**Puzzles, Brain Teasers, and Activities: Passengers of the Underworld**

***The Haunted Chronicles***

**1. Train Timetable Word Search:**

Create a word search puzzle where students find hidden words related to the Midnight Train, such as "conductor," "fog," "regret," "watch," and "souls."

* **Activity:** Students can print and complete the word search or use an interactive version online, where they click and drag to highlight the hidden words.

**2. Escape the Fog Maze:**

Design a maze where students help Cole navigate through the fog to escape the train. The maze includes blocked paths that symbolize the dead-end choices Cole faces in the story.

* **Activity:** Provide a printable version for students or an interactive maze they can complete online by dragging their cursor.

**3. Time Travel Math Challenge:**

Since the story involves manipulating time, students can solve math puzzles about adding and subtracting time.

* **Example:** "If Cole has 5 hours left to fix the watch, but each puzzle takes 45 minutes to solve, how many puzzles can he complete before time runs out?"
* **Activity:** Printable worksheets or interactive time challenges where students enter their answers and receive feedback.

**4. Memory Reflection Quiz:**

Based on the novel’s theme of memory and reflection, students are challenged to answer questions about the book’s plot and hidden details. Each correct answer moves them closer to “fixing the watch” and unlocking the next clue.

* **Activity:** Interactive quiz where each correct answer gives students a puzzle piece to reveal the next part of the story.

**5. The Conductor's Riddles:**

The Conductor often speaks in riddles, challenging Cole to think deeper. Create a set of riddles based on the book’s themes of time, regret, and mystery.

* **Example Riddle:** "I move without moving, I keep ticking without hands. Without me, you’re lost, but too much of me and you’re trapped. What am I?"
* **Answer:** Time.
* **Activity:** Students can solve a series of riddles to unlock special content (bonus facts or sneak peeks of future books).

**6. Ghostly Passenger Matching Game:**

In the story, the passengers on the Midnight Train each have their own backstory. In this activity, students are presented with short descriptions of different passengers and their objects (e.g., a photograph, a necklace). They must match each passenger to the correct object.

* **Activity:** Interactive drag-and-drop game on the website or printable card matching game.

**7. Fix the Watch: Interactive Puzzle:**

Create a digital or printable puzzle where students “fix” the broken pocket watch by solving logic puzzles. These puzzles could involve rotating gears, solving Sudoku-like grids, or using clues hidden within the book’s text.

* **Activity:** Online game where students click and drag pieces to complete the puzzle.

**8. Create Your Own Midnight Train Passenger:**

Students can get creative by designing their own character who boards the Midnight Train.

* **Prompt:** "Imagine you’ve boarded the Midnight Train. What unfinished business keeps you there? What object would represent your regret?"
* **Activity:** Students can submit their stories and artwork to be featured on the website in a “Passenger Gallery.”

**9. Hidden Message Cryptogram:**

Create a cryptogram puzzle where students decrypt a message from the Conductor. The message reveals important information or a hidden clue that ties into the book’s plot.

* **Activity:** Printable cryptogram or interactive cipher-decoding game where students enter letters to solve the mystery.

**10. Character Personality Quiz:**

Create a fun personality quiz where students answer questions to determine which character from *Passengers of the Underworld* they are most like. The quiz could include options like Cole, the Conductor, Sage, or even one of the shadowy passengers.

* **Activity:** Interactive personality quiz on the website with a shareable result at the end.