

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.

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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.

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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.