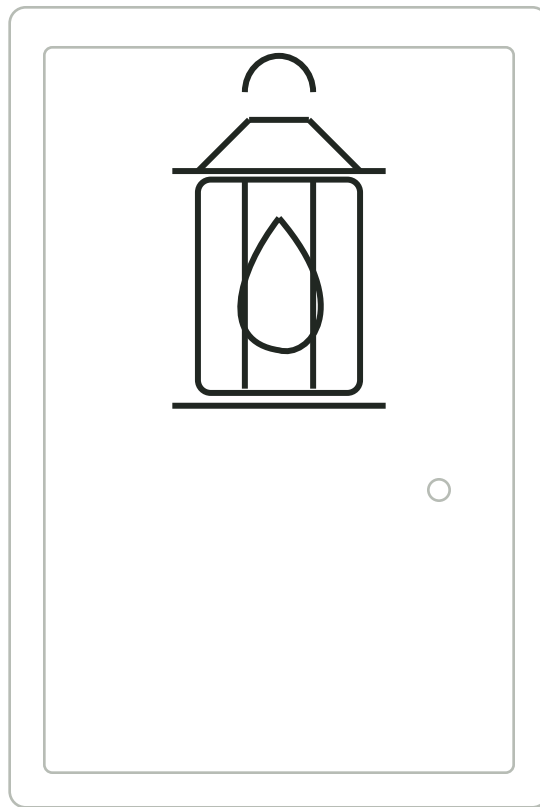


A COZY ADVENTURE TO SHARE

The Lantern Door

A tiny door. A missing destination.

A place you make together.



SOMEWHERE TO BELONG

Make a little room for kindness, curiosity
and a story that belongs to all of you.

2-6 PEOPLE

AGES 8+

ABOUT 10-15 MINUTES

No dice. No Game Master. Start on page 2.

BEFORE YOU OPEN THE DOOR

Make yourselves comfortable.

An unusual door appears in your village, but it has forgotten where it leads. Help a tiny traveler, discover what the door could become, and make a new place together.

- 01 **Make your neighbors.** Give your friendly village a name. Each person may invent a neighbor and one ordinary thing they carry, such as a ribbon, spoon or spare sock.
- 02 **Share the reading.** Take turns reading aloud. Everyone plays; nobody runs the game or needs to read ahead. For two people, swap each scene. In a larger group, go around the circle.
- 03 **Make it yours.** Spend about a minute on each activity. Add a word, a sentence, a sound or a gesture. Keep answers short enough for everyone to have a turn.
- 04 **Choose together.** Pick A or B, then read only its result and follow the page reference. Both choices work. If you cannot agree, the next reader chooses.
- 05 **Let your ideas help.** Invent useful details and use your imaginary objects. There is no hidden puzzle to solve and no special equipment to find.
- 06 **Keep it comfortable.** The talk prompts are optional. Pass, invent an answer, ask someone else to read or change anything that does not suit your group. Pause whenever you like.

Follow your own trail. When a paragraph starts with an earlier scene and choice, read it only if it matches your decision. Remember your letters, or use the optional tracker on page 12. Scene 3 matters at the final door.

Begin with Scene 1 on page 3.



A Knock with No House

You are crossing the village square when you notice a blue door beneath the pear tree. No house surrounds it, and there is no wall behind it. Above the frame hangs an unlit lantern. The doormat is worn almost smooth, but you can still read its welcome: **SOMEWHERE TO BELONG**.

Three small knocks come from the other side.

'Pardon me, good folk,' says a low, weathered voice. 'I seem to have forgotten where I lead. Might you spare a moment?'

MAKE IT YOURS / ABOUT ONE MINUTE

Introduce your neighbors. What small, useful thing did each of you bring? Together, invent one unusual detail about the door: perhaps its handle hums, or tiny flowers grow around its hinges.

Optional: *What would help you feel comfortable greeting something unfamiliar? You may answer for your imaginary neighbor.*

CHOOSE A

Introduce yourselves and ask the door's name.

The door straightens in its frame. 'The Lantern Door. Well met, and thank you for asking. I remember that much.' A warm speck of light appears inside the lantern. Something rustles beside the doormat.

Continue: Scene 2, page 4.

