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. Rory Gallagher, the curator. If you hear this, the Gallagher 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. RORY GALLAGHER

She built the Gallagher 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



CASEY STROUD

Night guard

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

DAKOTA KETTERING

Art intern

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

COUNT WAINWRIGHT

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
Casey Stroud — Night guard	☐	☐
Dakota Kettering — Art intern	☐	☐
Count Wainwright — Gem collector	☐	☐

Map

Shade each room when you escape it.

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

Detective Notebook

MASTER CODE

1	2	3	4	5	6

EVIDENCE BOARD

D Room 2 _____

C Room 3 _____

B Room 4 _____

A Room 5 _____

E Room 6 _____

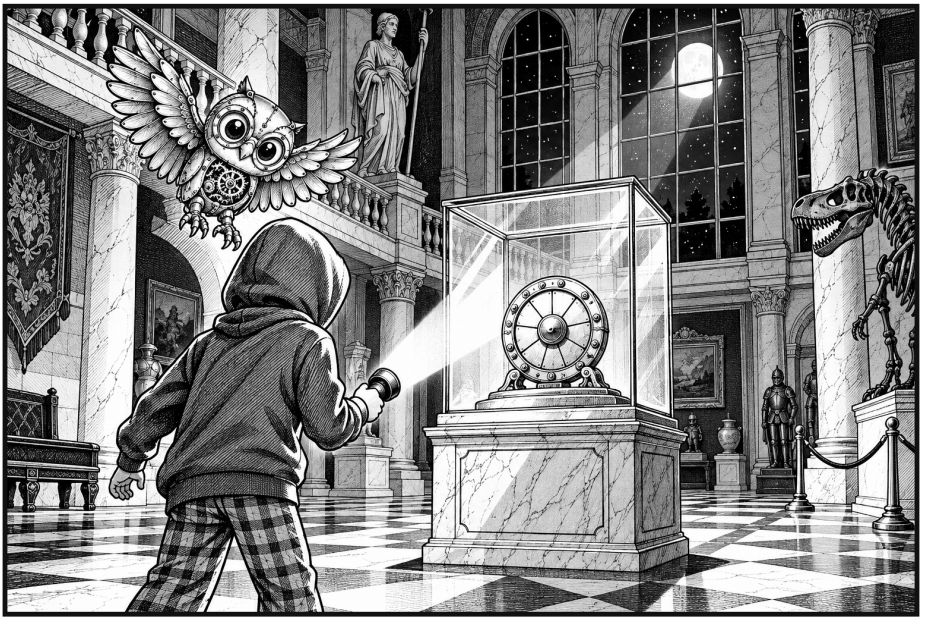


Pip says: "Every digit from your rooms will be different. If one repeats, check that lock again!"

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. Gallagher left one of her locks right here. Let’s open it.”

ROOM NOTES *What looks out of place?*

LOCK 01

The Riddle Board

Answer each riddle in the boxes. Read the **shaded first letters** from top to bottom — they spell a number.

