## Riddle: Foiest



1. Santa Claus's task is it to $\qquad$ toys; to bring or transport
2. B
3. The Kirims and Ellimaboes are constantly $\qquad$ ing for no good reason.
4. B
5. There is a $\qquad$ between the Krumis and the Ellimaboes.
6. B
7. The children of Smeerensburg love to play with their new $\qquad$ .
8. (Across) B
(Down) Klaus's home is a very $\qquad$ place.; alone and not near other places
9. B
10. Jesper's post $\qquad$ is a ruin and very messy.
11. B
12. As a postman, Jesper has to $\qquad$ 6.000 letters if he ever wants to leave Smeerensburg.; to deliver 13. B

## Code to open the lock:

$\bar{a} \bar{b} \bar{c} \bar{d} \bar{e} \bar{f} \bar{g} \bar{h}$

## Rididle: Foiest



1. A
2. The animal that pulls Klaus's sleigh is called a $\qquad$ .
3. A
4. Christmas is a very old $\qquad$ .; a way of life that people have followed for a long time
5. A
6. "An Act of Good Will always $\qquad$ Another!"; to cause the start of something
7. A
8. (Across) The Sámi People are $\qquad$ .; native (Down) A
9. The kids love the $\qquad$ under the Christmas tree.; something that you are given on a special day
10. A
11. MIr. Krum is the $\qquad$ of his town.; an older person, who is respected
12. A
13. Jesper is slowly getting closer to the $\qquad$ for posting 6.000 letters.; a time or day by which something must be done

## Code to open the lock:

$\bar{a} \bar{b} \bar{c} \bar{d} \bar{e} \bar{f} \bar{g} \bar{h}$

## Ridille: Towir Hall

Play this Taboo game with your partner. The first letter of the word will provide the code.

Rules: You have to paraphrase your word without using the words in the yellow field.

1 Word: conflict
Don't use...

- conflict
- battle
- clash


## 5 Word: naughty list

 Don't use...- naughty list
- naugty
- behave


## 3 Word: selfish/egoistic

Don't use...

- egoistic
- selfish
- greedy

7 Word: (Klaus') workshop
9 Don't use...

- workshop
- repair
- Klaus's home

Code to open the lock:
$\bar{a} \bar{b} \bar{c} \bar{d} \bar{e} \bar{f} \bar{g} \bar{h}$

## Ridille: Towii Hall

Play this Taboo game with your partner. The first letters of the answers will provide the code.

Rules: You have to paraphrase your word without using the words in the yellow field.

2 Word: grumpy/bad mood Don't use...

- grumpy
- mood
- Krum
- Ellingboe


## 4 Word: village

Don't use...

- village
- Smeerensburg
- small

6 Word: wish list
f
Don't use...

- wish list
- wish
- presents

8 Word: happy ending h Don't use...

- happy ending
- happy
- film
- joy

Code to open the lock:
$\bar{a} \bar{b} \bar{c} \bar{d} \bar{e} \bar{f} \bar{g} \bar{h}$

## Riddelle: Schiout

place the pictures into the correct order by assigning each picture a number from 1-8. Then find a short caption for each picture (see example).


The beginning of the film at the Royal Post Academy.


Code to open the lock:
$\bar{a} \bar{b} \bar{c} \bar{d} \bar{e} \bar{f} \bar{g} \bar{h}$

## Riddelle: Schiout

Place the pictures into the correct order by assigning each picture a number from 1-8. Then find a short caption for each picture (see example).



Code to open the lock:
$\bar{a} \bar{b} \bar{c} \bar{d} \bar{e} \bar{f} \bar{g} \bar{h}$