CHOOSE B

Listen quietly for a clue inside the door.

You hear a kettle, a turning page and the rustle of leaves far away. 'I know those sounds,' the door murmurs. 'They belonged to my home.' A silver speck appears in its lantern. Something rustles beside the doormat.

Continue: Scene 2, page 4.

SCENE 2 OF 6



The Smallest Courier

A moth in a knitted scarf waits beside a puddle. Evening mist has soaked her wings. She introduces herself as Pip, a Roadwarden who carries help between villages, and proudly opens her satchel to show you a little brass key.

'Long ago, guest houses along the Lantern Roads offered every wayfarer shelter,' she says. 'This door welcomed people to rest, learn and explore. But no guests have come for years.'

She closes the satchel carefully. 'I gave my word to bring its key home. My delivery is nearly finished! Would you help me across?'

If Scene 1 A: The door introduces you to Pip, remembering every name. 'My first new neighbors,' it says, with unmistakable pride.

If Scene 1 B: Pip smiles when you describe the sounds. 'A kettle, a book, a garden. The door remembers more than it knows.'

MAKE IT YOURS / ABOUT ONE MINUTE

Plan Pip's crossing together. Each neighbor adds one detail to a tiny boat or a path of stepping stones. You can borrow your imaginary objects. Give the finished crossing a splendidly important name.

Optional: *What small kindness could make a long journey feel easier?*

CHOOSE A**Float Pip across in a little leaf boat.**

Pip sails across the puddle and places the brass key in your hand. 'A Roadwarden keeps her word.' She folds the leaf into her satchel. 'And remembers those who helped. Such a small boat, and it brought me all this way!'

Continue: Scene 3, page 5.

CHOOSE B**Help Pip across a path of smooth stones.**

Pip steps from stone to stone and hands you the brass key. 'Delivery complete!' She looks back at the crossing. 'Those stones will help the next small traveler, too. You've made a welcome that can stay here after we've gone.'

Continue: Scene 3, page 5.

SCENE 3 OF 6



What the Door Kept

The brass key opens a little cupboard in the door's frame. Inside lie two dusty keepsakes: a story book with a torn cover and a star chart with a faded corner. Both need care, but neither is beyond repair.

'I kept these from my old hearth,' the door says. 'It was a good home, long ago. Perhaps one can help me imagine a new one.'

Pip finds enough bright thread to mend just one tonight. She lays it beside the keepsakes, ready for you to choose.

If Scene 2 A: Pip unfolds the leaf and spreads it beneath the keepsakes as a clean workmat. Your little boat has another job to do.

If Scene 2 B: A beetle crosses your stepping stones carrying a tiny spool holder. Your path has brought another helper to the door.

MAKE IT YOURS / ABOUT ONE MINUTE

Decide which object to repair. For the book, take turns adding one sentence to a cheerful, very short story. For the chart, invent a constellation together: what shape is it, and what is its name? Say your creation aloud as you stitch.

Optional: *Would your neighbor most enjoy sharing a familiar story or discovering something new? Why?*

CHOOSE A

Repair the book and fill its first page with your story.

The stitches turn gold, and the story you tell writes itself onto the first page. The door imagines a quiet room where nobody needs to hurry. Keep the repaired book with you: your words will help shape the place behind the door.

Continue: Scene 4, page 6.

CHOOSE B

Repair the chart and add your new constellation.

The stitches turn silver, and your new constellation twinkles on the paper. The door imagines a green garden with winding paths and things to discover. Keep the repaired chart with you: its stars will help shape the place behind the door.

Continue: Scene 4, page 6.



A Welcome You Can See

Soft rain begins to fall. Above the door, the lantern flickers, but its light is still faint.

'A lovely place is taking shape,' says the door. 'Now, how shall we show a traveler that they are welcome?'

Beneath the pear tree lie broad leaves, fallen branches and empty jam jars. Pip touches a jar, waking a little starlike glow inside it. Before the village's evening bell rings, you have time to make one welcome: a dry shelter or a clear path of lights.

MAKE IT YOURS / ABOUT ONE MINUTE

Design your welcome together. Choose an awning or a glowing path. Each neighbor contributes one useful part, one decoration or a friendly message. Describe where you put it and who it might help.

