

# 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.

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## 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

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## 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.