1 I'm a big striped cat with orange fur.

2 You wear me on your wrist to tell the time.

3 I'm awake all night and ask one question: who?

LOCK 01 OPENS WITH ☐

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

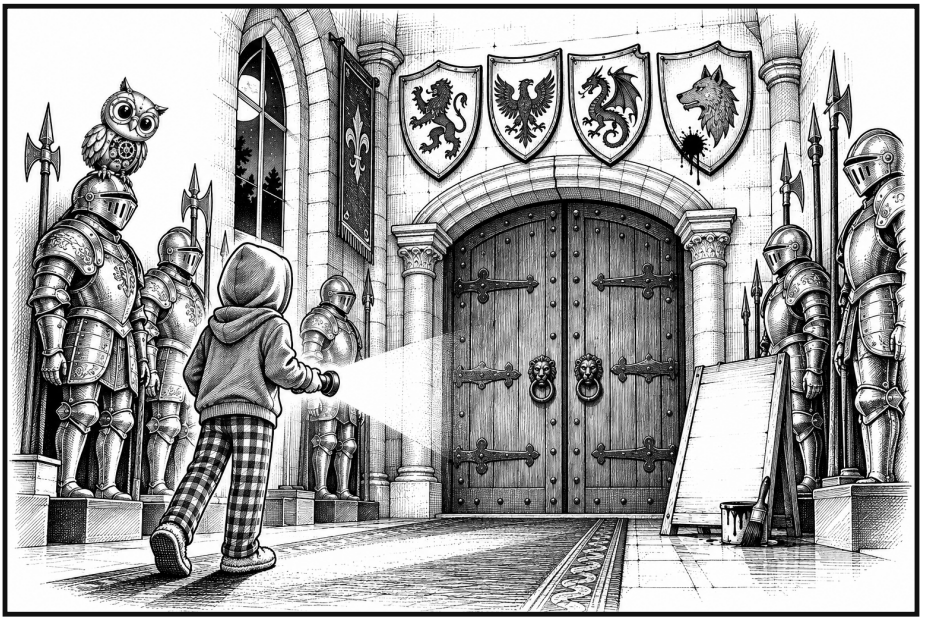


Stuck? Pip's hint #1 is on page 24.

ROOM
02

The 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. Kettering, 5 pm*. "Paint dries slowly," Pip says. "That smudge is from this afternoon."

ROOM NOTES *What looks out of place?*

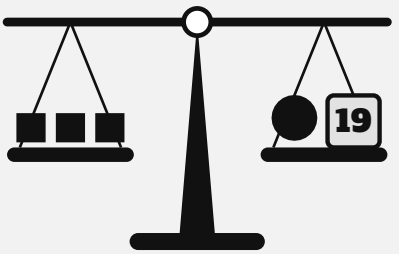
EVIDENCE D A paint smudge from the **5 pm** sign painting — before midnight.

LOCK 02

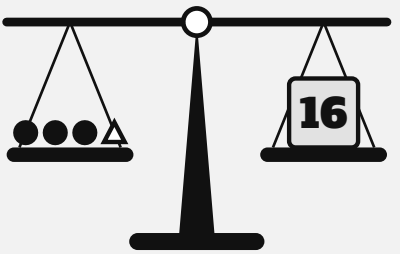
The Balance Scales

Every scale is perfectly balanced. Each shape always weighs the same whole number. A numbered block weighs exactly that number.

1



2



3



● circle △ triangle ■ square

How much does the **triangle** weigh?

LOCK 02 OPENS WITH ☐

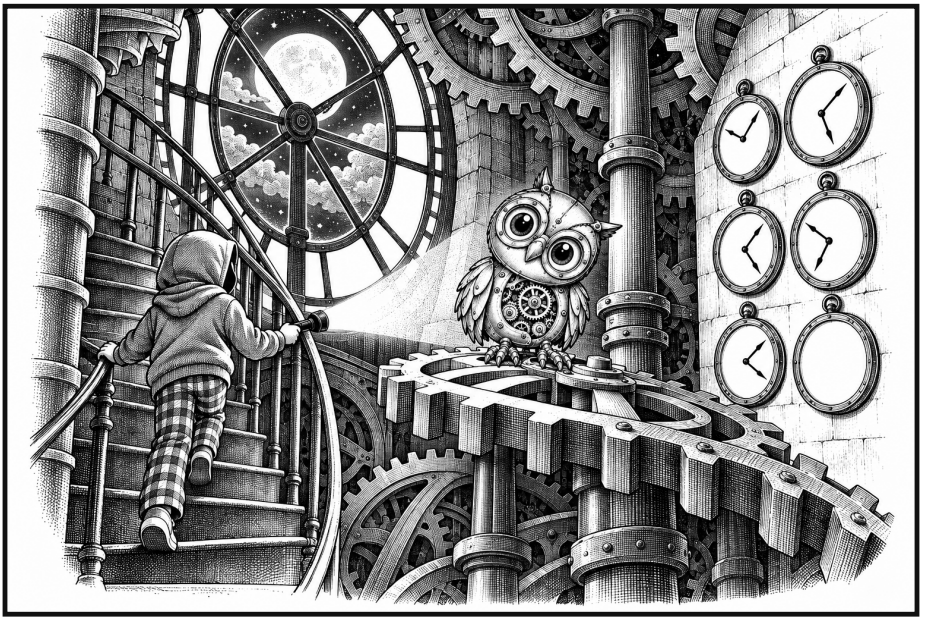
Write this digit in box **2** of your Master Code on page 7.

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 Calendar Countdown

Today is the **circled** day. The secret meeting is on the **next Tuesday** after today. How many days from today until the meeting?

MARCH

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

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 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 Wainwright — 3:00 pm tour*.

