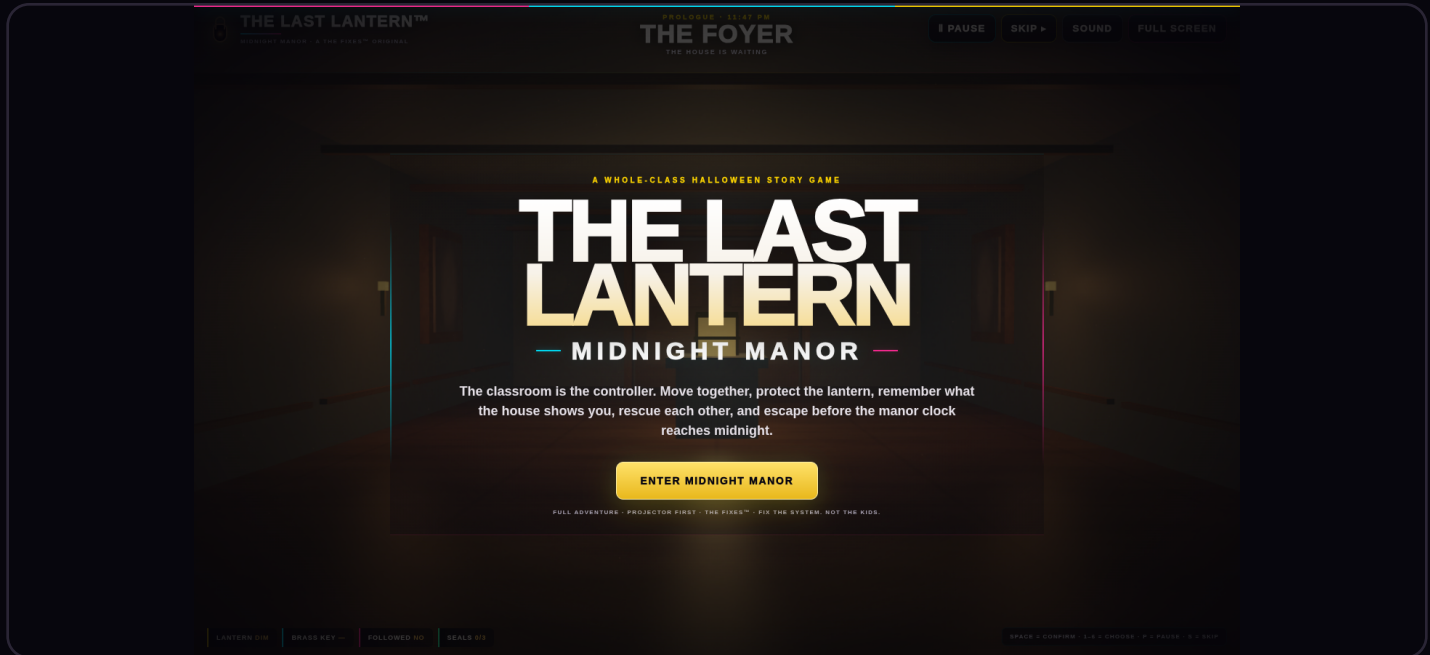


START HERE

THE LAST LANTERN(TM)

MIDNIGHT MANOR

A WHOLE-CLASS HALLOWEEN STORY GAME



PROJECT IT. DIVIDE THE ROOM. ENTER THE MANOR.

The classroom is the controller. Students move, freeze, remember, rescue, pass the lantern, and make story choices while the screen handles the cinematic adventure.

1 OPEN

Open the HTML in Chrome, Edge, or Safari. Use landscape/full screen and classroom speakers.

2 SET 6 ZONES

Identify Pink, Teal, Gold, Green, Purple, and Orange safe areas with clear walking paths.

3 PRESS ENTER

Click ENTER MIDNIGHT MANOR. The game runs chapter by chapter; use teacher controls only when needed.

THE SIX CLASSROOM ZONES



PINK



TEAL



GOLD



GREEN



PURPLE

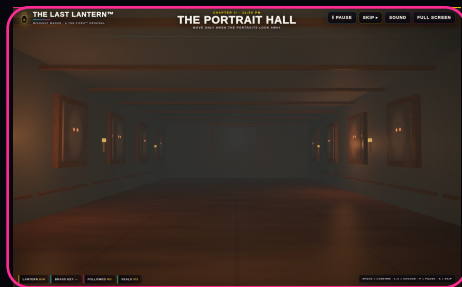


ORANGE

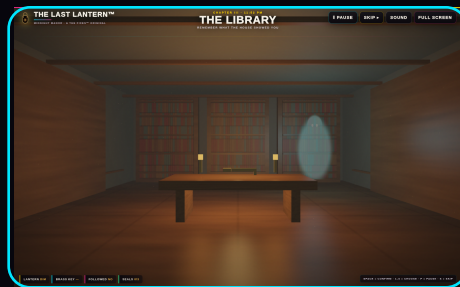
THE SAFETY RULE

WALK TOGETHER. DO NOT RUN. The 7-second movement windows are for safe relocation - not racing. Pause whenever the room needs more time.

HOW THE ADVENTURE WORKS



PORTRAIT HALL



LIBRARY



CLOCK TOWER

Every chapter introduces a different whole-class action. Mistakes do not eliminate students; they change the story, weaken the lantern, or make later choices harder.

I THE FOYER

Spread the class across all six colour zones; awaken the Last Lantern.

II PORTRAIT HALL

Three 7-second safe-zone moves. Walk before the portrait eyes open.

