

Source:

To test his prized cows' intelligence, Farmer John has trapped Bessie and Elsie in an escape room!

The escape room is a long tunnel in which the cows are traveling—Bessie at $-0.4c$ and Elsie at $0.6c$. At the start of the puzzle, both cows are at position zero in the tunnel where Farmer John is observing. To escape, Bessie has to turn on a light so Elsie sees it five seconds after the challenge begins.