THE ESCAPE FILES · CASE 01

The Midnight Museum

Six locked rooms. One stolen star. Can you crack the code before sunrise?



THIS BOOK BELONGS TO DETECTIVE:

_____

An escape-room adventure for detectives aged 8–12

How to Escape This Book

1 **Read the story.**
Every room tells you what happened tonight.

2 **Open the lock.**
Each room has one puzzle. Solve it and it gives you **one digit**.

3 **Build the Master Code.**
Write every digit in your Detective Notebook. 6 rooms, 6 digits.

4 **Collect the evidence.**
Some rooms hide a clue about the thief. Write each one on your Evidence Board.

5 **Open the vault, name the thief.**
The code opens the vault. The evidence tells you who did it.

YOU WILL NEED

a pencil | an eraser | a sharp mind



Pip says: "Tick-tock! If a lock won't budge, check my hints near the back of the book. A hint is a nudge, not the answer."

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CASE FILE · TOP SECRET

The Moonstone Star Is Gone

MUSEUM HALLOWAY — 11:58 PM

Your class is staying overnight at Museum Halloway for the famous Sleepover with the Stars. Tomorrow, the museum will show its greatest treasure: the Moonstone Star, a blue gem as big as a plum.

At midnight, every light goes out. When they flicker back on, the alarm is screaming, the glass case is empty, and the doors are sealed tight.

A crackly message plays from the speakers: "This is Dr. Sasha Rosales, the curator. If you hear this, the Rosales Locks are on. Each room hides one number. Find them all and the vault will open."

Somebody in this building stole the Star. And you are the only detective awake.

YOUR FIRST HUNCH *Who do you suspect — and why?*

Your Partner



PIP

A clockwork owl who has watched over old buildings for one hundred years and never forgets a face. Owls don't have thumbs, so Pip can't open locks — but Pip gives excellent hints.

LIVES Inside a great old clock	**AGE** 101 years (and 3 minutes)
LOVES Puzzles, polish, moonlight	**SAYS** "Tick-tock!" a lot

The Curator



DR. SASHA ROSALES

She built the Rosales Locks to protect the museum. Now nobody can find her — only her puzzles are left behind.



Pip says: Look closely at every picture — some clues hide in the art, not in the words. Read every room before you open its lock!

The Suspects



REESE CALLOWAY

Night guard

- Carries keys to every door
- Wears flat rubber boots
- Always chewing peppermints

JESSE BAXTER

Art intern

- Has no keys
- Wears flat canvas sneakers
- Painted the Armory sign at 5 pm

COUNT DALTON

Gem collector

- Has no keys
- Wears pointy heeled boots
- Toured the Space Gallery at 3 pm in a green velvet coat

Suspect checklist

Tick one box as the clues come in

	CLEARED	SUSPECT
Reese Calloway — Night guard	☐	☐
Jesse Baxter — Art intern	☐	☐
Count Dalton — Gem collector	☐	☐

Map

Shade each room when you escape it.

