

Three little worlds.

One explorer and one ghost. Two helpers with dinner to deliver. A frozen workshop



Nine complete rooms. No screen required.

Print the rules, pieces and one room at a time. Use a pencil and the same tokens throughout. These are the free opening rooms from our three online co-op campaigns; the full 24-room collection is included with All Access.

For two people, or one person controlling both roles.

Suggested ages 8+ with a reader. No timer. Print on US Letter, or choose Fit on A4. Color helps, but every marker is also labeled.

The online worlds: playatyours.com/multiplayer/lantern-house/

A little room to think.

Set up

Put E/A on the gold start and G/B on the blue start. Cover each T with a trunk token (or K basket / P parcel for the seasonal worlds). Put a matching S or M light token on each light. Mirror cards begin with a / diagonal. You can use coins instead of cutting pieces.

Move and collect

Take turns discussing and moving either role one square up, down, left or right. No diagonals. The explorer and seasonal helpers cannot enter walls, mirrors, emitters or receivers. Seasonal helpers cannot stand on each other. Only the matching role collects a light; remove that light when reached.

Open the way

A brass plate I holds gate A open; plate II holds B. A person or object on it opens the gate, except a ghost has no weight. A nearby latch I / II toggles that gate open or closed and stays set when you leave. Stand on or next to a latch to use it. Mark its current position with a pencil.

Bend the light

Blue/the ghost can turn a mirror from its square or an adjacent square. Trace the beam from > to the right. A / mirror sends rightward light up; a \ sends it down. Reflect again when it meets another mirror. Walls, objects and closed gates stop it. Reaching R opens gate C. A mirror cannot be walked through, except by a free ghost.

Come home

Collect both lights. Cover every diamond delivery mat with an object if shown. Both roles then reach their exits. In Lantern House, E uses the gold exit and G uses the blue one. In the other worlds either helper can use either exit.

Keep it friendly

No timer and no lost lives. Undo freely; remember the previous positions of objects and latches. Count moves plus interactions only if you want a replay challenge. The target on each board is a verified route, not a claimed shortest solution. Looking at a hint is always allowed.

Your little cast.

Keep these pieces for all nine rooms. Print the boards at the same scale. If cutting is inconvenient, use two different coins for the players and buttons for objects.

Lantern House

E: explorer. G: ghost. S: gold light. M: blue memory.



Seasonal helpers

Amber (A) pushes. Blue (B) turns mirrors. Both use latches.



Heavy objects

Trunks, baskets and parcels. Always cover the printed start.



Collectible lights

Remove your matching light when you arrive on its square.



