

The Imaginary Reception

HOST GUIDE | HINTS AND ANSWERS

Three fictional puzzles to try alone or together. Choose any activity, in any order. Each puzzle stands on its own. Joining in is optional; players may pause, skip, take a hint or reveal an answer.

Print the selected player pages on US Letter paper, single-sided, in black and white, at actual size. Have pencils ready and provide enough copies for comfortable reading. Choose standard or large print for each copy.

For a two-page activity, place its sheets side by side. Keep the answer pages separate until wanted. All hints come before all answers in this guide. Players may read hints themselves; a willing reader or scribe can help.

Activity	Player	Large print	Hints	Answer
1. Four Tables	1	1-2	2	5
2. Welcome Route	2	3-4	3	6
3. Message Mender	3-4	5-6	4	7

Player means three-activities-player.pdf. Large print means three-activities-large-print.pdf. Hints and Answer refer to this guide, three-activities-host-hints-and-answers.pdf.

Text copies are included too: pack-player.txt, pack-hints.txt and pack-answers.txt, with separate files for each activity. You can increase their font size or print selected sections. Their page breaks depend on your viewer.

For complete sets, use 4S + 6L + 7 single-sided sheets: S standard player sets, L large-print player sets, and one complete host guide. One standard set plus this guide uses 11 sheets; one large-print set plus this guide uses 13. Extra hint or scratch copies add paper. You can print just the activities you want.

The Four Tables

ACTIVITY 1 | OPTIONAL HINTS ONLY

Read one hint at a time. Return to the puzzle, skip ahead or stop whenever you want. The full answer is on a separate page.

Hint 1

Start with the Leaf sign. Which favor could it have?

Hint 2

Seeds is paired with Star. Leaf has neither Tea nor Bookmark. Which favor is left for Leaf?

Hint 3

Place Leaf and Moon. Then test the two possible neighboring pairs for Tea followed by Bookmark.

Hint 4

If Tea were at table 2 and Bookmark at table 3, which favor would remain at table 1? Could that favor go with its sign?

For the worked answer, use host page 5 or the activity 1 section in pack-answers.txt.

The Welcome Route

ACTIVITY 2 | OPTIONAL HINTS ONLY

Read one hint at a time. Return to the puzzle, skip ahead or stop whenever you want. The full answer is on a separate page.

Hint 1

Trace one connection per move and number the places as you go. Six moves use seven places; no place can appear twice.

Hint 2

Clock must lead straight to Porch. Because places cannot repeat, you cannot first enter Porch from somewhere else and return later.

Hint 3

Test Gate to Bench. Going next to Clock cannot include Bell in a valid six-move finish. Going next to Fountain leads to a route that needs seven moves. Try the other first connection.

Hint 4

After Bell, use Clock and then Porch. From Porch, continue to Fountain. Which unused connection from Fountain still lets you reach Table without revisiting a place?

For the worked answer, use host page 6 or the activity 2 section in `pack-answers.txt`.

The Message Mender

ACTIVITY 3 | OPTIONAL HINTS ONLY

Read one hint at a time. Return to the puzzle, skip ahead or stop whenever you want. The full answer is on a separate page.

Hint 1

The four number positions are read from left to right. Try deciding which one position changed; the other three must stay exactly as printed.

Hint 2

Check both addition rules. If $\text{first} + \text{second} = \text{third}$ already works but $\text{second} + \text{third} = \text{fourth}$ fails, only the fourth number can change. If only the second rule already works, only the first number can change.

Hint 3

For strip 1, try keeping its printed first two numbers, 3 and 2. Their sum fixes the third number. Adding the second number to that result fixes the fourth. Does this repair change exactly one number?

Hint 4

After repairing strip 1, use chart row 3 and column 2 for its letter. Repair and decode the remaining strips the same way. Use the printed letter order and word breaks; a wedding-themed guess is unnecessary.

For the worked answer, use host page 7 or the activity 3 section in `pack-answers.txt`.

The Four Tables

ACTIVITY 1 | ANSWER AND EXPLANATION

Table	Sign	Favor
1	Moon	Tea
2	Key	Bookmark
3	Star	Seeds
4	Leaf	Chocolate

Why this is the answer

- 1. Seeds is with Star, so Leaf cannot have Seeds. Clue 4 also rules out Tea and Bookmark for Leaf. Leaf must have Chocolate.
- 2. Chocolate is at table 4, so Leaf is at table 4. Moon is at an end and cannot share table 4 with Leaf. Moon is at table 1.
- 3. Tea must sit directly before Bookmark. Chocolate already occupies table 4. The pair can therefore occupy tables 1 and 2, or tables 2 and 3.
- 4. Suppose Tea were at table 2 and Bookmark at table 3. Seeds would be left at table 1. But Seeds must go with Star, and table 1 already has Moon. That pair cannot work.
- 5. Tea is therefore at table 1, Bookmark at table 2, and Seeds at table 3. Star goes with Seeds at table 3. The last sign, Key, goes at table 2.

The Welcome Route

ACTIVITY 2 | ANSWER AND EXPLANATION

Gate -> Bell -> Clock -> Porch -> Fountain -> Lantern -> Table

Six moves, seven different places.

Why this is the answer

1. The required Clock-to-Porch move and the no-revisit rule mean the route must enter Porch from Clock.
2. Start by testing Gate to Bench. If Clock comes next, the route through Porch cannot include Bell and finish in six moves. If Fountain comes next, the only continuing route through the required places needs seven moves. So the first move must reach Bell.
3. After Bell, choosing Lantern also forces a seven-move route through Fountain, Bench, Clock and Porch before Table. Therefore go from Bell to Clock, then directly to Porch.
4. From Porch, Table would finish too soon and omit Fountain. Continue to Fountain. Bench would leave only already-visited exits, so choose Lantern, then Table.
5. Check each printed connection in the completed route. It uses six moves and seven different places, includes Bell and Fountain, and travels directly from Clock to Porch.

The Message Mender

ACTIVITY 3 | ANSWER AND EXPLANATION

Message: PASS IT ON

Change shows position: old -> new. Each row changes exactly one printed number. The two sums check both rules.

Strip	Fixed numbers	Change	Two sums	Letter
1	3 2 5 7	3: 6 -> 5	$3+2=5$; $2+5=7$	P
2	1 1 2 3	1: 4 -> 1	$1+1=2$; $1+2=3$	A
3	2 1 3 4	4: 7 -> 4	$2+1=3$; $1+3=4$	S
4	2 1 3 4	2: 4 -> 1	$2+1=3$; $1+3=4$	S
5	1 3 4 7	4: 5 -> 7	$1+3=4$; $3+4=7$	I
6	2 3 5 8	2: 1 -> 3	$2+3=5$; $3+5=8$	T
7	3 1 4 5	1: 2 -> 3	$3+1=4$; $1+4=5$	O
8	4 1 5 6	3: 7 -> 5	$4+1=5$; $1+5=6$	N

How to check a repair

For example, strip 2 keeps 1, 2 and 3 in its last three positions. The first number must be 1, because $1 + 1 = 2$ and $1 + 2 = 3$. Row 1, column 1 gives A.

Each first/second pair determines the other two numbers. Of the 16 allowed pairs, only one differs from each printed strip in exactly one position. This fixes the letter without a word guess.

Read all eight letters in strip order, with spaces after letters 4 and 6. Repeated numbers and letters are allowed.