Pocket Detective Club

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

1. Print

Compare the first square in A with the first square in B.

2. Witness

Check every rule, not only the first.

3. Route

Start at the top-left S square.

4. Badges

Look for the word triangle.

5. Weight

The loose units are separate from the equal parcels.

6. Final

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

Pocket Detective Club

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

1. Print

Mark a pair only if its shapes differ.

2. Witness

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

3. Route

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

4. Badges

Point to one triangle at a time.

5. Weight

Remove the loose units before sharing the remaining total.

6. Final

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

Pocket Detective Club

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

1. Print

Count the marks, not the total number of printed shapes.

2. Witness

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

3. Route

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

4. Badges

Mark the triangle shapes as you count, then check again.

5. Weight

Check the same whole-number result in BOTH equations.

6. Final

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