

Friendly Dragon Delivery

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

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. Collect five named badge digits and use the final sheet. Every clue is on the table; ask the host for one hint at a time.

1. Print one player pack and two record sheets per team. Keep the host answers and all three hint levels with the adult.
2. Keep every clue as a full sheet at one table. Put the final sheet face down until all five results are recorded. Nothing needs cutting, folding or hiding.
3. Give each child a pencil. Choose a reader, recorder and checker, and swap jobs after each clue. Use one team for 2-4 children or two teams for 5-6.

Players: 4; teams: 1. Print one player and prop set per team. Invitations and certificates: 4 each.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Friendly Dragon Delivery

HOST ONLY - solution guide

1. Keeper: 0

Ember has Box; Pip has Scroll; Fern has Bag. Ember's item gives 0.

2. Gate: 1

The open corridor from S reaches row 5 column 5, exit 1; the other labelled exits are separated by walls.

3. Flight: 6

The only order is Read address > Pack gift > Check gate > Deliver gift. Position 2 carries 6.

4. Load: 7

Remove 4 from 18; share 14 among 2 parcels to get 7. Check $2 \times 7 + 3 = 17$.

5. Code: 1

The decoded word is WING; its row gives 1.

6. Final: 61071

Start > Stop 1 > Stop 2 > Stop 3 > Stop 4 > Stop 5 > Finish; Flight > Code > Keeper > Load > Gate

Friendly Dragon Delivery

HOST ONLY - timeline and paper check

3 minutes: Read the story, show the badge record and choose roles.

6 minutes: Solve Keeper. Offer one hint level at a time if wanted.

4 minutes: Solve Gate. Offer one hint level at a time if wanted.

5 minutes: Solve Flight. Offer one hint level at a time if wanted.

5 minutes: Solve Load. Offer one hint level at a time if wanted.

4 minutes: Solve Code. Offer one hint level at a time if wanted.

5 minutes: Use the five results on the final sheet.

2 minutes: Read the ending and thank each teammate.

Paper completion: check each badge against the solution guide, then check the final code. No device is required.

The dragon courier has the correct plan. The imaginary gift reaches its recipient.

Thank your team for checking the evidence together. Confirmed final control code: 61071.

Duration and ages are estimates. Adjust pace and offer help for your group.

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

People: Ember, Pip, Fern

Ember does NOT have Scroll.

Pip does NOT have Box.

Pip does NOT have Bag.

Fern does NOT have Box.

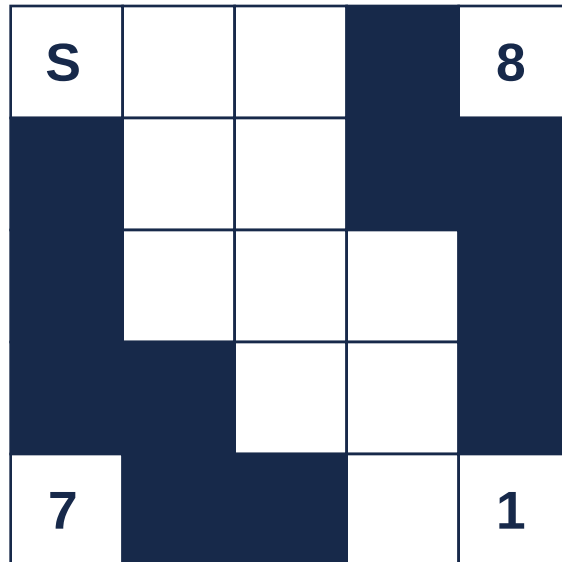
Find Ember's item. Each item is used once.

Keeper badge: _____

Friendly Dragon Delivery

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: _____

Friendly Dragon Delivery

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).

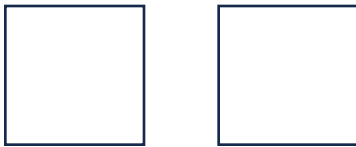
Flight badge: _____

Friendly Dragon Delivery

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: _____

Friendly Dragon Delivery

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: _____

Friendly Dragon Delivery

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.

Friendly Dragon Delivery

Hint cards - level 1 (spoilers; keep with host)

1. Keeper

No item can belong to two people. Cross out each forbidden pairing.

