Home by Midnight

Marta's house has to be ready for Christmas by midnight. She left the job to you.

ESCAPE ROOM | CHRISTMAS | 2–10 PLAYERS | ~60 MIN

THE STORY

It is Christmas Eve and the snow has not stopped since supper. Marta, the village toymaker, has gone down to the station to meet the midnight train and bring the late guests home. She left your team in her house with one job: get it ready for Christmas before the church strikes twelve. The fire is low, the tree is dark and frost has sealed the front door.

Marta never does anything the easy way. Her parlour and her study are full of small puzzles that only open for a team that talks. While one player reads, another is already searching the next room. Everyone walks through the same house, and whatever one of you finds goes into Marta's household book for the rest. Most of the game happens in conversation.

Home by Midnight is the warm room in our Christmas line-up. There is no monster, no countdown and no way to lose, only a fire that likes to be fed. It suits a team holiday party or an evening with friends who want an hour of cosy puzzling. It runs in the browser on a laptop with a mouse and keyboard, and nobody needs to download anything.



PLAYERS	2–10 players
DURATION	~60 min
TYPE	Escape room
PLATFORM	Browser, no installs
PRICING	Per session or membership





HOW IT PLAYS

1. **Join with one link**
   The host shares a link.
2. **Walk and look**
   Move with W A S D and look around with the mouse.
3. **One house, one notebook**
   Everyone is in the same house at the same time.
4. **Hand things over**
   Each player carries their own things.
5. **Ask Marta for help**
   Stuck?

BOOK A SESSION FOR YOUR TEAM playsuperglue.com/games/homebymidnight