01 Grand Hall	**02** Dinosaur Hall	**03** Clock Tower
04 Armory	**05** Space Gallery	**06** Curator's Office
VAULT		

Detective Notebook

MASTER CODE

1	2	3	4	5	6

EVIDENCE BOARD

A Room 2 _____

C Room 3 _____

D Room 4 _____

B Room 5 _____

E Room 6 _____

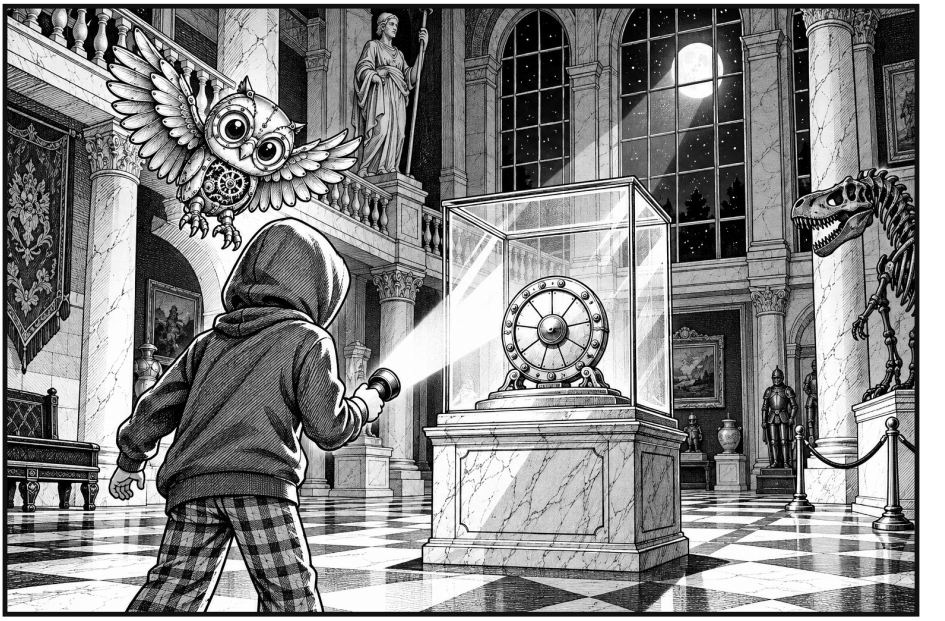


Pip says: "Every digit from your rooms will be different. If one repeats, check that lock again!"

ROOM

01 The Grand Hall

The doors slam behind you. Moonlight pours over the marble floor and the empty gem case in the middle of the hall.



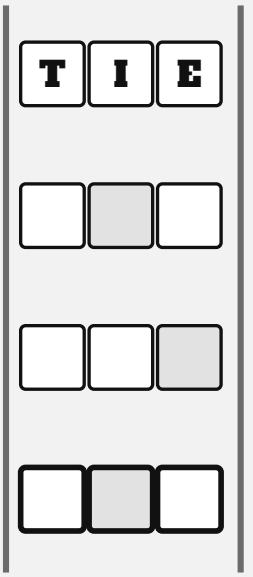
A small shape lands on your shoulder. “At your service,” whispers Pip. “Dr. Rosales left one of her locks right here. Let’s open it.”

ROOM NOTES *What looks out of place?*

LOCK 01

The Word Ladder

Climb down the ladder. The top word is given. Change **one letter** on each rung to make the word in the clue (the shaded box is the letter that changes). The bottom rung is a number!



Start here.

The little piggy at the end of your foot.

Me ___! (It means “also”.)

A number!

LOCK 01 OPENS WITH ☐

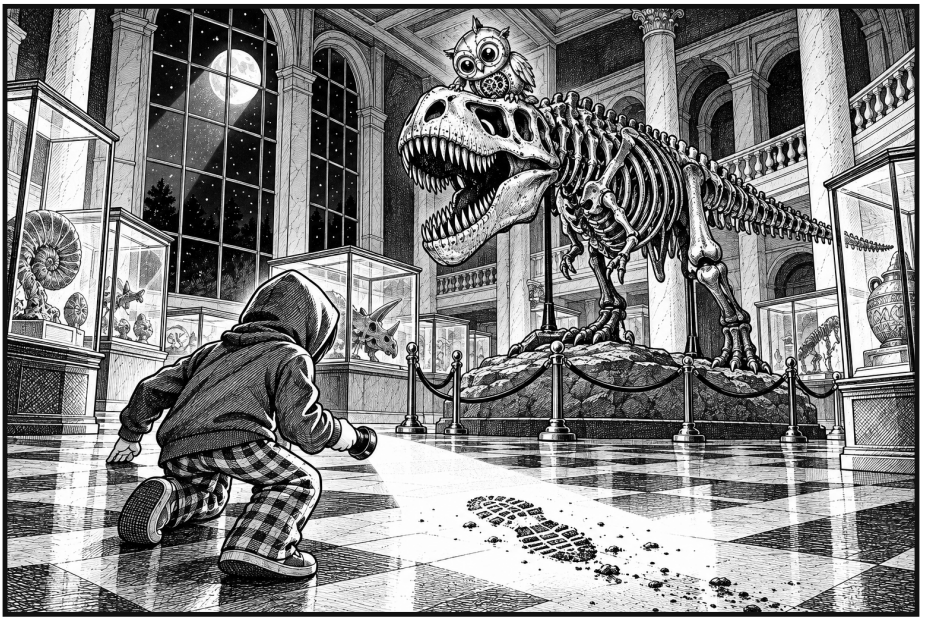
Write this digit in box **1** of your Master Code on page 7.

