The Lantern Express

One final train. A journal out of reach.

The last train to Lantern Bay is about to arrive. Its retired conductor has left a travel journal for the town's new railway museum, but the journal is locked inside a six-digit dispatch box. His parting note reads: 'Everything you need is in the carriage records. Solve them together; the best journeys are shared.' Search six pieces of railway paperwork, build the code and open the final chapter.

YOUR MISSION

Unlock the dispatch box and recover the conductor's travel journal.

Players	Age guide	Suggested time
1-6, cooperative	12+	About 30-50 minutes

Six puzzles. One final code. Everything you need is in the file.

Difficulty and time are estimates, not timed play-test results. Younger players may enjoy joining an adult. This is a paper puzzle adventure, not a role-playing murder mystery.

Set the table. Open the case.

1. Print
Print this player file single-sided at 100% or "actual size". Use the file matching your paper: US Letter or A4. Black-and-white printing works; no clue depends on colour. You can skip the cover to save ink.

2. Gather
You need a pencil, scrap paper and this player file. A basic calculator is optional. No locks, scissors, envelopes, app or internet connection are needed after downloading.

3. Keep the answers separate
The separate Hints & Answers file contains spoilers. Keep it closed. If everyone wants to solve, one person can open only the hint page for the current puzzle. Each answer is on the following page.

4. Work together
Solve case files 1-6 in order, or split them between teammates. Every puzzle gives one digit. Record the digit in the numbered slot on the final page. Every clue you need is included; do not search online.

5. Open the ending
Once you have all six digits, turn to the final page of Hints & Answers to check your code and read the ending. There is no website lock to open. If the code differs, review the relevant answers.

Make it your night
An optional countdown can add atmosphere. Pause whenever you like. There are no penalties for hints. For more than six players, print a second copy and form two teams.

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Seats in the observation car

Four passengers sit in a single row of seats numbered 1 to 4, from left to right. Each person has exactly one seat.

Your task: Use all the clues to seat everyone. Adele's seat number is digit 1.

- Drew sits in seat 4.

- Adele sits immediately to the left of Bram.

- Cleo sits somewhere to the left of Adele.

Seat	1	2	3	4
Passenger	_____	_____	_____	_____

Passengers: Adele, Bram, Cleo, Drew. Left and right always refer to the printed seat row.

Digit for slot 1: _____