Rooftop Shuttle Route

Hint level 1 - HOST ONLY

1. Path

Find S, F, required stops C, L and any CLOSED edge.

2. Window

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

3. Signal

Look at the training cards that share one signal.

4. Record

Start with the status field in Roof requests.

5. Food

Find the stock line and the readiness cards.

6. Final

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

Rooftop Shuttle Route

Hint level 2 - HOST ONLY

1. Path

First remove paths using closed roads or missing a required stop. More than one complete journey may remain.

2. Window

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

3. Signal

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

4. Record

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

5. Food

AND needs every input; OR needs one. A future delivery is not current stock.

6. Final

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

Rooftop Shuttle Route

Hint level 3 - HOST ONLY

1. Path

Add the cost of every edge in each remaining journey. Compare the totals with the budget, then choose the cheapest eligible journey.

2. Window

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

3. Signal

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

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 supported components in rounds. Stop when no further component can be marked and compare the proposed results.

6. Final

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