Stuck? Pip’s hint #1 is on page 24.

ROOM
02

The Dinosaur Hall

A giant skeleton towers over you, its jaws frozen in a silent roar. Somewhere inside the maze of display cases, a lock clicks.



Your torch beam catches something on the floor: a **muddy boot print**, wide and perfectly flat.

ROOM NOTES *What looks out of place?*

EVIDENCE A A muddy boot print with a **completely flat sole** — no heel at all.

LOCK 02

The Morse Message

Each group of dots and dashes is one letter. Find it in the Morse key and write the letter in the box below.

A •–	H ••••	O –––	V •••–
B –•••	I ••	P •––•	W •––
C –•–•	J •–––	Q ––•–	X –••–
D –••	K –•–	R •–•	Y –•––
E •	L •–••	S •••	Z ––••
F ••–•	M ––	T –	
G ––•	N –•	U ••–	

–•–• ––– –•• •

□ □ □ □

••• • •••– • –•

□ □ □ □ □

LOCK 02 OPENS WITH □

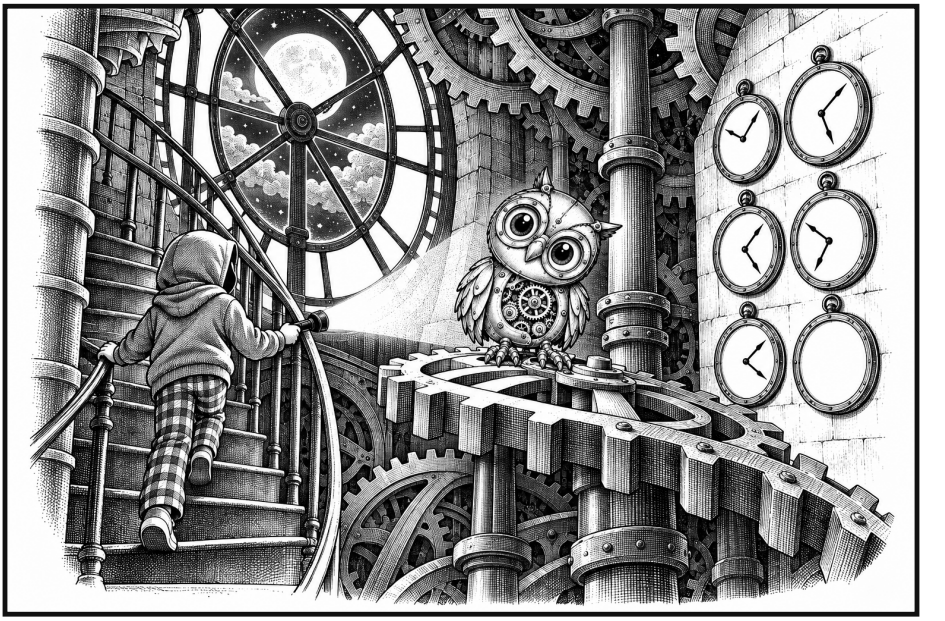
Write this digit in box **2** of your Master Code on page 7.

Stuck? Pip's hint #2 is on page 24.

