THE MIDNIGHT MAP

The Crow's Crooked Clues



Build a picture. Shout at lasers. Twist a phone. Carry three keys. Catch one extremely overdramatic crow.

1 BUILD

2 SPOT

3 DODGE

4 TWIST

5 UNLOCK

GAME MASTER

Set up the crooked case

KEEP PRIVATE

This sample is deliberately short on reading and big on doing. Cut the six picture tiles and the three brass keys. Keep pages 10-11 private.

ROUTE + WHAT TO HIDE

FOUND/FINISH	PLACE	CONTENTS
START	Give pages 3-4	Opening + six scene tiles
BOOKS	Hide page 5	Picture puzzle + MIDDLE key
SOFA	Hide page 6	Laser mission + LONG key
FRIDGE	Hide page 7	QR/mirror card + SHORT key
DESK	Hide page 8	Three-key finale
BED	Hide page 9 + reward	Final reveal

LASER ALARM SETUP

Optional: stretch three loose strands of wool between two low, stable objects in a clear area. Never use a doorway or stairs. No wool? Point to three imaginary beams. On success say: 'The Crow fled to the FRIDGE!'

MATERIALS

Scissors; 5 envelopes or folded sheets; wool/string optional; phone optional; household mirror; a tiny reward at the bed. Read prompts aloud for younger players.

URGENT DELIVERY

A letter from the Midnight Cartographer

START HERE

DETECTIVES!

Detectives! The Clockwork Crow stole the Midnight Map, tripped his own alarm and dropped three very suspicious keys. Rebuild his torn picture, follow the surprises and keep every brass key you find. Ready? Shout: CROW, WE'RE COMING!



FIRST MISSION: Cut out the six picture tiles on the next page. Put the scene back together. What is the Crow pointing at?

TORN EVIDENCE

Rebuild the Crow's crooked room

CUT + BUILD

Cut around the coral torn edges. Rebuild the Observatory - the Crow's pointing wing gives away where to run.

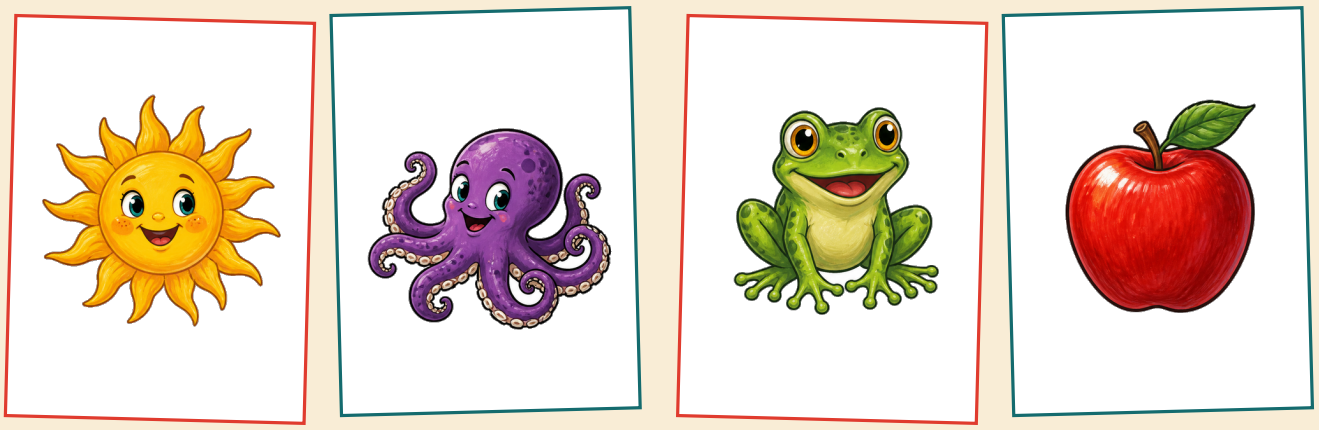


CROOKED CLUE 02

The Crow's First-Class Theft

FOUND AT BOOKS

> 'I stole the FIRST thing from everything!' - The Clockwork Crow



Say each picture aloud. Keep only what comes FIRST. What hiding place do the four beginnings make?

CUT OUT + KEEP



MIDDLE BRASS KEY

CROOKED CLUE 03

LASER ALARM!

FOUND AT SOFA

TEAM MISSION

Cross the laser field without touching a beam.

Trip one? Everyone shout 'WEE-OOO!' and reset.

SUCCESS? SHOUT: CROW DOWN!

CUT OUT + KEEP



LONG BRASS KEY

CROOKED CLUE 04

The Upside-Down Crow

FOUND AT FRIDGE

Scan the seal. The Crow twisted the message - turn the whole phone until you can read it.

PHONE ROUTE

When the message makes sense, race away before the Crow flips it again.

NO PHONE? USE A MIRROR

THE LAST ENVELOPE
IS AT THE DESK.

Hold this card up to a household mirror. The backwards message becomes readable.

CUT OUT + KEEP



SHORT BRASS KEY

FINAL CROOKED CLUE

The Three-Key Lock

FOUND AT DESK

Bring your three brass keys. Line them up SHORTEST to LONGEST, then inspect their teeth.