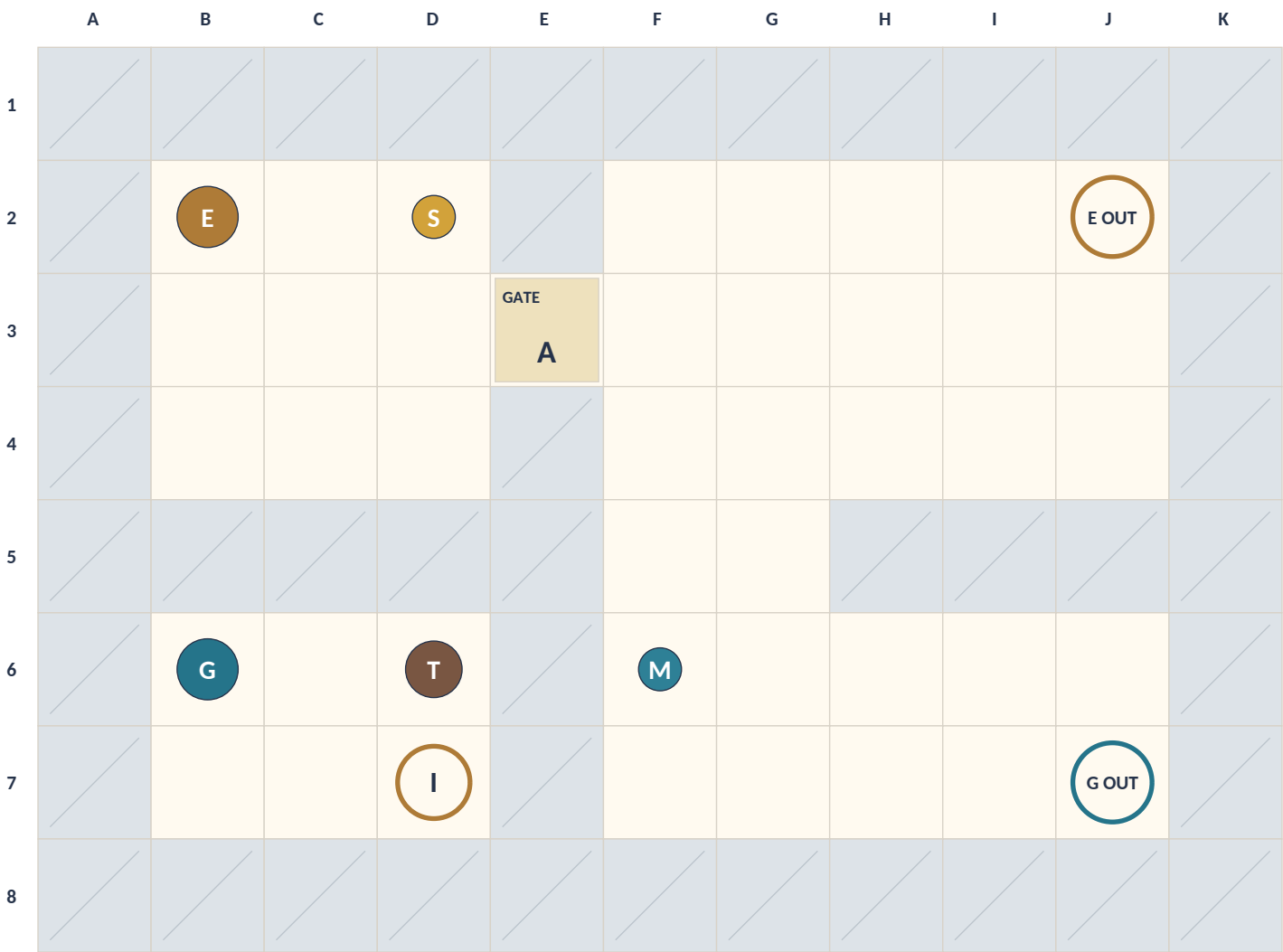
Mirrors

Cut both squares. Turn a card a quarter-turn to switch / and \.



A house with a ghost

You are not alone in this house. One of you is its newest visitor; the other has been here for a very long time.



Ghost rules: G can pass through any interior wall and overlap E, but cannot leave the outer border. Beside or on a trunk, use one interaction to possess it: put G on T. Move the trunk one square at a time, then interact again to release it. A possessed trunk cannot cross walls, fixtures, closed gates, another object or E. E cannot push trunks. Only E uses latches.

Take your time. Then try a tidier route.

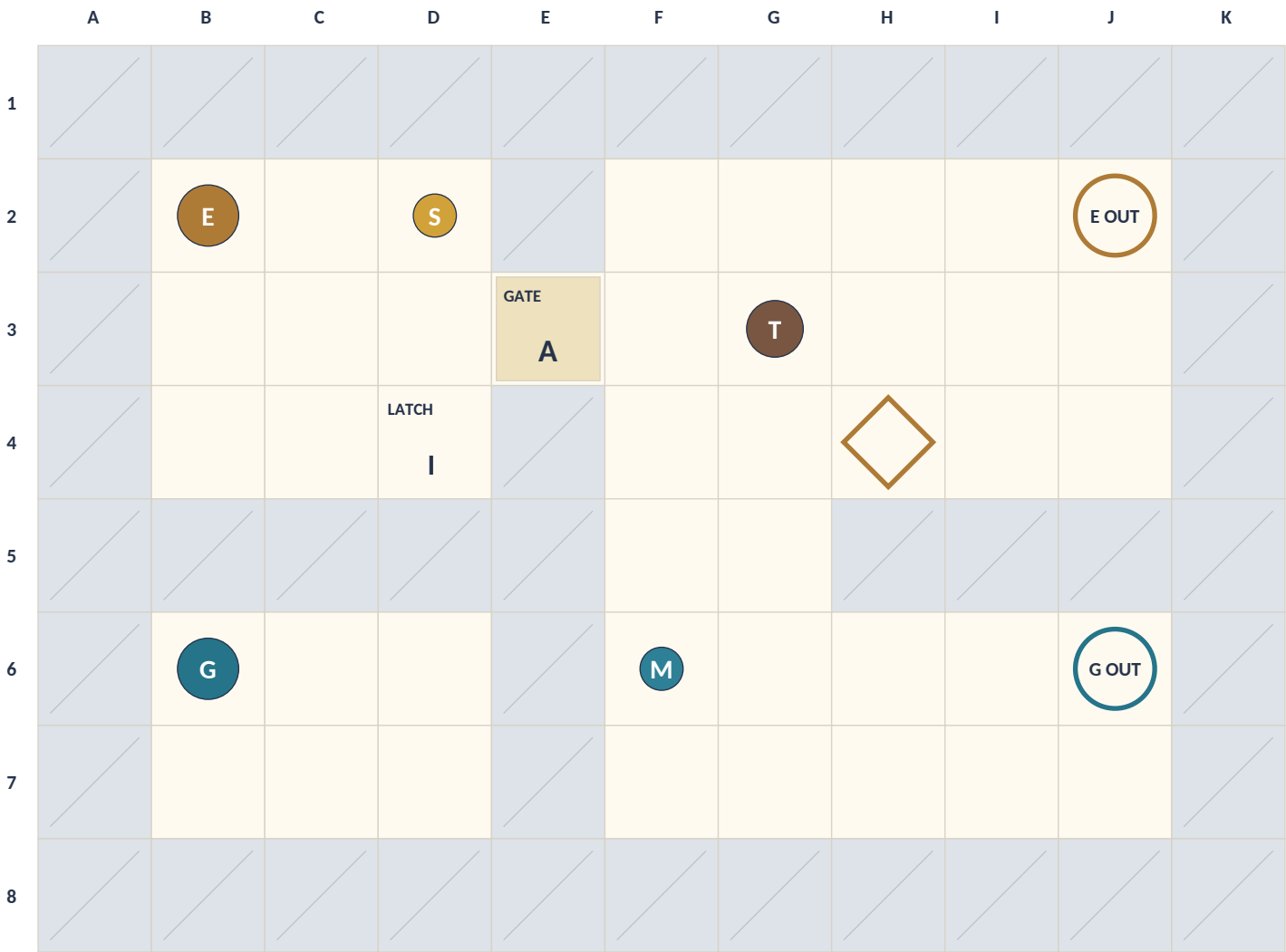
Optional target: 27 moves or fewer. Our moves: _____ Hints used: _____

Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

The borrowed body

A ghost cannot carry a suitcase. But a ghost can become the suitcase.



Ghost rules: G can pass through any interior wall and overlap E, but cannot leave the outer border. Beside or on a trunk, use one interaction to possess it: put G on T. Move the trunk one square at a time, then interact again to release it. A possessed trunk cannot cross walls, fixtures, closed gates, another object or E. E cannot push trunks. Only E uses latches.

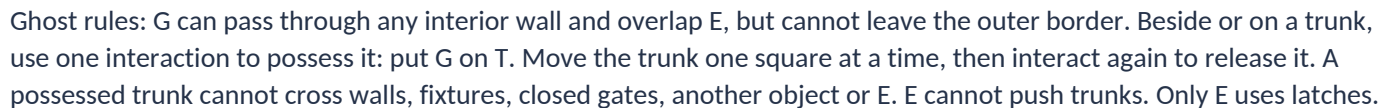
Take your time. Then try a tidier route.

Optional target: 33 moves or fewer. Our moves: _____ Hints used: _____

Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

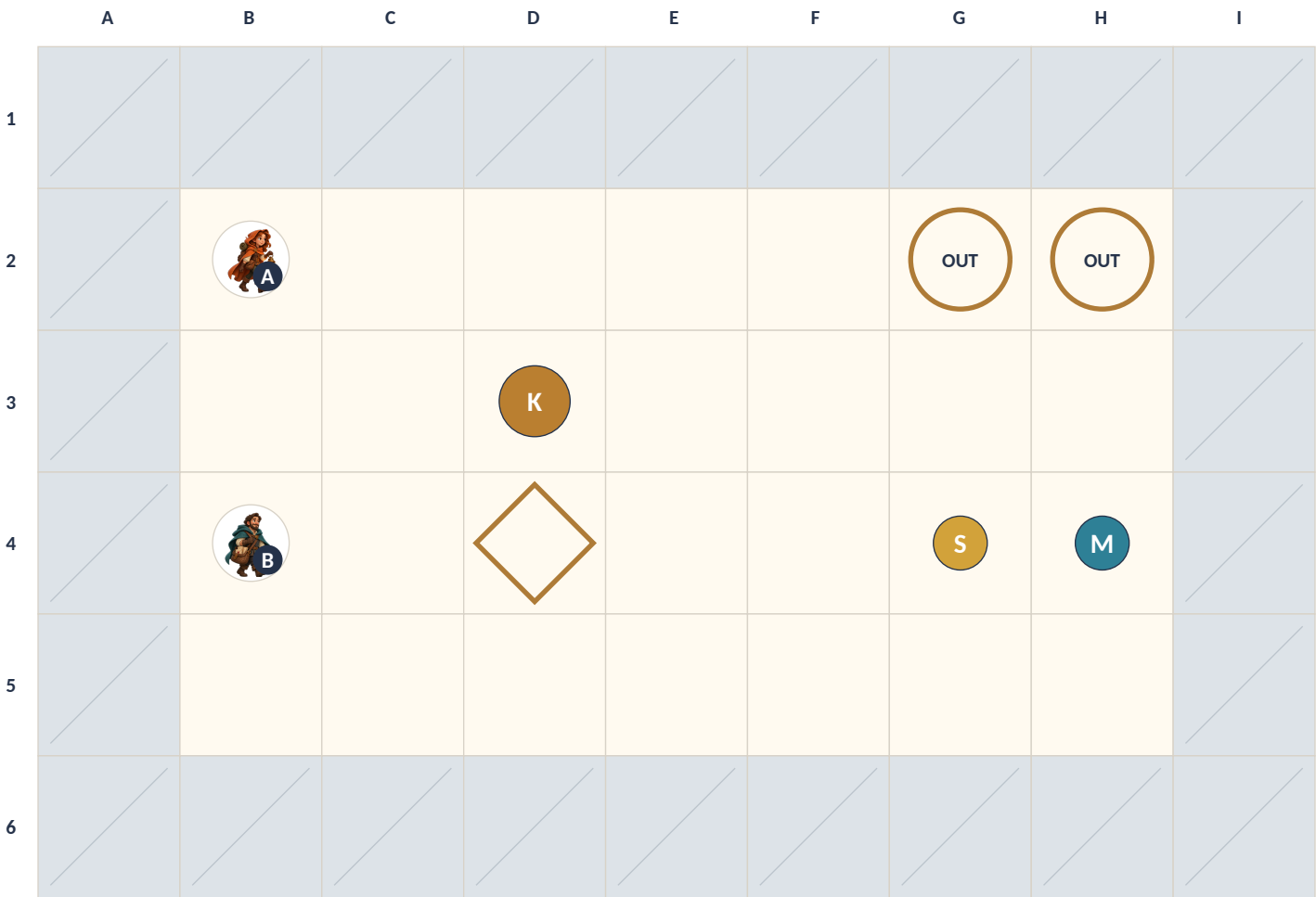
Moonlight knows a path that footsteps cannot take. Show it where to go.