ROOM
03

The Clock Tower

You climb the narrow stairs into the Great Clock. Huge gears turn slowly overhead: *tick… tock… tick…*



"At a quarter past midnight I heard footsteps on these stairs," Pip says quietly, "and **keys jingling**. Lots of keys."

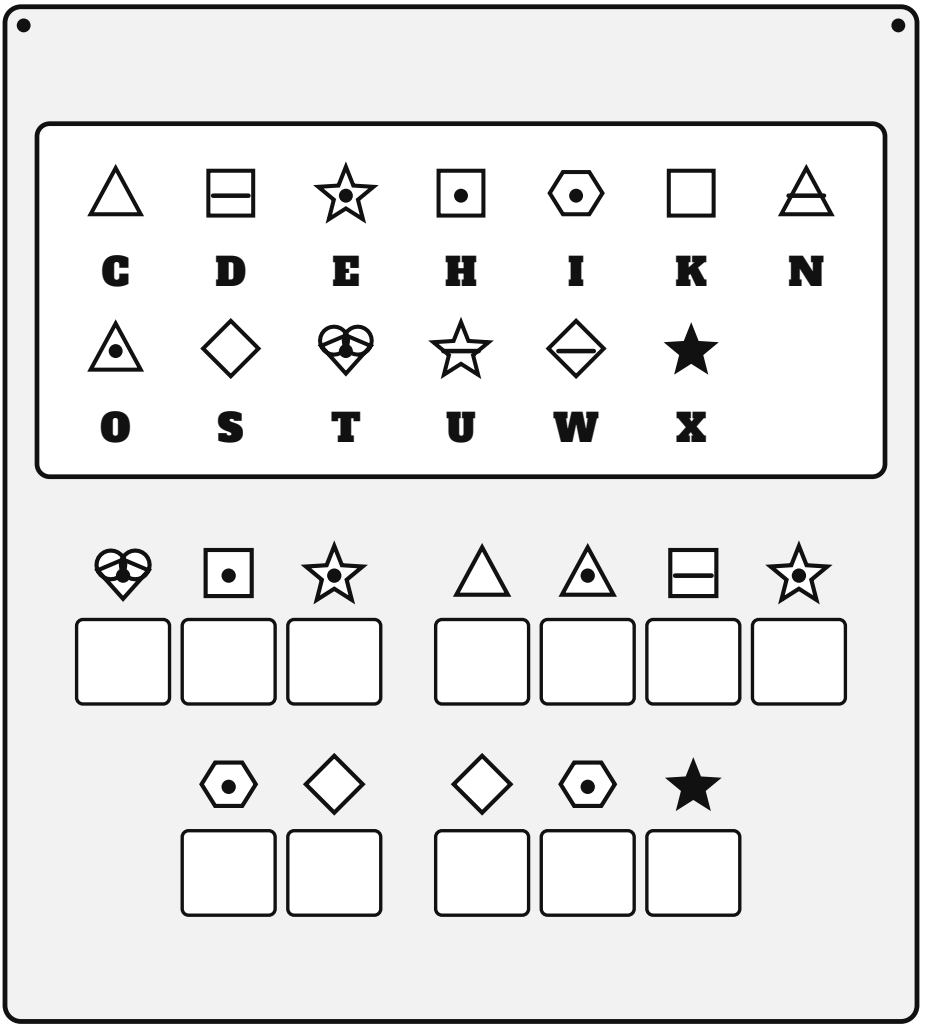
ROOM NOTES *What looks out of place?*

EVIDENCE C Pip heard **a big ring of keys** on the tower stairs at 12:15 am.

LOCK 03

The Picture Alphabet

Every picture stands for one letter. Use the key to turn each picture into a letter.



