

THE YARNFIRE CHRONICLES / SEASON ONE



The Midnight Field Journal

THE ILLUSTRATED CREW WORKBOOK

Sample edition / Original illustrations / yarnfire.com

The Midnight Field Journal



A workbook for your crew

One missing star. Three curious objects. A choice you make together. Use this journal alongside the playable Midnight Express adventure. One copy per crew is enough.

Before boarding

Gather pencils and choose a keeper for the shared screen. Allow everyone to pass. Music and the guide are optional. Take turns noticing, connecting and deciding.

Our crew / date

Give your crew a name. A nickname is enough for every traveler.

Our promise

How will we make room for every voice tonight?

Three roles, one crew



Observer

Notice details before jumping to a solution. Ask: What can we actually see or hear? Our observer is:

Interpreter

Connect clues and explain your reasoning. Ask: Which other clue supports this idea? Our interpreter is:

Keeper

Operate the shared screen and invite the final decision. Ask: Has everyone who wants to speak had a turn? Our keeper is:

Rotate the spotlight

Swap roles after each act. With a larger crew, work in pairs. With two players, share the keeper role.

The evidence ledger



The celestial compass

Describe what you noticed. Separate an observation from a guess.

The folded ticket

Copy the words that seem important. Which action must happen first?

The porcelain teacup

Sketch or write the pattern. How could one person explain it to another?

A council at the crossroads



Choose a starting route

Engine room: reason through a sequence. Observatory: communicate a pattern. Let each person explain a preference before choosing where to begin. Both routes are completed in the extended adventure.

Our reasoning

Which evidence supports the route we chose? What do we want to try first?

When an attempt fails

Describe what changed in your thinking. Trying again is part of the story.

A carriage for everyone



The passenger puzzle

Iris needs the window. Bo cannot sit beside Iris. Kit can take any remaining seat. Put each traveler in one seat: window, middle, aisle.

Our seating sketch

Draw the three seats and write a name in each. Explain which clue you used first.

A small act of welcome

The crew helped the passengers before solving its own mystery. What would make a newcomer feel welcome at your table?

Chart a course to dawn



Complete both routes

Record the engine sequence and the observatory signal. Swap caller and operator between routes.

Three stations

Use Moon, Lantern and Dawn exactly once. Moon comes before Lantern; Dawn is last. Sketch the route below.

Explain your solution

Ask someone who has not operated the screen to explain why this order satisfies both clues.

The promise we made



Complete after the ending

We chose a homecoming in the sky / a warm lantern on the train. Circle one. Why did that ending feel right for our crew?

Name the star

Our star is called... Its name means...

Notice another traveler

Write one specific thing someone else contributed that helped the group.

Points with a purpose



Host-awarded recognition

Teamwork +1: invite a voice or help explain. Creativity +2: contribute a memorable idea. Puzzle insight +3: explain a solution. Agree on awards together; ties share the spotlight.

Our scoreboard

Write nickname, contribution and points for each award. Keep automatic crew completion points separate.

The honor

The winner or tied winners may pick the next game, name a chapter or read the closing scene. Everyone can decline. Rotate honors when that suits the group.

The season passport



Collect nights, not pressure

The website grants 10 crew points for the first completion of each different game on this browser. Replays do not add completion points. Use this page as a handwritten backup.

Game / date / favorite moment

Record the adventures you complete together.

Crew milestones

10: name a tradition. 30: everyone chooses a story detail. 60: host a companion read-aloud. These are optional rituals, not paid prizes.

A letter to your future crew



Remember this

A line, an unexpected solution, or a moment worth keeping:

Bring this back next season

Choose a name, object or promise that a future story could remember. This is a writing prompt; future digital callbacks are planned.

Our next gathering

Where shall we meet? Who will invite the crew? No deadline needed.