S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

The first basket

Dinner is nearly ready. Carry the first basket to its serving mat, then meet by the kitchen doors.



Kitchen rules: A pushes a basket by walking into it, provided the next square is clear. B cannot push it. B turns mirrors. Both can use latches and hold plates. Neither helper can pull a basket or push two objects at once.

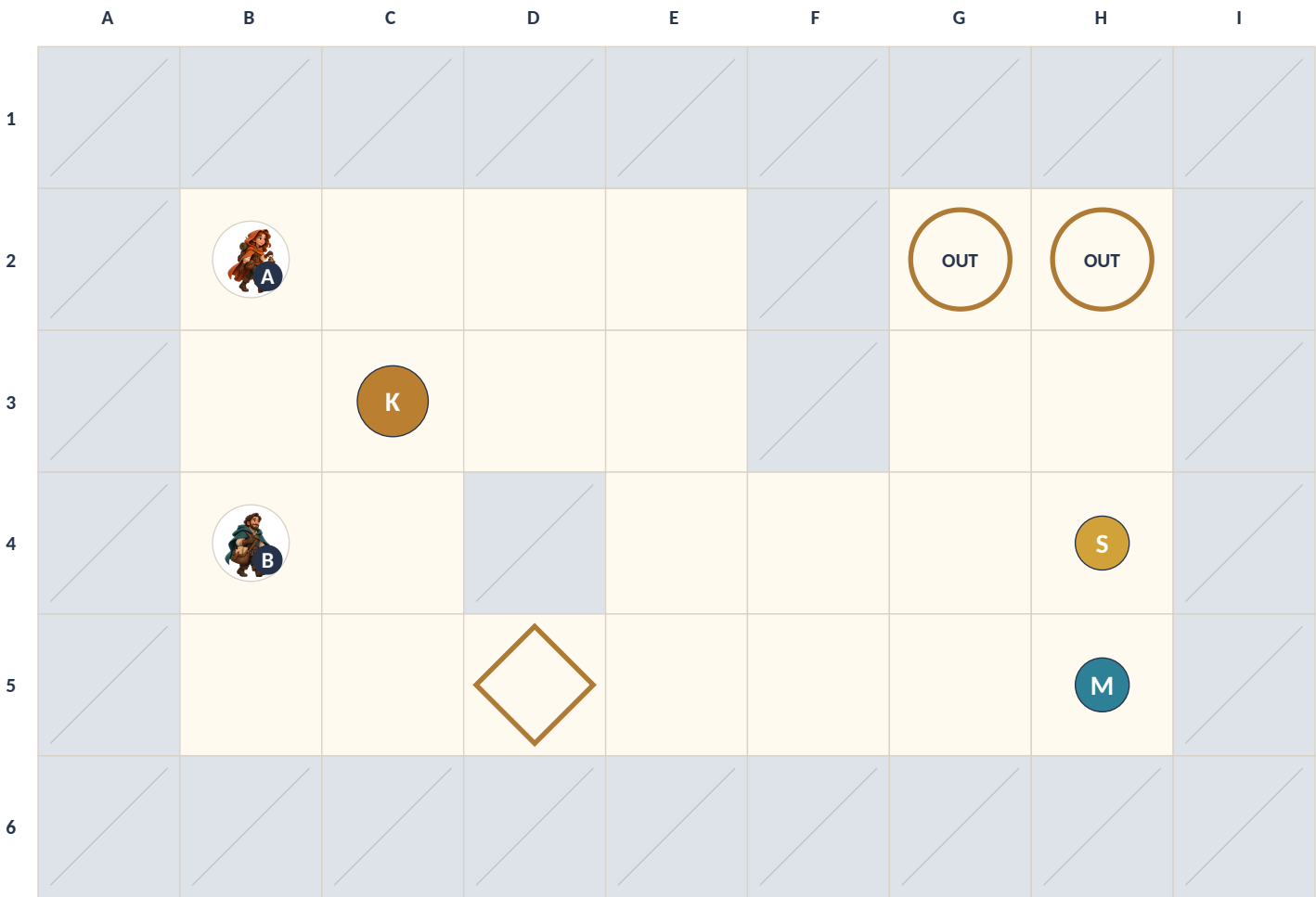
Take your time. Then try a tidier route.

