

Station Ticket Timeline

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

The station desk has an event timeline, three traveler clues and an altered ticket print. Reconstruct the evidence and find the right ticket code. Collect five named badge digits and use the final sheet. Every clue is on the table; ask the host for one hint at a time.

1. Print one player pack and two record sheets per team. Keep the host answers and all three hint levels with the adult.
2. Keep every clue as a full sheet at one table. Put the final sheet face down until all five results are recorded. Nothing needs cutting, folding or hiding.
3. Give each child a pencil. Choose a reader, recorder and checker, and swap jobs after each clue. Use one team for 2-4 children or two teams for 5-6.

Players: 4; teams: 1. Print one player and prop set per team. Invitations and certificates: 4 each.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Station Ticket Timeline

HOST ONLY - solution guide

1. Time: 5

The only order is Buy ticket > Check board > Reach gate > Board train. Position 4 carries 5.

2. Traveler: 3

Eve has Case; Sam has Box; Tao has Bag. Eve's item gives 3.

3. Print: 4

Different positions are 1, 3, 4, 6. There are 4 differences.

4. Fare: 9

Known stock: $9 + 4 - 1 = 12$. Closing stock 21 minus 12 gives the missing return 9. Cancelled +7 never arrived.

5. Platform: 3

C1, D2, A1, A1 reads PASS. The conversion table gives 3.

6. Final: 02627

Only Record C matches all five columns. Copy its printed code 02627.

Station Ticket Timeline

HOST ONLY - timeline and paper check

3 minutes: Read the story, show the badge record and choose roles.

5 minutes: Solve Time. Offer one hint level at a time if wanted.

6 minutes: Solve Traveler. Offer one hint level at a time if wanted.

3 minutes: Solve Print. Offer one hint level at a time if wanted.

5 minutes: Solve Fare. Offer one hint level at a time if wanted.

5 minutes: Solve Platform. Offer one hint level at a time if wanted.

5 minutes: Use the five results on the final sheet.

2 minutes: Read the ending and thank each teammate.

Paper completion: check each badge against the solution guide, then check the final code. No device is required.

The lost ticket is identified. The traveler can join the imaginary train journey. Thank your team for checking the evidence together. Confirmed: Record C, code 02627.

Duration and ages are estimates. Adjust pace and offer help for your group.