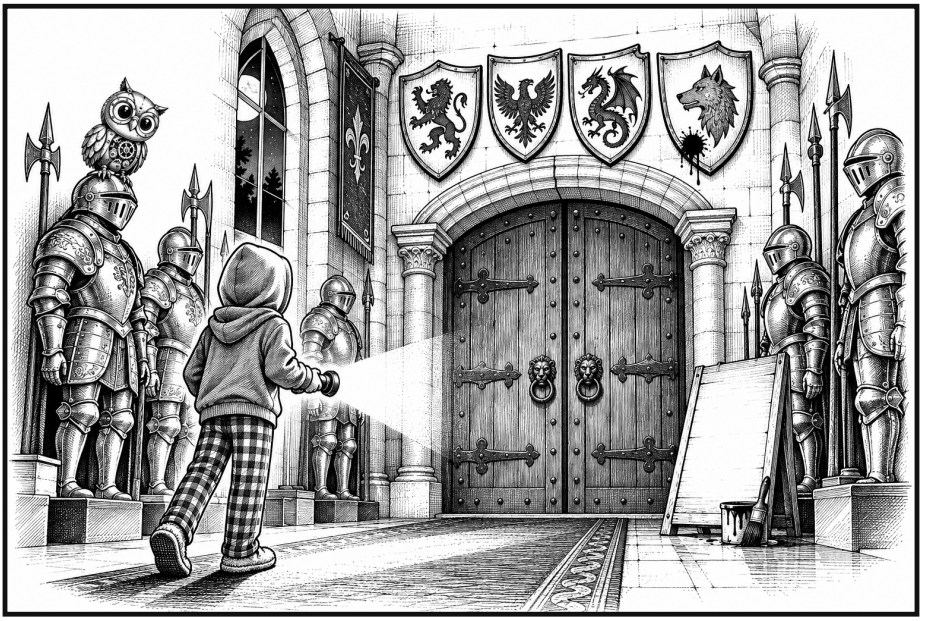
LOCK 03 OPENS WITH ☐

Write this digit in box **3** of your Master Code on page 7.

Stuck? Pip's hint #3 is on page 24.

ROOM
04 The Armory

Suits of armour line the walls like silent guards. Four shields hang above the door.



There's a **paint smudge** on one shield — but the Armory sign says *Painted by L. Baxter, 5 pm*. "Paint dries slowly," Pip says. "That smudge is from this afternoon."

ROOM NOTES *What looks out of place?*

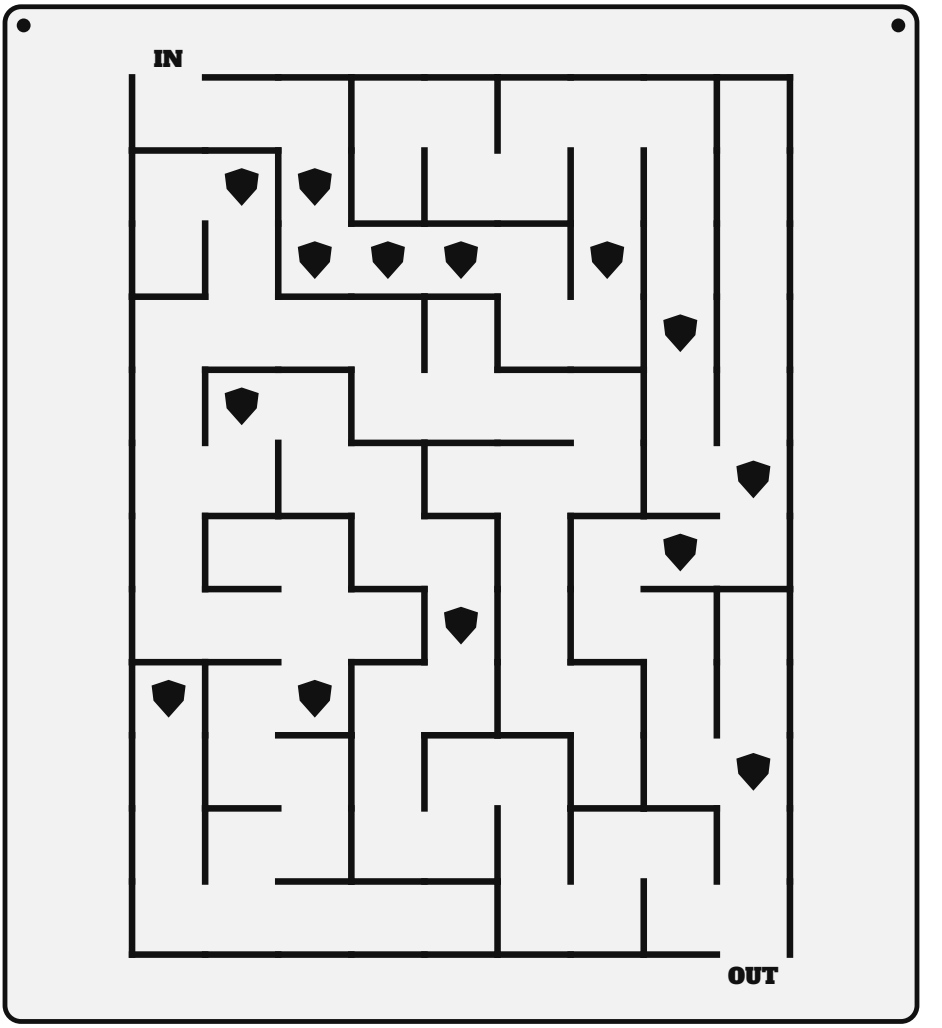
EVIDENCE D A paint smudge from the **5 pm** sign painting — before midnight.