Optional: *What is one small detail that makes a place easier for someone new to use?*

CHOOSE A

Build a leafy awning so visitors can wait in the dry.

Rain patters on the leafy roof you have built. Underneath, a tall neighbor, a short neighbor and a moth can all wait in the dry. Above them, the lantern brightens with the warmth of a little hearth.

Continue: Scene 5, page 7.

CHOOSE B

Set glowing jars along a clear path to the door.

You place the glowing jars beside a wide, clear path, leaving plenty of room to walk. Now a traveler can see exactly how to reach the door. Above the frame, the lantern brightens like a friendly star.

Continue: Scene 5, page 7.



Your First Visitor

A hedgehog arrives with a tin kettle, and the scent of ripe pears drifts from its spout.

'I'm Orla. Word of a new hearth brought me here,' she says. 'I've brought pear tea. Shall I pour? I don't know anyone yet, and I hoped to find a little company.' She looks from face to face. 'Is there room for me?'

The door turns its attention to you. This is the first guest it has welcomed in years. Pip smooths her scarf and waits to hear what you will say.

If Scene 4 A: Orla shakes the rain from her coat beneath your awning, keeping the kettle dry. 'A fine stout roof. That's a good start.'

If Scene 4 B: Orla points back along the glowing jars. 'I thought I might miss the turning in the dark. Your lights showed me just where to come.'

MAKE IT YOURS / ABOUT ONE MINUTE

Invent Orla's favorite way to settle into a new place. Perhaps she likes quiet corners, introductions or something useful to do. Then practice your welcome: each neighbor offers one short sentence. There is no need to act or use a funny voice unless you want to.

Optional: *How could you welcome someone who enjoys different things from you?*

CHOOSE A

Offer a gentle tour and introduce Orla to everyone.

Orla happily meets each neighbor as you show her the welcome you have made. She hangs a little wooden pear on the door's handle. 'For your first visitor. I hope there'll be many more.' The lantern fills with warm, golden light.

Continue: Scene 6, page 8.

CHOOSE B

Offer Orla a choice: a quiet spot or company for tea.

Orla chooses the welcome you imagined she would enjoy, and you follow her lead. She hangs a smooth glass bead on the door's handle. 'A little reminder to ask. We each settle in our own way.' The lantern fills with warm light.

Continue: Scene 6, page 8.

SCENE 6 OF 6

Where Shall We Go?

The evening bell rings across the village. With a soft click, the Lantern Door swings wide, spilling light into the square.

'I cannot recall my old home,' it says. 'But I remember what it was for. I could stay beneath this tree as a Hearthkeeper, tending a home you can always visit. Or I could carry our welcome down the road, to someone weary from their journey.'

Pip and Orla stand beside you. The door waits while you decide together where this new place belongs.

If Scene 3 A: Your repaired book floats inside, and shelves, cushions and a round tea table appear around it. If the door stays, this will be a room for shared stories and rest.

If Scene 3 B: Your repaired chart floats inside, and soft grass, winding paths and glowing flowers appear beneath its stars. If the door stays, this will be a garden to explore together.

If Scene 5 A: The wooden pear bobs gently on the handle as the door speaks. Wherever the door goes, it will remember the friends you introduced.

If Scene 5 B: The glass bead catches every color of the lantern's light. It will remind the door to offer each guest a choice.

MAKE IT YOURS / ABOUT ONE MINUTE

Give your new place a name. Each neighbor says one thing they hope someone will find there: a laugh, a quiet minute, a new friend or something entirely different. Then decide whether the door should stay or travel.

Optional: *What would you miss if the door traveled? What new good could it do? Both feelings can belong in your answer.*

CHOOSE A

Stay beneath the pear tree. Our village will share this place.

The Lantern Door settles its frame carefully among the pear tree's roots. 'Then this is home, for all of us.' Its light spreads through the square, bright enough for a neighbor to see from the road.

If Scene 3 B: Ending II, page 10.
Otherwise: Ending I, page 9.

CHOOSE B

Travel to other villages. Carry our welcome to someone new.

The door lifts gently above the ground. Pip climbs onto its frame, ready to guide it toward the hills. 'I will come back,' the door promises. 'Please keep a little welcome here for me.'