Optional target: 22 moves or fewer. Our moves: _____ Hints used: _____
Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

Around the pantry

The pantry is packed. A good route matters more than a quick shove.



Kitchen rules: A pushes a basket by walking into it, provided the next square is clear. B cannot push it. B turns mirrors. Both can use latches and hold plates. Neither helper can pull a basket or push two objects at once.

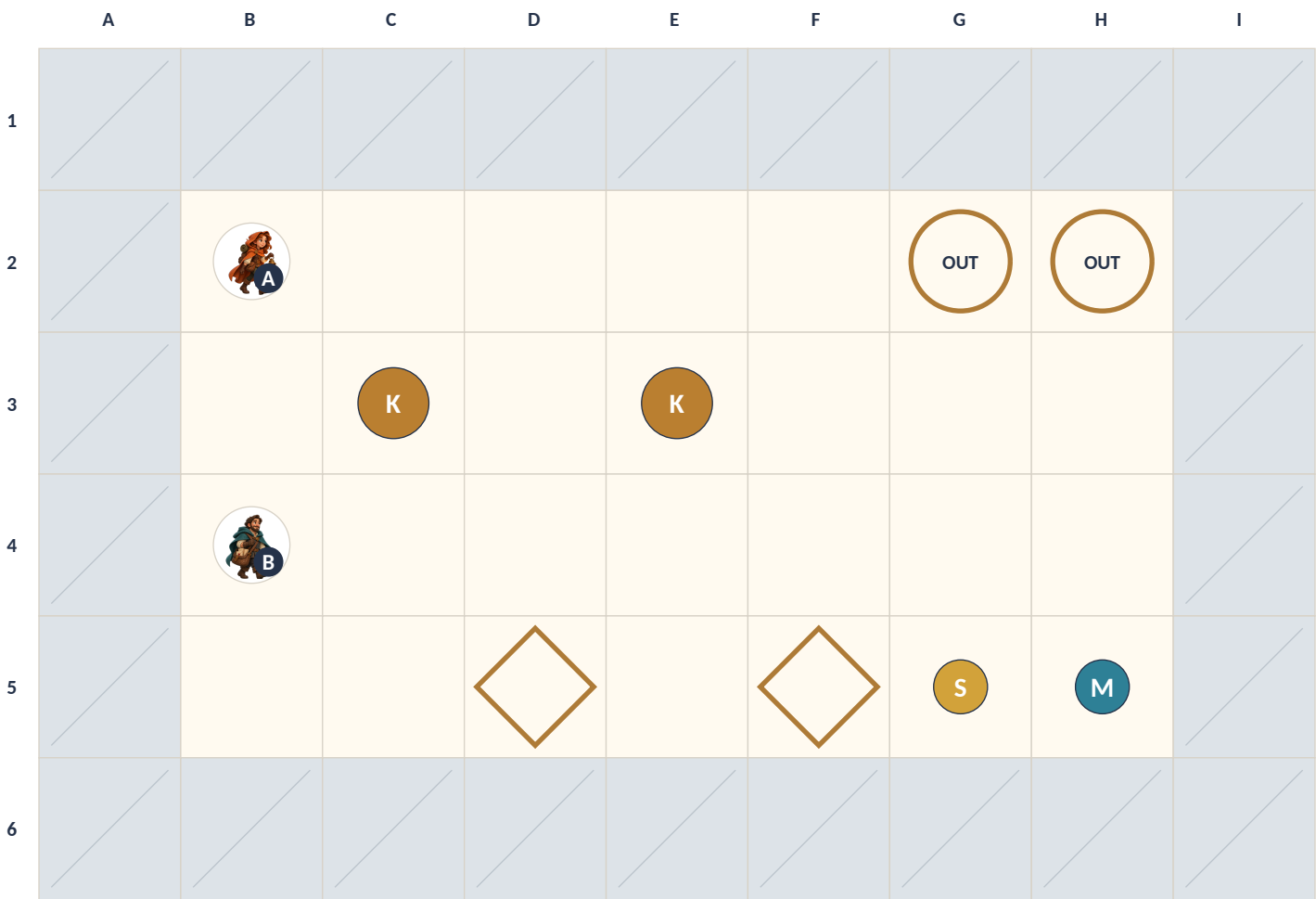
Take your time. Then try a tidier route.