ROOM NOTES *What looks out of place?*

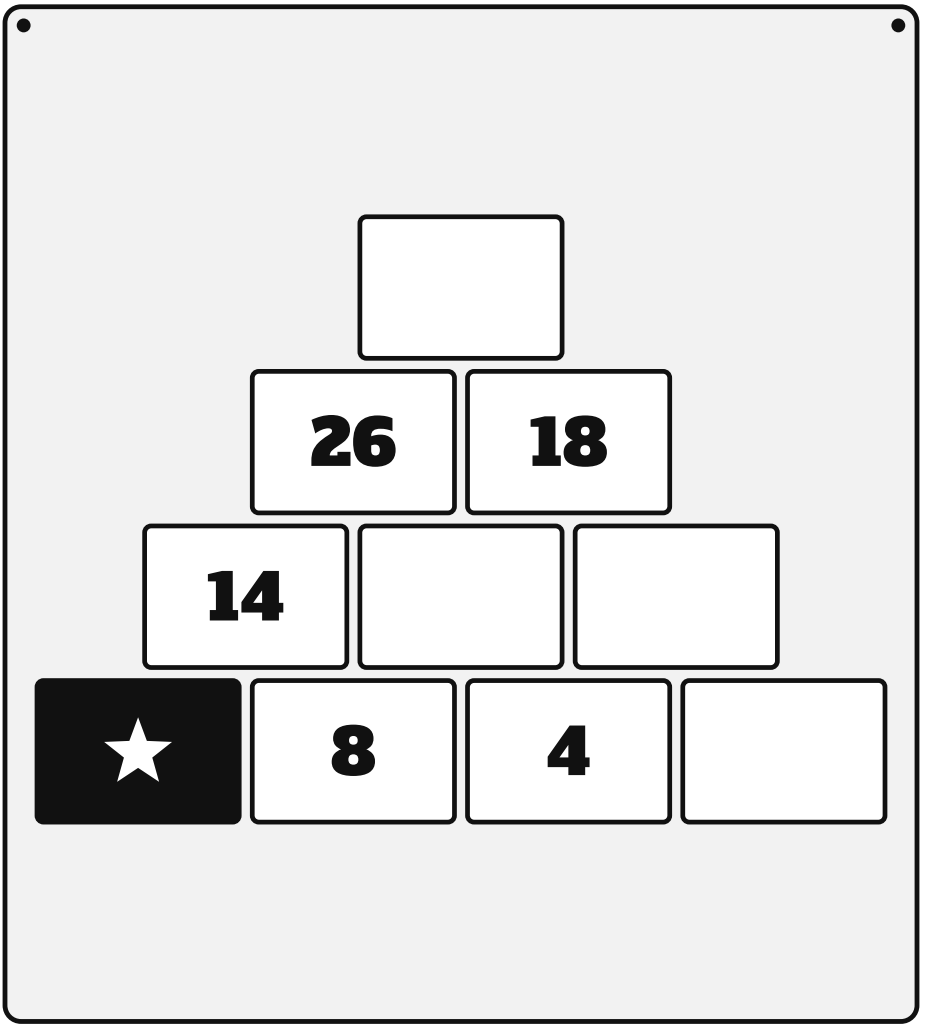
EVIDENCE B A green velvet thread on a rocket fin — left during the **3 pm tour**, hours before the theft.

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

LOCK 04

The Number Pyramid

Each block is the **sum of the two blocks directly below it**. Fill in the blanks and find the number in the **star** block.



LOCK 04 OPENS WITH ☐

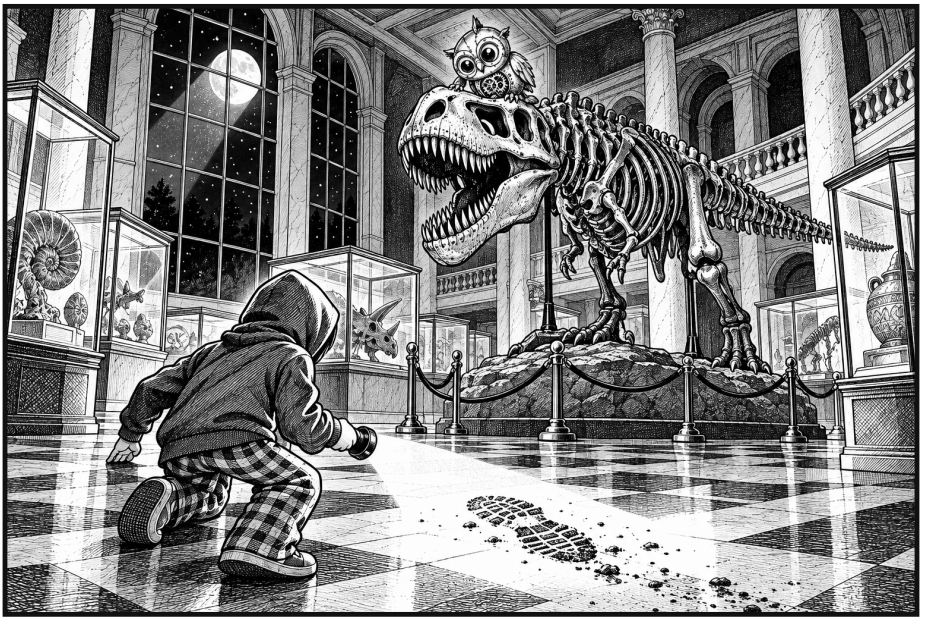
Write this digit in box **4** of your Master Code on page 7.

