

Friendly Dragon Delivery

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

1. Gift

Compare two properties.

2. Gate

Begin at S, not at an exit.

3. Flight

Use the written rules rather than the printed card order.

4. Clouds

Every step adds 1.

5. Wings

The middle dashed line is the fold.

6. Final

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

Friendly Dragon Delivery

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

1. Gift

First find the same shape, then compare the marking.

2. Gate

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

3. Flight

Find the card that has no earlier card.

4. Clouds

Start with the last number, not the first.

5. Wings

The outside right square meets the outside left square.

6. Final

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

Friendly Dragon Delivery

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

1. Gift

Reject cards that agree on only one property.

2. Gate

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

3. Flight

Place each card immediately after its predecessor; count positions from one.

4. Clouds

Add once more; do not skip a step.

5. Wings

Find the mirror partner of the marked square and add their two printed values.

6. Final

Start with the Gate badge, then follow the printed rule.