Prepare the lighthouse adventure

ADULT ONLY / contains solutions. Keep this guide and its ending away from the player pile.

The experience

A complete free paper adventure: three linked puzzles, followed by a final task using every discovery. Designed for ages 7-12 with adult help as needed; inspect the materials to judge the fit. A suggested team is 2-6 players. There is no required timer or real lock.

You will need

Matching paper, a printer, a pencil, an eraser, scissors and a flat table. An adult handles the scissors, especially the three inner lens windows. No lock, envelope, glue or transparent sheet is required. Colour is optional: symbols, words and numbers carry every clue.

Print

Print all seven player pages single-sided at 100% in matching A4. Print one complete set per team. Read this four-page guide on screen, or print it once. Page 4 is the ending and certificate; print that page if you want to hand it over at the finish.

Cut and check

An adult cuts four journal strips on Player page 2, six full module cards on page 4, and the outer lens square plus its three windows on page 6. Retain the numbers and centre arrow. Check the 30 mm calibration lines on pages 5 and 6 and test that the square frame aligns with the grid. Do not flip the lens.

Stage the handoffs

Start with Player pages 1-2. After the journal is checked, hand over pages 3-4. After power is checked, hand over pages 5-6. After the lens direction is checked, hand over page 7. Keep later piles covered. Accept a paper finding verbally using the answers on guide pages 2-3; do not require online entry. Read guide page 4 only after the correct final startup.

Share the work

Let one player hold the journal order while another arranges modules. Swap readers and material handlers in the next room. Read aloud or write dictated findings when useful. Ask how a result follows from the clues before accepting a guess.

Hints and stopping

Offer the first hint, let the players try, then offer the next. If they want the explanation, read it together. A viewed solution is help, not failure. Keep all repaired findings for the final task.

Use of these materials

Print for your own household or the classes you teach; retain the Paper Adventure credit. Do not resell or republish these files. Share the public game page instead. The story and materials are original Paper Adventure content.

ADULT GUIDE 1/4 | (c) 2026 Paper Adventure Workshop

Hints, answers and discoveries

01 / Mend the keeper's journal

Hint 1: Look for the strip that says what happens first, and the one that must wait until all three modules are connected.

Hint 2: The first action connects STAR. The next strip starts with "Once the STAR module is connected".

Hint 3: The events are STAR first, then WAVE, then LEAF, and finally the lens. Match each event to its strip letter.

Answer: TMRK

T starts the shift with STAR. M follows STAR with WAVE. R connects LEAF after WAVE. K waits until all three modules are connected before the lens turns. The strip order is T, M, R, K.

What changes: The journal is back together. You know the order of the power-board slots. Take that record downstairs to the repair room.

02 / Rebuild the power board

Hint 1: Use one module of each symbol. Keep the startup order from the journal; do not sort by the numbers.

Hint 2: There are two combinations that total 13. Compare LEAF with WAVE in each combination.

Hint 3: STAR 4 + WAVE 6 + LEAF 3 totals 13 but fails the comparison. Find the other total of 13.

Answer: 427

The only valid selection is STAR 4, WAVE 2 and LEAF 7: 4 + 2 + 7 = 13 and 7 > 2. The journal puts them in STAR-WAVE-LEAF order, so enter 427.

What changes: The three indicators glow and the lens cabinet clicks open. Keep the module values: they belong to the final startup sequence too.

Hints, answers and discoveries

03 / Align the paper lens

Hint 1: Keep the lens on the same side, without flipping it over. Align the square edges after each quarter-turn.

Hint 2: Read by window number, not from the top-left of the page. You are looking for STAR, then WAVE, then LEAF.

Hint 3: Starting with the arrow at NORTH, turn it one quarter-turn clockwise. Read the three numbered windows again.

Answer: EAST

At EAST, window 1 shows STAR, window 2 WAVE and window 3 LEAF. No other quarter-turn gives that sequence. Keep the lens pointing EAST.

What changes: The lantern focuses into a small bright point. The final console is ready. Bring all three discoveries to the top of the tower.

04 / Wake the lighthouse

Hint 1: Open your findings. You need information from the journal, the power board and the lens.

Hint 2: Use the lens direction from the observation room. Turn the journal's three symbols into their powered module values.

Hint 3: Set EAST. Read STAR 4, WAVE 2, LEAF 7 in journal order. Enter those three digits, then start the beacon.

Answer: EAST + 427

Set EAST and enter 427. The journal supplies the symbol order, the power board supplies the values, and the paper lens supplies the direction. All three discoveries are needed.

ADULT GUIDE 3/4 | (c) 2026 Paper Adventure Workshop

Read only after the final startup

A warm beam sweeps across the bay. One by one, the paper boats catch its light, and the harbour fills with tiny floating lanterns. Mara waves from the quay: "You did more than find a code. You put every discovery together. The lighthouse is awake, and the festival can begin!"

PAPER ADVENTURE WORKSHOP

BEACON KEEPERS

Our team woke The Sleeping Lighthouse.

Our team mark:

We compared clues, shared our thinking and restored the light.

Optional: invite players to describe their favourite discovery and draw a team mark on the certificate. No names or uploads are needed.

ADULT GUIDE 4/4 | (c) 2026 Paper Adventure Workshop