MASTER CODE 1 2 3 **4** 5 6

LOCK 04

The Maze

Find the only path from IN to OUT. Count the icons that sit **on your path**. Ignore the others.



LOCK 04 OPENS WITH ☐

Write this digit in box **4** of your Master Code on page 7.

Stuck? Pip's hint #4 is on page 24.

ROOM

05 The Space Gallery

Model rockets point toward a painted sky full of stars, but somebody has knocked them all over.



On one rocket fin you spot a **thread of green velvet**. Then you notice the visitor sign: *Count Dalton — 3:00 pm tour*.

ROOM NOTES *What looks out of place?*

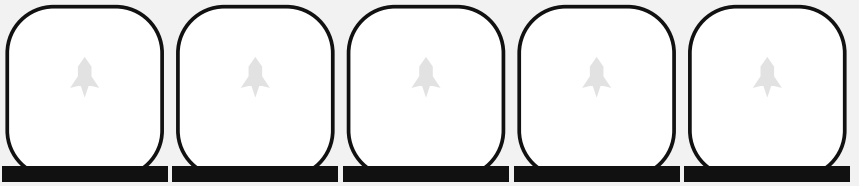
EVIDENCE B A green velvet thread on a rocket fin — left during the **3 pm tour**, hours before the theft.

MASTER CODE [1] [2] [3] [4] [5] [6]

LOCK 05

Back on the Launch Pads

Someone knocked the rockets off their launch pads. Use the clues to put each one back.



QUASAR · NOVA · ZENITH · METEOR · ORBIT

1. **Meteor** is on launch pad 4.
2. **Quasar** is on one of the two end launch pads.
3. **Orbit** is on launch pad 1.
4. **Orbit** is right next to **Nova**.

Which launch pad is **Zenith** on?

LOCK 05 OPENS WITH ☐

Write this digit in box **5** of your Master Code on page 7.

Stuck? Pip's hint #5 is on page 24.

ROOM

06 The Curator's Office

Books are piled to the ceiling. Dr. Rosales's desk is covered in maps, magnifying glasses and an empty velvet box.



Inside the box lies a **crumpled peppermint wrapper**. "Dr. Rosales never eats sweets," Pip says. "Somebody else was here tonight."

ROOM NOTES *What looks out of place?*

EVIDENCE E A **peppermint wrapper** inside the empty gem box.

MASTER CODE 1 2 3 4 5 **6**

LOCK 06

The Picture Grid

The numbers tell you how many squares in a row to shade, in order, with at least one gap between groups. Grey squares are already shaded for you; x squares stay empty. Shade the grid to reveal a hidden number.

