Balloon Railway Switch

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

1. Track

Begin at S, not at an exit.

2. Switch

Check every rule, not only the first.

3. Station

Read rows from left to right; look for B.

4. Route

Start at the top-left S square.

5. Signal

The same symbol always means the same letter.

6. Final

Keep the five badge results visible. Every number has a badge name.

Balloon Railway Switch

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

1. Track

Move one square up, down, left or right. Walls cannot be crossed.

2. Switch

Rule 2 says round = no. A positive match on one rule is not enough.

3. Station

Do not search diagonally or backwards.

4. Route

One arrow means one square, even if the next square looks interesting.

5. Signal

Write one letter under every symbol.

6. Final

Use the order, slots, route or matching columns printed on this page.

Balloon Railway Switch

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

1. Track

Follow the open corridor and check each junction. Only one exit connects to S.

2. Switch

Compare the three yes/no values in each row. Only one row matches the complete rule list.

3. Station

Once the whole word matches, read the very next cell.

4. Route

Trace each move with a pencil and mark the final square.

5. Signal

Read the letters from left to right and use the printed number table.

6. Final

Compare all five columns, not just the first. Copy the code of the remaining card.