Optional target: 50 moves or fewer. Our moves: _____ Hints used: _____
Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

Set a place for two

Make a little room. Two baskets need a place, and both cooks need a way back out.



Kitchen rules: A pushes a basket by walking into it, provided the next square is clear. B cannot push it. B turns mirrors. Both can use latches and hold plates. Neither helper can pull a basket or push two objects at once.

Take your time. Then try a tidier route.

Optional target: 44 moves or fewer. Our moves: _____ Hints used: _____
Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

First snow

The workshop has frozen over. Try the ice gently; there is no clock to beat.

	A	B	C	D	E	F	G	H	I
1									
2									
3				ICE	ICE	ICE			
4				ICE	ICE	ICE			
5									
6									

Ice rules: A pushes parcels; B turns mirrors. If you enter an icy square, keep moving in that direction until the first dry square, or until blocked. A pushed parcel also slides across ice. One slide counts as one move. Both helpers can use latches. Do not push an object into another object or helper.

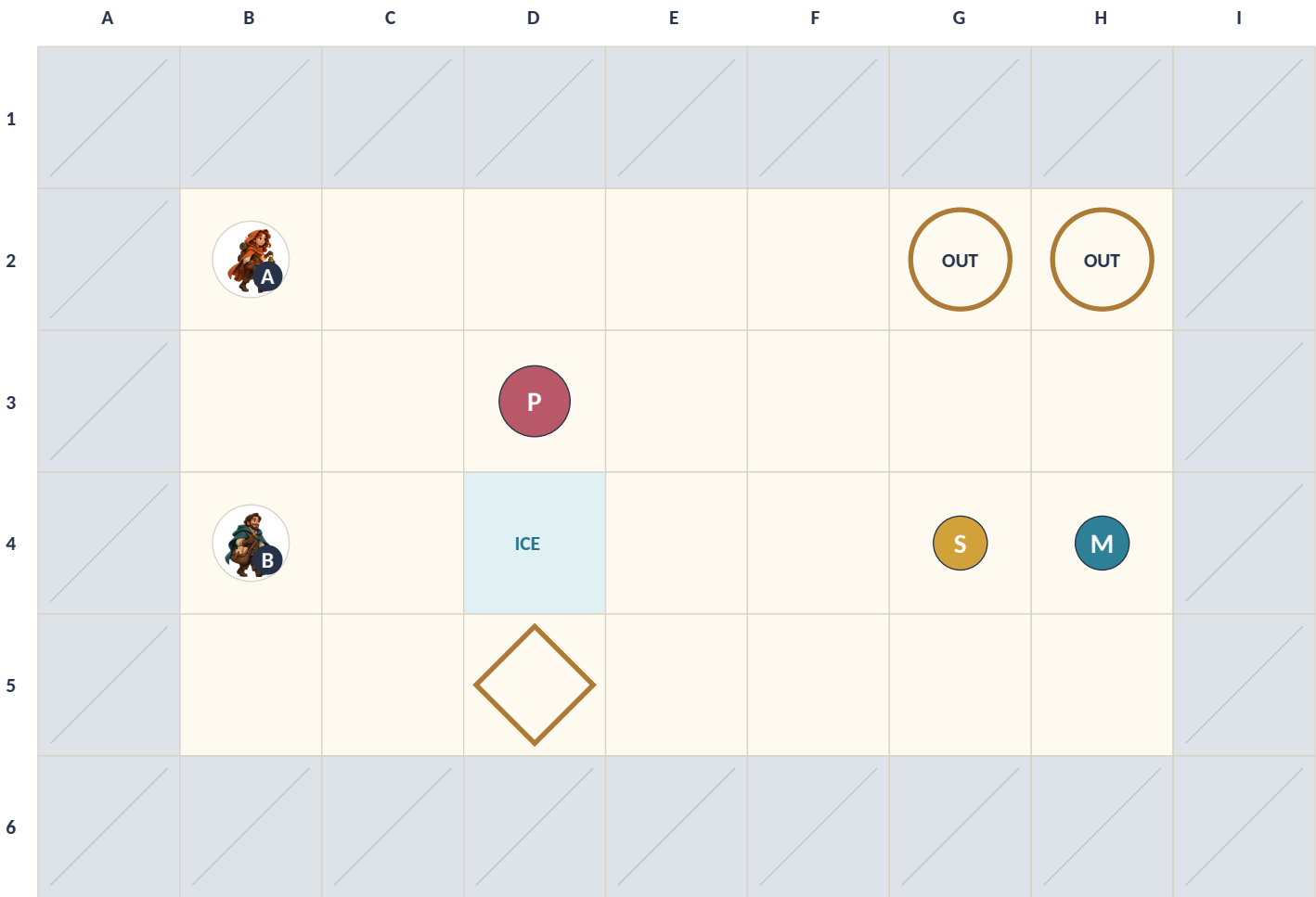
Take your time. Then try a tidier route.