1



2



3

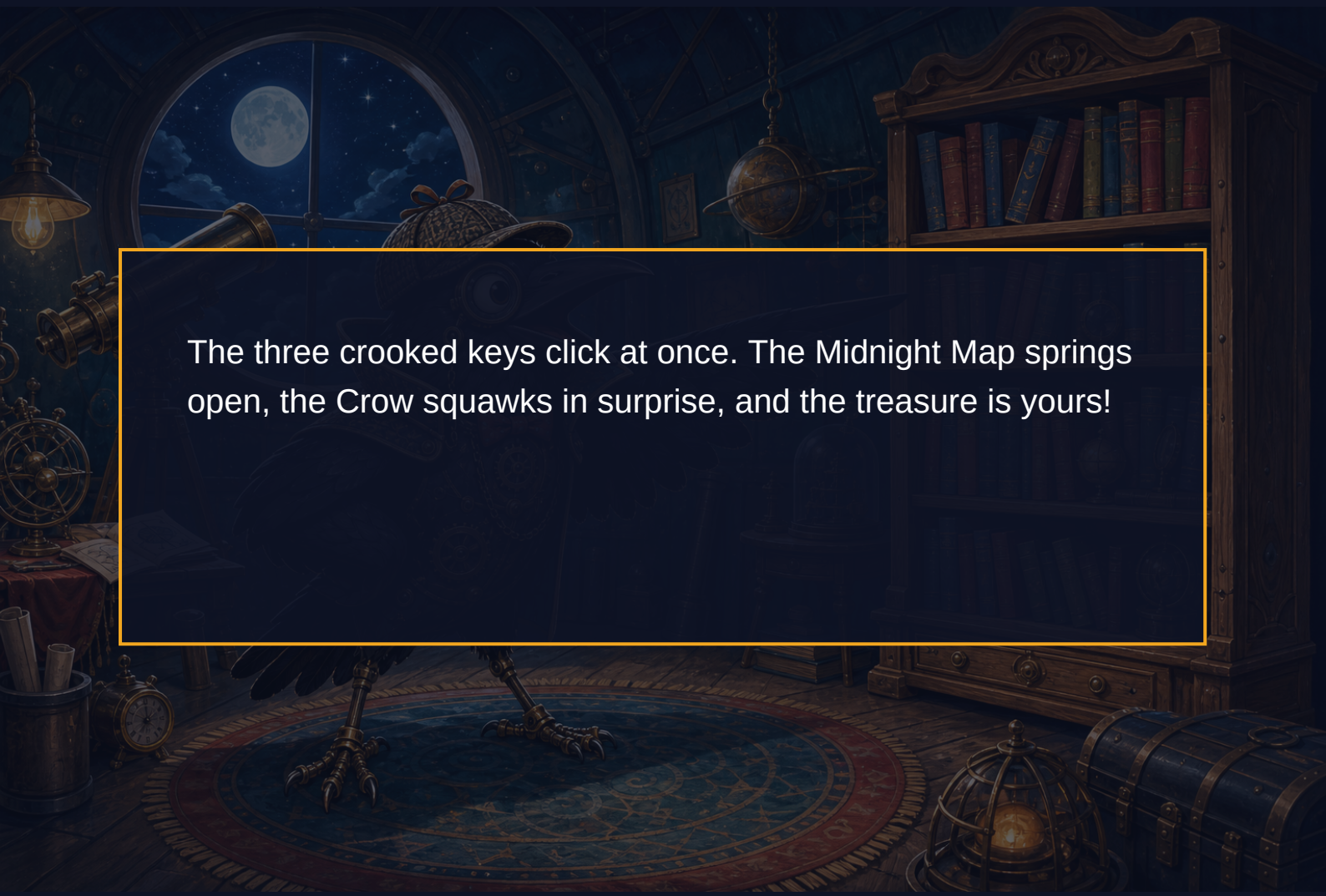


PLACE THE REAL PAPER KEYS HERE

The keys have been whispering the treasure place all along. What do their three tiny letters spell?

CASE CLOSED

THE MIDNIGHT MAP SPRINGS OPEN!



The three crooked keys click at once. The Midnight Map springs open, the Crow squawks in surprise, and the treasure is yours!

BED

TREASURE FOUND

Certified Crow-Catchers - Picture Rebuilt, Lasers Dodged, Map Recovered

Quick wins, wordplay and the fun gate

KEEP PRIVATE

STAGE 1 - THE CROOKED OBSERVATORY (ABOUT 50 SEC)

Players assemble the six scene tiles. The Crow's wing points across the completed picture to the bookcase. Answer: BOOKS. Hide page 5 there with the middle E key. Hint order: match the moon window; follow the wing; name the tall shelf.

STAGE 2 - FIRST-CLASS THEFT (ABOUT 60 SEC)

Players name SUN, OCTOPUS, FROG, APPLE. The Crow stole the FIRST thing, so their first letters spell SOFA. Hide page 6 there with the long D key. No writing is necessary: say the names aloud.

STAGE 3 - LASER ALARM (ABOUT 60 SEC)

This is a FUN_GATE, not a data source. When the team crosses and shouts CROW DOWN, celebrate and say: 'The Crow fled to the FRIDGE!' The imaginary-beam version is equally valid. Hide page 7 there with the short B key.

KEEP PRIVATE

Magic, the three-key finale and experience check

STAGE 4 - THE UPSIDE-DOWN CROW (ABOUT 30 SEC)

The QR opens a short character message displayed upside down. Players rotate the whole phone and read THE LAST ENVELOPE IS AT THE DESK. The mirror fallback reveals the same sentence. There is no answer box, code or decoder.

STAGE 5 - THE THREE-KEY LOCK (ABOUT 90 SEC)

Players bring the short, middle and long brass keys, arrange them by size and inspect the teeth. Their tiny letters read B-E-D. The treasure and page 9 wait at the bed. Hint the size order before pointing out the letters.

SHOWCASE EXPERIENCE GATE

PASS TARGETS: one 30-60 second tactile win; one playful word/picture puzzle; one FUN_GATE; one visual/digital surprise; one under-three-minute finale; zero grids; zero required writing; five short player prompts; at least three movement/manipulation stages; one deliberately silly alarm moment. Fun, surprise and movement outrank reasoning-step count.