III THE LIBRARY

Remember the three marks, then choose the matching shelf (1-3).

IV SECRET PASSAGE

Three 7-second lantern handoffs. Complete 2 of 3 to earn the Seal of Light.

V THE BALLROOM

Copy three motions and freeze together when the music stops.

VI THE CELLAR

12-second Rescue Beat. Other zones send walkers to bring the locked group out.

VII CLOCK TOWER

Earlier choices matter: key, rescue, silence, balance, and safe-gear challenges open locks.

FINAL LAST HALLWAY

Remember the clock mark and choose the matching final door before midnight.

THE STORY REMEMBERS

The brass key, lantern strength, a following ghost, the Seal of Light, the Seal of Together, and the Clock Tower result all carry forward. A rough chapter can still lead to an escape.

CONTROLS, MOVEMENT + SAFETY

SPACE Confirm a physical challenge once the class is safely ready.

1-6 Choose when colour options are on screen. Library/final choices use 1-3.

P Pause / resume the game, countdowns, camera sequence, and sound.

S Skip the current cinematic or timed phase and move safely ahead.

ON-SCREEN TEACHER CONTROLS

PAUSE / RESUME Freeze the action without losing game state.

SKIP Advance when recess is short or a class needs to move on.

SOUND / FULL SCREEN Toggle audio or expand the projector view.

SAFE MOVEMENT IS PART OF THE GAME

7-SECOND MOVES Students WALK to a safe zone. The timer creates suspense, not a race.

12-SECOND RESCUE The Cellar gives extra time because students must send walkers and bring classmates out.

PATHWAYS Keep routes clear of bags, chairs, cords, desks, and projector equipment.

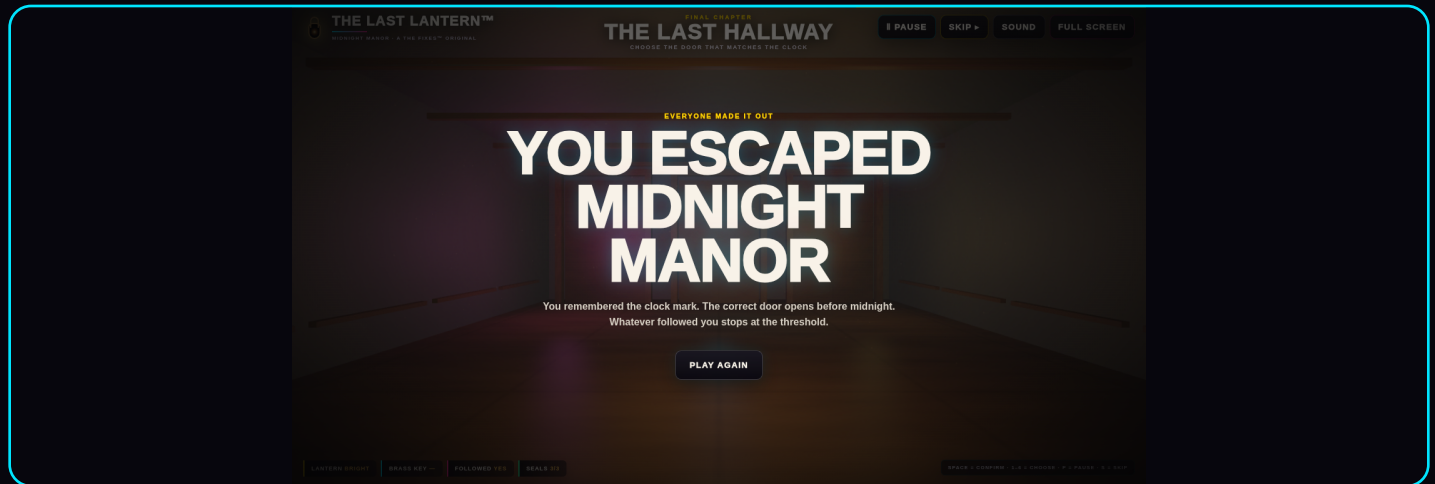
NO PUSHING / NO RUNNING Pause immediately if students begin rushing. A completed challenge is never worth an unsafe move.

ACCESS A student may represent a zone from an accessible position, use a hand signal, or be paired with a designated walker. Confirm when the group is ready.

TEACHER ROLE

Start it. Watch the room. Confirm only when students are safe. Use Pause or Skip when needed. The screen handles the story, timing, consequences, and finale.

HOW THE CLASS ESCAPES



THE CLASS DOES NOT NEED A PERFECT RUN.

The goal is to reach the Final Hallway with enough information and enough lantern strength to identify the correct door. Strong earlier play gives the class more help at midnight.

BRASS KEY

Find the matching Library shelf. The key can open Clock Tower Lock One automatically.

SEAL OF LIGHT

Complete at least 2 of 3 Secret Passage handoffs.

SEAL OF TOGETHER

SEAL OF MIDNIGHT

SECOND-CHANCE RULE

A wrong first door can still be rescued if the Last Lantern is strong enough and the class has earned enough seals. The lantern reveals one false door and gives one final choice.

QUICK TROUBLESHOOTING

NO SOUND

Check classroom volume, then click/tap inside the game once so the browser can enable audio.

GAME LOOKS SMALL

Use landscape mode and FULL SCREEN. Project the browser window, not this PDF.

CHOPPY GRAPHICS

Close extra browser tabs and other heavy apps. Pause before changing display settings.

NEED TO RESTART

Use PLAY AGAIN after the ending or refresh the HTML to reset the full adventure.

OFFLINE USE

The game is self-contained in the HTML file and does not require an internet connection after opening.