Rain-Path Witnesses

Hint level 1 - HOST ONLY

1. Record

Start with the status field in Walk reports.

2. Path

Find S, F, the required-stop list and any CLOSED edge.

3. Habitat

Read the boot-print reports and the requirements.

4. Window

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

5. Signal

Look at the training cards that share one signal.

6. Final

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

Rain-Path Witnesses

Hint level 2 - HOST ONLY

1. Record

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

2. Path

A cheap shortcut is not a complete journey if it skips a required stop.

3. Habitat

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

4. Window

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

5. Signal

In an unordered pair, a word cannot be assigned by its left/right position. Use the overlap with another pair.

6. Final

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

Rain-Path Witnesses

Hint level 3 - HOST ONLY

1. Record

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

2. Path

List the legal complete paths, add their edge costs and compare only paths that meet every condition.

3. Habitat

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

4. Window

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

5. Signal

Give each signal a different word, check every training example and only then decode the received message in its printed order.

6. Final

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