+floor

E: weight 8; gives shade+water+floor

Packing order

Capacity 8; must cover shade, water, floor.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

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Player clue 3: Window | Team 1

Put the three survey jobs into the order described by the notes. An immediate handoff leaves no job between those cards. Report the job in the requested position.

Event cards

R: Read shade card

S: Sketch shelter

M: Mark shade edge

Witness notes

R is immediately before M.

M is before S.

Report the event ID in position 2.

Window result: _____

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Player clue 4: Record | Team 1

The same shelter tag appears on a completed survey and a planned visit. Use status first, then join the visit period to the condition record. Report the condition of the completed survey.

Dune survey visits
tag: K | period: DAWN | status: checked
tag: K | period: NOON | status: draft
tag: L | period: DAWN | status: cancelled
Tagged shelter cards
tag: K | roof: ARCH
tag: L | roof: FLAT
Survey periods
period: NOON | condition: HOT
period: DAWN | condition: COOL
Cross-check
Match A.tag to B.tag.
Match A.period to C.period.
A.status is not cancelled.
A.status is not draft.
Report C.condition.

Record result: _____

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Player clue 5: Food | Team 1

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.

Dune-model food web

NIB needs SEED

GLIM needs NIB OR BERRY

PEEP needs NIB AND LEAF

LOOP needs TWIN

TWIN needs LOOP

Starting conditions

Available now: SEED.

A result becomes available when its needs are met.

Which of GLIM, PEEP, LOOP becomes available?

Food result: _____

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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: Habitat, Kit, Window, Record, Food.

Habitat construction key
Roof (Habitat): ARCH=shade; LEDGE=sun
Floor (Kit): A-B=dry; A-B-C=damp
Water (Window): R=still; M=flow
Food (Record): COOL=leaf; HOT=seed
Entry (Food): PEEP=wide; GLIM=narrow
Parts (one per layer, top to bottom)
Roof: R2=sun; R1=shade
Floor: F1=dry; F2=damp
Water: W2=flow; W1=still
Food: D1=leaf; D2=seed
Entry: E2=narrow; E1=wide
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.