2. Gate

Begin at S and trace only white cells.

3. Flight

The printed cards are deliberately out of order.

4. Load

Loose units are not parcels. Every parcel has equal weight.

5. Code

Use the letter under each named shape.

6. Final

Keep all five named badge results beside this sheet.

Friendly Dragon Delivery

Hint cards - level 2 (spoilers; keep with host)

1. Keeper

Pip cannot have two items, so Pip must have Scroll.

2. Gate

The first move from S is right. Follow only edge-connected white cells; a corner touch cannot cross a wall.

3. Flight

Read address must come first. Work out which action comes directly after it.

4. Load

Remove 4 loose units from 18. That leaves 14 for the equal parcels.

5. Code

The first two shapes give W then I. Decode the remaining shapes the same way.

6. Final

At Start, choose Stop 1. Dead end has no path to Finish.

Friendly Dragon Delivery

Hint cards - level 3 (spoilers; keep with host)

1. Keeper

Cross Scroll off for the other two people. Apply the last NOT rule, then find Ember's item.

2. Gate

The connected corridor reaches row 5, column 5. Copy the exit label printed there.

3. Flight

The first two actions are Read address, then Pack gift. Finish the chain and read position 2.

4. Load

Share 14 equally among 2 parcels. Substitute one parcel's weight into the second rule.

5. Code

Write WI first, then one letter per remaining shape. Choose the table row matching the whole message.

6. Final

Follow Stop 1, 2, 3, 4, 5 to Finish. Copy the badge digit beside each stop in that order.

Friendly Dragon Delivery

Team 1 badge record (no cutting needed)

Write a digit beside each badge as you solve its clue.

Keeper: _____

Gate: _____

Flight: _____

Load: _____

Code: _____

Reader: reads the clue. Recorder: writes the digit. Path finder: traces routes. Swap roles every clue.

Friendly Dragon Delivery

Team 1 paper unlock card

Our five badges are ready. We used the final sheet to find this code:

Host: compare this with your solution guide. When it matches, read the ending and celebrate.

No physical lock or prize is required. You may draw a celebration star on this card.

Friendly Dragon Delivery

You're invited to a birthday mystery!

Join Birthday Explorer for Friendly Dragon Delivery.

Plan a friendly dragon delivery through the right paper gate.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

Friendly Dragon Delivery

You're invited to a birthday mystery!

Join Birthday Explorer for Friendly Dragon Delivery.

Plan a friendly dragon delivery through the right paper gate.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

Friendly Dragon Delivery

You're invited to a birthday mystery!

Join Birthday Explorer for Friendly Dragon Delivery.

Plan a friendly dragon delivery through the right paper gate.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

Friendly Dragon Delivery

You're invited to a birthday mystery!

Join Birthday Explorer for Friendly Dragon Delivery.

Plan a friendly dragon delivery through the right paper gate.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Work together, share ideas and solve six clues.

Designed for ages 8-10. Estimated 30-45 minutes.

Friendly Dragon Delivery

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Friendly Dragon Delivery with curiosity,
teamwork and kindness.

The dragon courier has the correct plan. The imaginary gift reaches its
recipient. Thank your team for checking the evidence together.

Confirmed final control code: 61071.

Date: _____

Host signature: _____

Friendly Dragon Delivery

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Friendly Dragon Delivery with curiosity,
teamwork and kindness.

The dragon courier has the correct plan. The imaginary gift reaches its
recipient. Thank your team for checking the evidence together.

Confirmed final control code: 61071.

Date: _____

Host signature: _____

Friendly Dragon Delivery

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Friendly Dragon Delivery with curiosity,
teamwork and kindness.

The dragon courier has the correct plan. The imaginary gift reaches its
recipient. Thank your team for checking the evidence together.

Confirmed final control code: 61071.

Date: _____

Host signature: _____

Friendly Dragon Delivery

Birthday Mystery Explorer

Presented to Birthday Explorer

Team member: _____

For completing Friendly Dragon Delivery with curiosity,
teamwork and kindness.

The dragon courier has the correct plan. The imaginary gift reaches its
recipient. Thank your team for checking the evidence together.

Confirmed final control code: 61071.

Date: _____

Host signature: _____