Continue: Ending III, page 11.

ENDING I / YOUR STORY, COMPLETE

The Room for One More



Inside is a bright room that smells of sweet pears and clean paper. Your repaired book waits on a low shelf. Open it, and the story you made together reads itself aloud. Chairs appear as visitors arrive, with an extra one whenever someone needs a seat.

Orla pours the first pear tea. Pip curls up to rest on a cushion no bigger than a biscuit. Outside, the lantern keeps shining beneath the pear tree. Your village has a place to share its stories, rest awhile and make room for one more.

If Scene 4 A: Your leafy awning becomes a little reading porch. Visitors can share a book there and listen to the rain.

If Scene 4 B: Your glowing jars keep marking the path to the room. Even a guest arriving after dark can find its warm light.

ONE LAST LITTLE THING

Finish together: each person adds one sentence about a future visitor and the story they bring. Then say your place's name aloud. Your adventure is complete.

Stop here. This is your ending.

Keep a memory on page 12, or begin again on page 2.

ENDING II / YOUR STORY, COMPLETE

The Garden of New Questions



Inside is a garden beneath a sky full of gentle stars. Your constellation shines brightest of all. A wide path winds through soft green grass, past benches shaped like leaves and flowers holding tiny lights. Whenever someone asks a question, a flower's light changes color.

Orla sets down her kettle. Pip leans close to a flower that seems to be asking her a question in return. Outside, the lantern keeps shining beneath the pear tree. Your village has a place to wonder, follow a new path and discover things together.

If Scene 4 A: Your leafy awning becomes the garden's sheltered entrance. Visitors can pause in the dry and choose which path to explore.

If Scene 4 B: Your glowing jars continue along the garden paths. They invite visitors to explore and help them find their way back to the door.

ONE LAST LITTLE THING

Finish together: each person asks one wonderful question about the garden. The next person may invent its answer. Then say your place's name aloud. Your adventure is complete.

Stop here. This is your ending.

Keep a memory on page 12, or begin again on page 2.

ENDING III / YOUR STORY, COMPLETE

The Welcome That Wandered



The Lantern Door glides above the grass and down the village road, with Pip waving from its frame. It carries the name you chose and the welcome you made together. Three friendly knocks drift back as it disappears over the hill.

A week later, a letter arrives from another village. A weary guest found your glowing door one evening. Inside was just the sort of place they needed.

At the bottom, Pip has added: 'Next visit, your square. Please save some pear tea!'

If Scene 3 A: Your repaired book travels inside the door. At each village, another short story joins the one you wrote together.

If Scene 3 B: Your repaired star chart travels inside the door. Each village adds a new constellation beside the one you imagined together.

If Scene 4 A: Your awning stays beneath the pear tree, sheltering the neighbors who gather there. Orla shares tea while you wait for the door's return.

If Scene 4 B: Your glowing jars stay beside the road. Orla lights them every evening to welcome the door when it comes home.

ONE LAST LITTLE THING

Finish together: take turns adding one sentence to the letter from the next village. Who found the door, and what did it help them do? Then give Pip a little wave. Your adventure is complete.

Stop here. This is your ending.

Keep a memory on page 12, or begin again on page 2.

AN OPTIONAL KEEPSAKE

A story only you could tell.

Use this page if you would like to remember your choices.
You can also point, talk, or draw instead of writing.

OUR VILLAGE

OUR NEW PLACE

OUR CHOICE TRAIL

- | | | |
|--------------------|---|--|
| 1. The door | ☐ A Introduce yourselves | ☐ B Listen quietly |
| 2. Pip | ☐ A Leaf boat | ☐ B Stepping stones |
| 3. The gift | ☐ A Story book | ☐ B Star chart |
| 4. The welcome | ☐ A Leafy awning | ☐ B Glowing path |
| 5. Orla | ☐ A A little tour | ☐ B Offer a choice |
| 6. The destination | ☐ A Stay here | ☐ B Travel onward |

A DETAIL WE WANT TO REMEMBER

Draw your constellation, name a future visitor, or write a line from your story.

Hearth & Quest / Early edition, September 2026.
Original story and artwork created with AI assistance. Not yet playtested.
The 10-15 minute duration is an estimate that includes shared activities.