Optional target: 15 moves or fewer. Our moves: _____ Hints used: _____
Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

Special delivery

A parcel is waiting by the frozen loading bay. Slide it onto the gold delivery mat.



Ice rules: A pushes parcels; B turns mirrors. If you enter an icy square, keep moving in that direction until the first dry square, or until blocked. A pushed parcel also slides across ice. One slide counts as one move. Both helpers can use latches. Do not push an object into another object or helper.

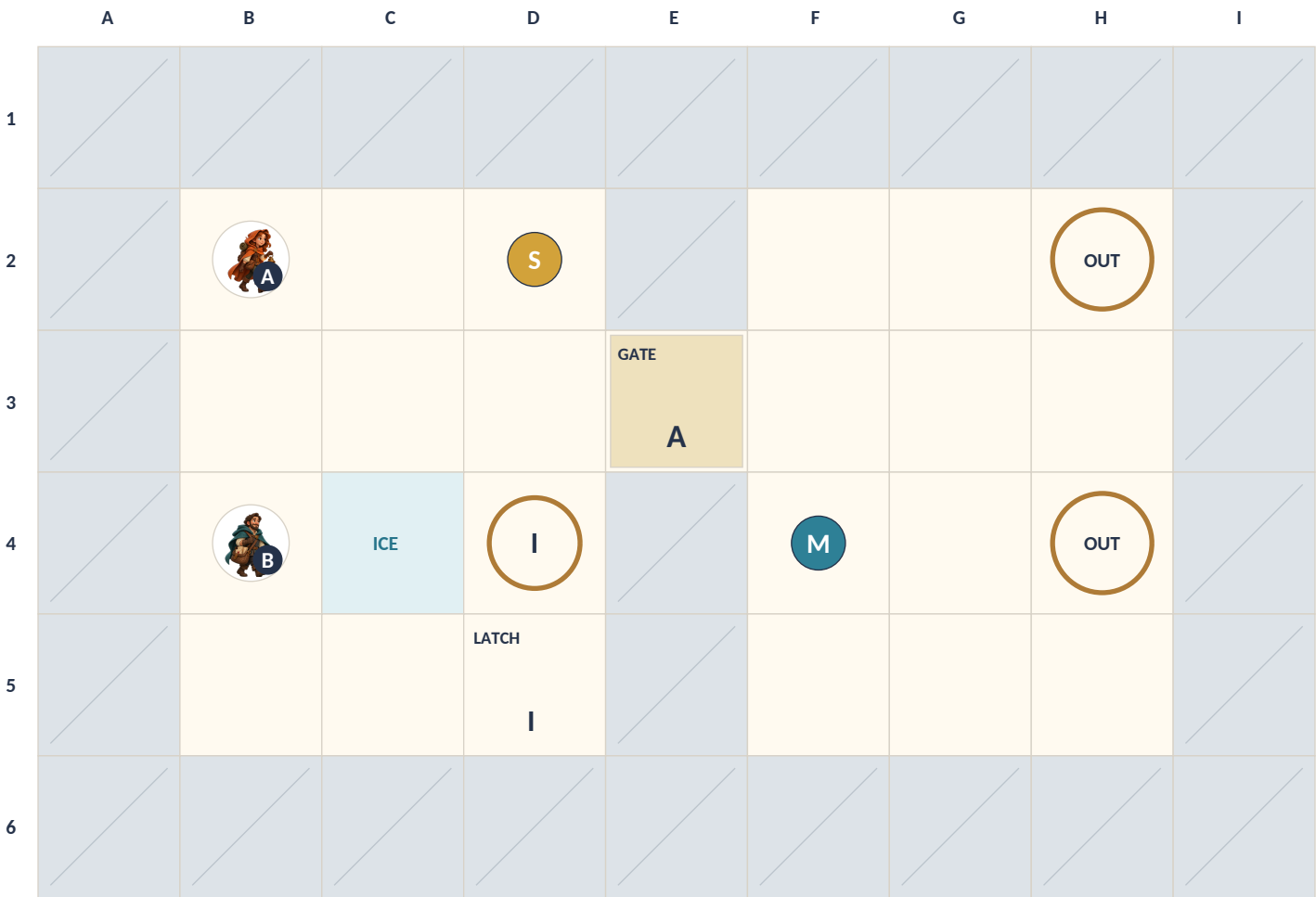
Take your time. Then try a tidier route.

Optional target: 19 moves or fewer. Our moves: _____ Hints used: _____
Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

The frozen latch

One door, two lanterns. Keep it open long enough for everyone to pass.