		2	1	1	7	1	0	0	1	0
				1						
			1	1		1				
	0									
1	1									
	0									
	1									
	2									
1	1		■							
1	1									
	5									
	1									
1	1									
	0									

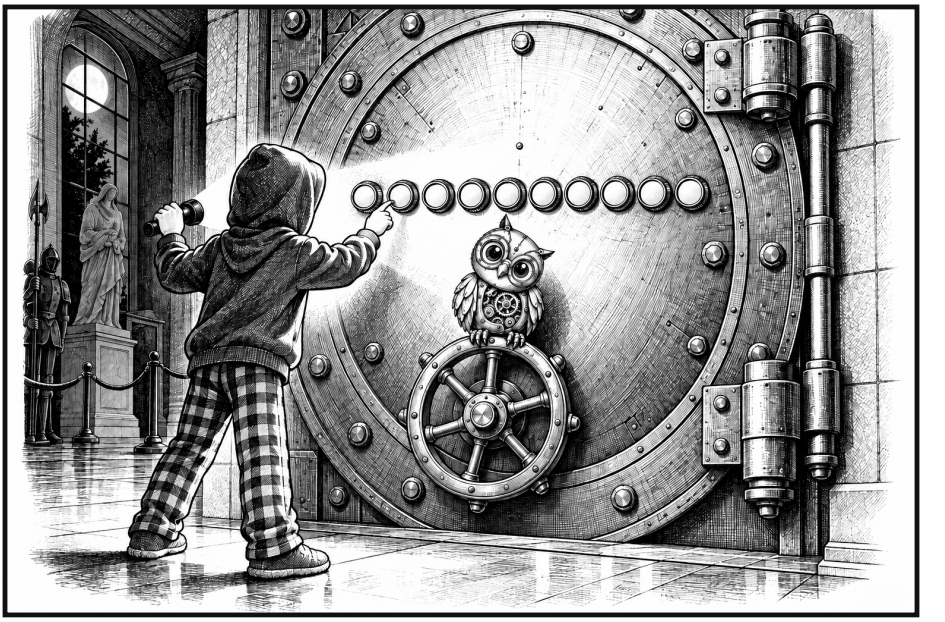
LOCK 06 OPENS WITH ☐

Write this digit in box **6** of your Master Code on page 7.



Stuck? Pip's hint #6 is on page 24.

The Vault



Copy your Master Code into the vault dials. If every digit is right, the code uses 6 **different** numbers.

1	2	3	4	5	6

Pip says: "If a number appears twice, one lock needs another look!"

BEFORE YOU TRY THE DIALS

- ☐ All 6 locks are open
- ☐ Every box in your Master Code has a digit
- ☐ Your Evidence Board has 5 clues
- ☐ You checked the Map: every room is shaded

Name the Thief



The vault opens… and the Star is **not** inside. The thief still has it. Use your Evidence Board. Cross out a suspect when the evidence rules them out.

	Reese Calloway	Jesse Baxter	Count Dalton
Flat boot print (A)			
Ring of keys at 12:15 (C)			
Peppermint wrapper (E)			

THE THIEF IS: _____

Turn the page when you are sure.