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

ROOM 05

The 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.

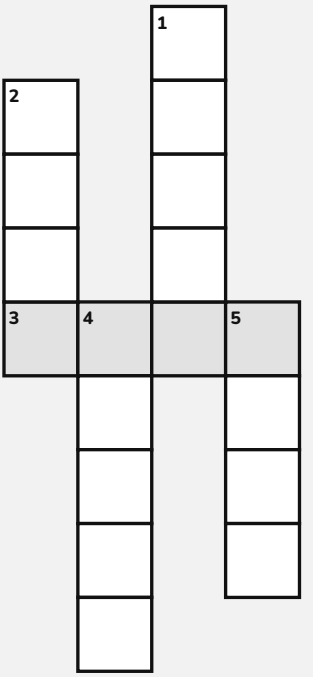
ROOM NOTES *What looks out of place?*

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

LOCK 05

The Mini Crossword

Solve the **Down** clues and write the words in the grid. The shaded row going **Across** then spells a number!



DOWN

1 A very tall, narrow building, like in a castle. (5)

2 The sound a busy bee makes. (4)

4 A large bird of prey with very sharp eyes. (5)

5 A hot box in the kitchen for baking cakes. (4)

ACROSS 3 The secret number (4)

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. Gallagher's desk is covered in maps, magnifying glasses and an empty velvet box.



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

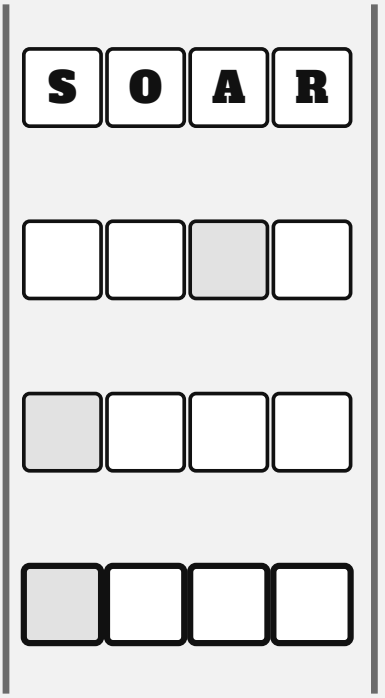
ROOM NOTES *What looks out of place?*

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

LOCK 06

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.

Lemons taste very ___.

___ the milk into the glass.

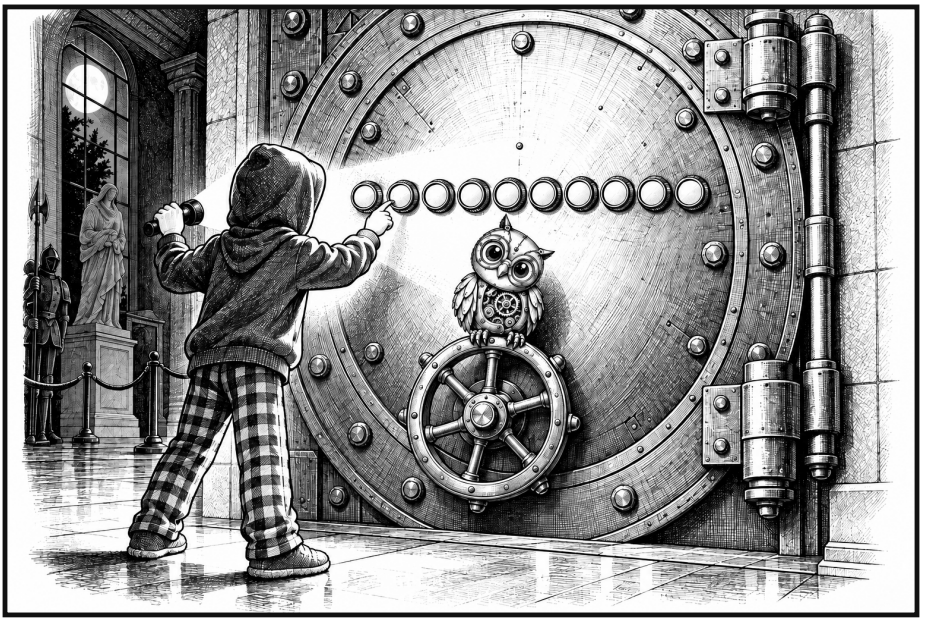
A number!

