

SOLUTION

INOCULATION

Each of the sweethearts contain an information snippet that can be resolved to a single letter by revisiting, and often reapplying a critical step from, that puzzle. In meta puzzle order:

Puzzle	Extraction	Letter
Buddy System	The “L2” refers directly to the letter E from the final bigram extractions.	E
Sightings	The vertical strings can be found in the 2nd, 6th, 16th, 17th and 18th Squirrel Brand plaques respectively. Based on the sightings, this gives the binary value of 00001 = A.	A
Evolution	The indicated enumeration (6 letter word at second stage) uniquely refers to the word PLA(T)ES.	T
Dietary Intake	The 3x3 grid arrangement can be found in the solution grid. The central letter indicated is a W.	W
Hunting	The 3x3 grid arrangement can be found in the solution grid. The central letter indicated is an A.	A
Ranged Weapons	The 3x3 grid arrangement can be found, rotated, in the solution grid. The arrows pointing into the central 2 spell “R” in (similarly rotated) semaphore.	R
Neurology	The 3x3 grid arrangement can be found in the solution grid. The central letter indicated is a H.	H
Pursuit	The word “MASS” can proceed both the EFFECT and GENERAL entries in the completed grid. These intersect at the letter E.	E
Mental Ability	The equation provided resolves to the value of “A”.	A
Natural Enemies	The 3x3 grid arrangement (based on the direction of the tree names) uniquely identifies the area around ALMOND, whose last letter is D.	D
Circles	The region indicated allows the unused 8th circle of the playground to be assigned the value 19=S.	S

The letters obtained spell the meta-meta answer, and the method of inoculation:

EAT WARHEADS.