

Friendly Dragon Delivery

Player clue 1: Keeper | Team 1

A dragon courier needs a checked delivery plan. Three gates have different keepers, a winding route has one open exit, and the flight steps are out of order. Find five badge digits, then use the final sheet. Help each other and ask for hints.

Keeper desk: Each person has ONE different item. Use all four NOT rules. Find Ember's item and copy its digit.

Scroll digit 7	Box digit 0	Bag digit 3
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People: Ember, Pip, Fern

Ember does NOT have Scroll.

Pip does NOT have Box.

Pip does NOT have Bag.

Fern does NOT have Box.

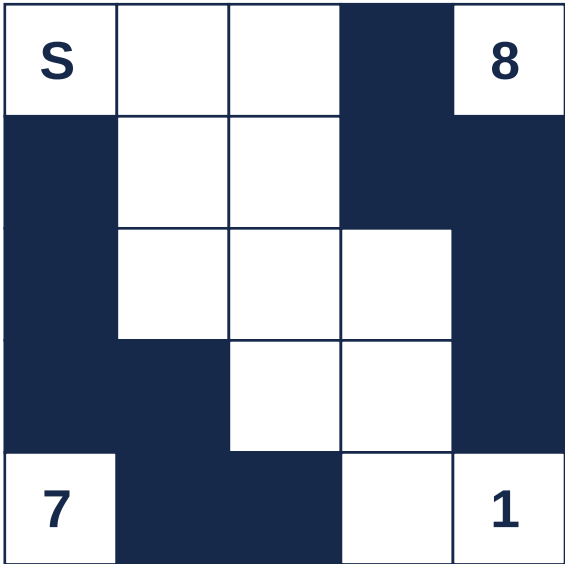
Find Ember's item. Each item is used once.

Keeper badge: _____

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Player clue 2: Gate | Team 1

Gate desk: Start at S. Follow open cells with no diagonal moves. Explore the branches and find the single reachable numbered exit.



White = open. Dark = wall. No diagonal moves.

Row / column: start at top left; each cell is one step.

Gate badge: _____

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Player clue 3: Flight | Team 1

Flight desk: Combine every BEFORE rule to order the four actions. Write positions on the whole-sheet cards. Read position 2.

Pack gift [6]	Deliver gift [0]
Check gate [8]	Read address [4]

- Read address BEFORE Check gate
- Pack gift BEFORE Deliver gift
- Check gate BEFORE Deliver gift
- Read address BEFORE Pack gift
- Pack gift BEFORE Check gate

Read position 2 (positions start at 1).

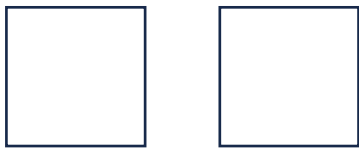
Flight badge: _____

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Player clue 4: Load | Team 1

Load desk: Every parcel has the same whole-number weight. Remove loose units, find ONE parcel and check the second rule.

2 parcels + 4 loose units = 18 units



2 parcels + 3 loose units = 17 units

One parcel = ? units. Whole numbers 1-9.

All parcels have equal weight.

Load badge: _____

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Player clue 5: Code | Team 1

Code desk: Decode all shapes in message order. Repeated shapes repeat their letter. Convert the full word using the table.



hexagon = W triangle = I square = N circle = G



hexagon triangle square circle

WING = 1

MAIL = 4

LAMP = 7

Code badge: _____

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Player clue 6: Final | Team 1

Find the route from Start to Finish visiting Stop 1-5. Reject branches that cannot finish. Join the badge digits in route order.

Start > Stop 1 OR Dead end

Stop 1 (Flight) > Stop 2

Stop 2 (Code) > Stop 3 OR Dead end

Stop 3 (Keeper) > Stop 4

Stop 4 (Load) > Stop 5

Stop 5 (Gate) > Finish

Required: Stop 1, 2, 3, 4, 5. Dead end has no exit.

Final badge: _____

Need help? Ask your host for one hint at a time.