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.

	Casey Stroud	Dakota Kettering	Count Wainwright
Ring of keys at 12:15 (C)			
Flat boot print (A)			
Peppermint wrapper (E)			

THE THIEF IS: _____

Turn the page when you are sure.

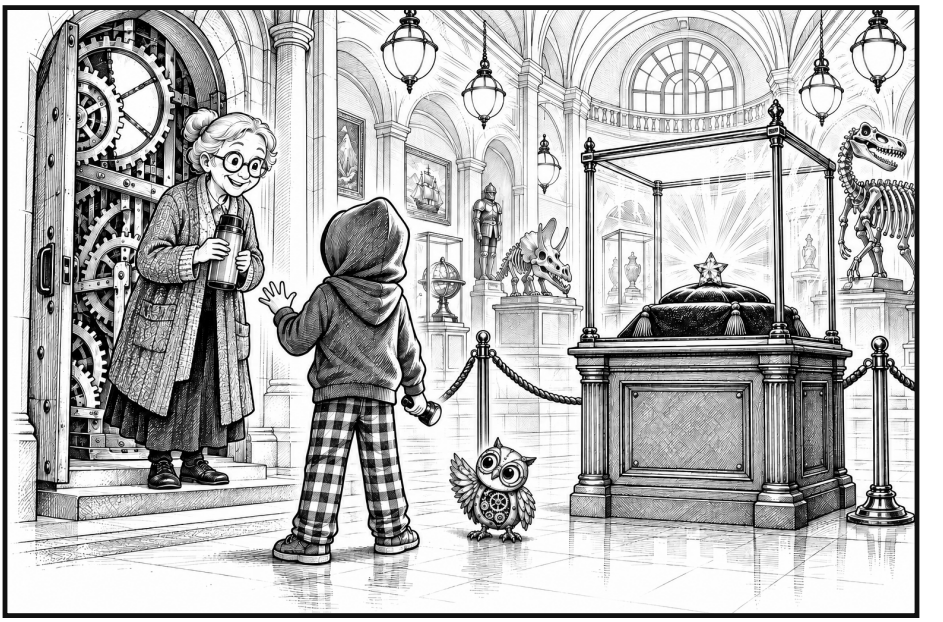
Case Closed



You march to the guard booth with Pip on your shoulder. Casey Stroud 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. Rory Gallagher 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. Gallagher 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 Riddle 1 starts with the letter T. The answers are all things you know well.

#2 Start with scale 3: only one kind of shape is on it, so you can divide.

#3 Find the Tuesday column first, then look for the right one after today.

#4 Two blocks next to each other add up to the block above them.

#5 Clue for the word in the first column: its answer is 4 letters and ends with Z.

#6 The second word is 4 letters long and starts with S.

Solutions

Lock 01 · Digit 2

TIGER · WATCH · OWL → TWO

Lock 02 · Digit 1

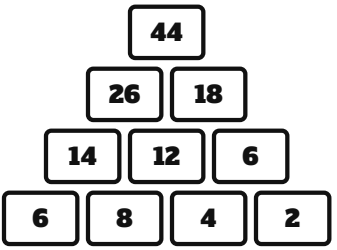
circle = 5 · triangle = 1 · square = 8

Lock 03 · Digit 7

March 17: 7 days

Lock 04 · Digit 6

Rows from the top: 44 / 26 18 / 14 12 6 / 6 8 4 2



Lock 05 · Digit 0

Down: BUZZ, EAGLE, TOWER, OVEN · Across: ZERO

Lock 06 · Digit 4

SOAR → SOUR → POUR → FOUR

MASTER CODE

2 1 7 6 0 4

THE THIEF

Casey Stroud. The flat boot print rules out Count Wainwright. Only Casey has keys, which rules out Dakota. 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. Rory Gallagher Pip, clockwork owl

Detective Notes

Detective Notes