Ice rules: A pushes parcels; B turns mirrors. If you enter an icy square, keep moving in that direction until the first dry square, or until blocked. A pushed parcel also slides across ice. One slide counts as one move. Both helpers can use latches. Do not push an object into another object or helper.

Take your time. Then try a tidier route.

Optional target: 21 moves or fewer. Our moves: _____ Hints used: _____
Both home? Move on to the next room. Keep the same pieces.

S / gold light for E or A. M / blue light for G or B. Diamond / delivery mat.

A nudge, then a route.

1. A house with a ghost

Ghost: fly through interior walls. Stand beside the trunk and Possess it, then steer it onto the brass plate. Release it and find your blue memory. The explorer can now walk through the door.

One verified route: E:R / E:R / G:R / G:R / G:R / G:R / G:L / G:use / G:D / G:use / G:R / G:R / G:R / G:R / G:R / G:R / E:D / E:R / E:R / E:U / E:R / E:R / E:R / E:R

2. The borrowed body

The explorer opens the old latch. The ghost possesses the trunk and steers it onto the diamond rug. A possessed trunk cannot pass through walls.

One verified route: E:R / E:R / G:R / G:R / G:R / G:R / G:R / G:R / G:R / E:D / E:use / E:R / E:R / E:U / E:R / E:R / E:R / E:R / G:U / G:U / G:U / G:L / G:use / G:R / G:D / G:use / G:D / G:R / G:R / G:D

3. A ghost in the glass

Ghost: travel through the wall into the lower room, then turn the mirror so the beam goes down into the receiver. The explorer waits by the light door.

One verified route: E:R / E:R / G:R / G:R / G:R / G:R / G:L / G:use / G:R / G:R / G:R / G:R / G:R / G:D / E:D / E:R / E:R / E:U / E:R / E:R / E:R / E:R

Route key: letter before : is the role. U / D / L / R moves one step in that direction. On ice, finish the whole slide. "use" means possess, release, turn a mirror or toggle a nearby latch. Start from the printed layout. Other legal routes also count.

Ready for the next chapter? Each world continues to eight rooms online. One All Access host unlocks the campaign; their invited partner plays free. \$4.99/month or \$29/year USD. playatyours.com/multiplayer/lantern-house/

A nudge, then a route.

1. The first basket

Amber pushes baskets. The serving mat is below the basket, so approach it from above.

One verified route: A:R / A:R / A:D / A:R / A:R / A:R / B:R / A:D / A:U / A:U / B:U / B:R / B:R / B:R / B:R / B:D / B:U / B:U

2. Around the pantry

The pantry wall blocks a straight delivery. Move the basket sideways, then down around the corner.

One verified route: A:R / A:D / A:D / B:D / A:U / A:R / A:R / A:D / A:R / A:R / A:R / A:U / A:U / B:U / B:R / B:U / B:R / B:R / B:D / B:R / B:R / B:R / B:D / B:U / B:U / A:L / B:U / A:D / A:D / A:L / A:L / A:U / A:L / A:L / A:D / A:L / A:D / A:R / A:U / A:U / A:R / A:R / A:D / A:R / A:R / A:U / A:U

3. Set a place for two

There are two baskets and two serving mats. Leave yourself a route behind each basket.

One verified route: A:R / A:D / A:D / A:R / A:R / A:R / A:R / B:R / B:R / B:R / B:R / A:D / B:R / B:R / A:U / A:U / A:U / B:D / B:U / B:U / B:U / A:L / A:L / A:D / A:D / A:L / A:D / A:R / A:U / A:L / A:L / A:L / A:D / A:R / A:U / A:U / A:U / A:R / A:R / A:R / A:R

Route key: letter before : is the role. U / D / L / R moves one step in that direction. On ice, finish the whole slide. "use" means possess, release, turn a mirror or toggle a nearby latch. Start from the printed layout. Other legal routes also count.

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A nudge, then a route.

1. First snow

Ice carries you until the first dry tile or an obstacle. Both couriers collect their own light.

One verified route: A:R / A:R / A:R / A:R / A:R / B:R / B:R / A:D / A:U / B:U / A:R / B:U

2. Special delivery

Amber can push a parcel over the ice. It keeps sliding until dry ground or an obstacle stops it.

One verified route: A:R / A:R / A:D / A:R / A:R / A:R / B:R / B:R / B:R / B:R / B:R / A:D / A:U / A:U / B:U / B:U

3. The frozen latch

Slide to the pressure plate, then use the lever to keep the frozen door open for your partner.

One verified route: B:R / A:R / A:R / A:D / A:R / A:R / A:R / A:R / A:D / B:use / B:U / B:R / B:R / B:D / B:R / A:U / A:U / B:R

Route key: letter before : is the role. U / D / L / R moves one step in that direction. On ice, finish the whole slide. "use" means possess, release, turn a mirror or toggle a nearby latch. Start from the printed layout. Other legal routes also count.

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