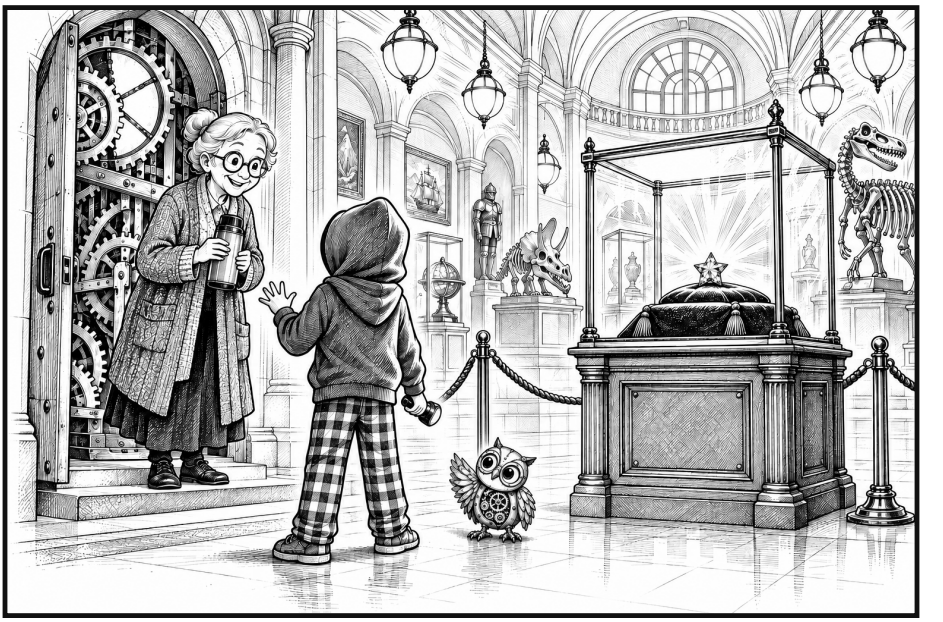
Case Closed



You march to the guard booth with Pip on your shoulder. Reese Calloway jumps so hard he spills his thermos — and out rolls a blue gem as big as a plum.

"I only wanted to *borrow* it," he mumbles, a peppermint still in his mouth.

Detective's case report *How did you crack it?*



The lights blaze on. The doors unlock with happy clicks. And from the Clock Tower door steps Dr. Sasha Rosales herself, holding a thermos of hot chocolate.

“I locked myself in the tower to keep the code safe,” she laughs. “I hoped a real detective would find it.”

The Moonstone Star is safe. But Dr. Rosales has a strange letter in her pocket — a letter about a lighthouse that turns off its own light...

NEXT CASE

THE LIGHTHOUSE THAT WENT DARK

Pip's Hints

Read only the hint you need!

#1 The second word is 3 letters long and starts with T.

#2 The first group is dash dot dash dot — that's the letter C.

#3 The first word is THE. Find its pictures in the key and check them off.

#4 Trace the path lightly in pencil first. Dead ends are fine — back up and try again. Only count icons your line touches.

#5 Start with the clue that tells you exactly where Meteor goes, then fill in around it.

#6 Start with the biggest numbers: in a long run, the middle squares must be shaded.

Solutions

Lock 01 · Digit 2

TIE → TOE → TOO → TWO

Lock 02 · Digit 7

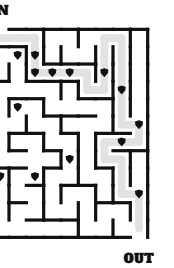
CODE SEVEN

Lock 03 · Digit 6

THE CODE IS SIX

Lock 04 · Digit 9

9 icons lie on the path (shaded). The others are on dead ends.

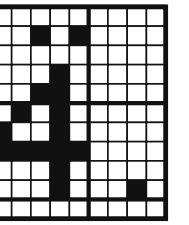


Lock 05 · Digit 3

Launch Pad 1: Orbit · Launch Pad 2: Nova · Launch Pad 3: Zenith · Launch Pad 4: Meteor · Launch Pad 5: Quasar

Lock 06 · Digit 4

The picture shows the number 4.



MASTER CODE

2 7 6 9 3 4

THE THIEF

Reese Calloway. The flat boot print rules out Count Dalton. Only Reese has keys, which rules out Jesse. The peppermint wrapper seals it. The other clues happened before midnight, so they don't count.

THE ESCAPE FILES

Certificate of Master Detective



This certifies that

_____

escaped all 6 locks, opened the vault and solved the case of

The Midnight Museum

_____ _____

Dr. Sasha Rosales Pip, clockwork owl

Detective Notes

Detective Notes