

THE COMET CREW

MISSION CONTROL

Host setup and route.

The Comet Crew · Explorer · balanced

Designed for ages 7–10, 2–6 players, about 30–45 minutes. Timing and enjoyment have not been confirmed by human playtesting.

Prepare the mission

- 1. Print the 8-page player pack and this 3-page host pack, single-sided, at normal scale or “fit to page”. Do not print the browser preview itself.
- 2. Gather six envelopes, a pencil and the player sheets. No cutting, padlocks or purchased props are needed.
- 3. Label the envelopes A–F if using the default locations. Put each sheet into the location shown below. Custom locations should be distinct and easy to identify.
- 4. Choose only accessible locations inside your agreed play area. Avoid heat, water, appliances, medicine, exits and places that require climbing. Keep an adult available.
- 5. Give the crew the Flight Board and Mission 1. Keep all host pages out of sight. Start whenever everyone is ready.

Envelope setup — check every row

Put this inside	Beacon	Location
Mission 2	4	Envelope D on the table
Mission 3	2	Envelope B on the table
Mission 4	1	Envelope A on the table
Mission 5	3	Envelope C on the table
Mission 6	6	Envelope F on the table
Rescue certificate	5	Envelope E on the table

First game? Keep all six envelopes on one table, spaced apart. Hiding is optional. Mission 1 begins in the players’ hands.

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Keep the mission moving.

Use hints only when requested. Start with Hint 1; offer Hint 2 if the crew is still stuck. Allow scrap paper and extra time. The mission can be collaborative at every level.

1. Fuel for the flight

Beacon 4 · Letter P

$$8 + 3 - 7 = 4.$$

Hint 1: Keep track of the cells in the order shown.

Hint 2: Add the collected cells first, then subtract the used cells.

Next envelope: Envelope D on the table

2. Across the star field

Beacon 2 · Letter L

From the bottom-left star, the route ends at row 2, column 2, counted from the top left. That square contains 2.

Hint 1: Up means toward the top of the page. The page does not turn.

Hint 2: Trace one arrow at a time with a finger. Do not count the starting square as a move.

Next envelope: Envelope B on the table

3. A message from the moon

Beacon 1 · Letter A

20 · 18 · 19 decodes to ONE, so choose beacon 1.

Hint 1: Each token always means the same letter. Spaces separate the tokens.

Hint 2: Write one letter under each token, then read the word aloud.

Next envelope: Envelope A on the table

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One last transmission.

4. Find the supply planet

Beacon 3 · Letter N

Only beacon 3 has 2 moons and rings.

Hint 1: Use both clues together. Cross out planets that fail either clue.

Hint 2: First look for 2 moons, then check the rings.

Next envelope: Envelope C on the table

5. Tune the rescue radio

Beacon 6 · Letter E

The third-smallest count is 6. That count belongs to beacon 6.

Hint 1: Use the pulse count to compare rows. The beacon number is just its label.

Hint 2: The counts in order are 2, 4, 6, 8, 10, 12.

Next envelope: Envelope F on the table

6. The return signal

Beacon 5 · Letter T

The reversed signal is square, circle, triangle, circle. Only beacon 5 matches it.

Hint 1: The order matters. Check every position, not just the set of shapes.

Hint 2: The rightmost shape becomes first. The leftmost shape becomes last.

Next envelope: Envelope E on the table

FINAL RESCUE COMMAND

PLANET

Check the six letters in order. If they differ, help the crew revisit the matching mission; never make a wrong answer a dead end.

Reuse & share

You may use and print this kit for your own household, classroom or private event. Do not resell the generator or generated kits. Puzzle logic has automated checks. Human playtesting has not yet been documented.