Midnight Delivery

Build a path through a little Halloween village.



A complete free starter

2–4 per team · ages 12+ · 6 route challenges

Included expansion for The Big Night In.

One purchase includes the main game and this expansion. A host can also download during an active All Access membership. No paid guest seats.
Scissors only for the marked piece sheets; ask an adult to cut for children.

Set up, then play.

Print a mission board and the path tiles at actual size. Cut the tiles on their outside borders. Work together to connect S to lantern 1, then lantern 2, then F. Tiles may rotate. Their paths must meet at shared edges; diagonal joins, branches, loops and blocked squares are not allowed. Cover each visited square with one path tile. At S and F, one open end may point away from the route. You can rearrange freely. Finish with the fewest tiles you can. Compare with the host route, or accept any shorter legal route. For groups, give each team its own board and pieces; compare tile counts only after all teams finish.

What to print

The piece sheet, board and one challenge at a time. Use A4 or US Letter to match your paper. Select Actual size / 100%, single-sided. Print one copy per team. Low-ink editions have the same puzzles and labels.

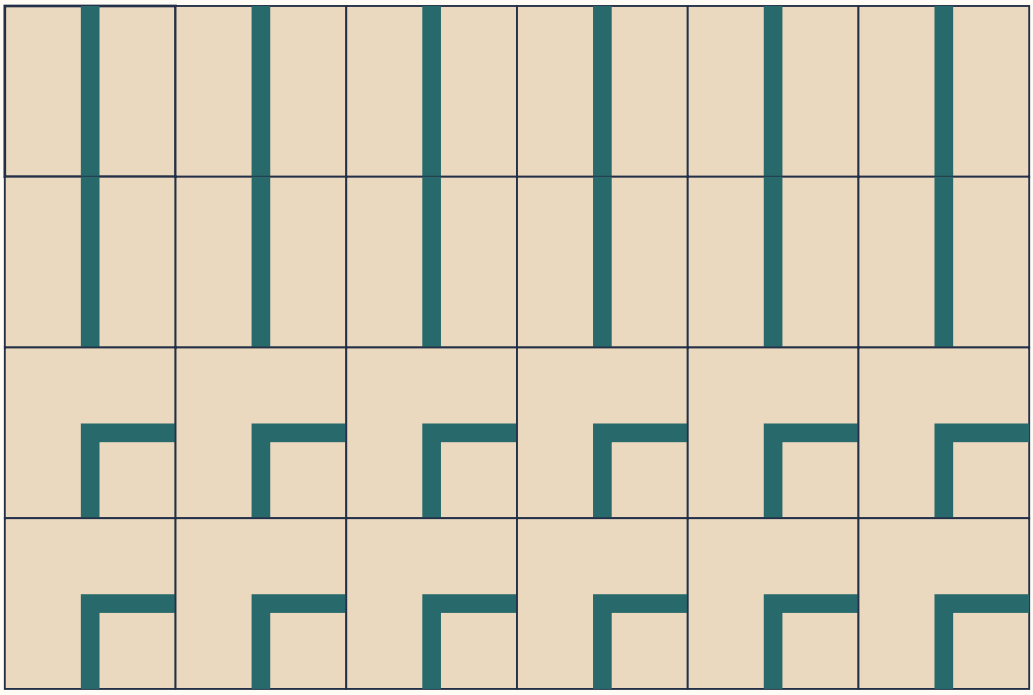
Make it comfortable

No timer is required. Read aloud if that helps, increase print scale for larger paper, or share the cutting and drawing. Pause between missions. There is no penalty for a hint. Color is decorative: letters, numbers and line patterns carry the rules.

Use the separate host answer file after you finish. It contains full solutions. The host can play by leaving that file closed. This starter includes its answer on the final page.

Your playing pieces

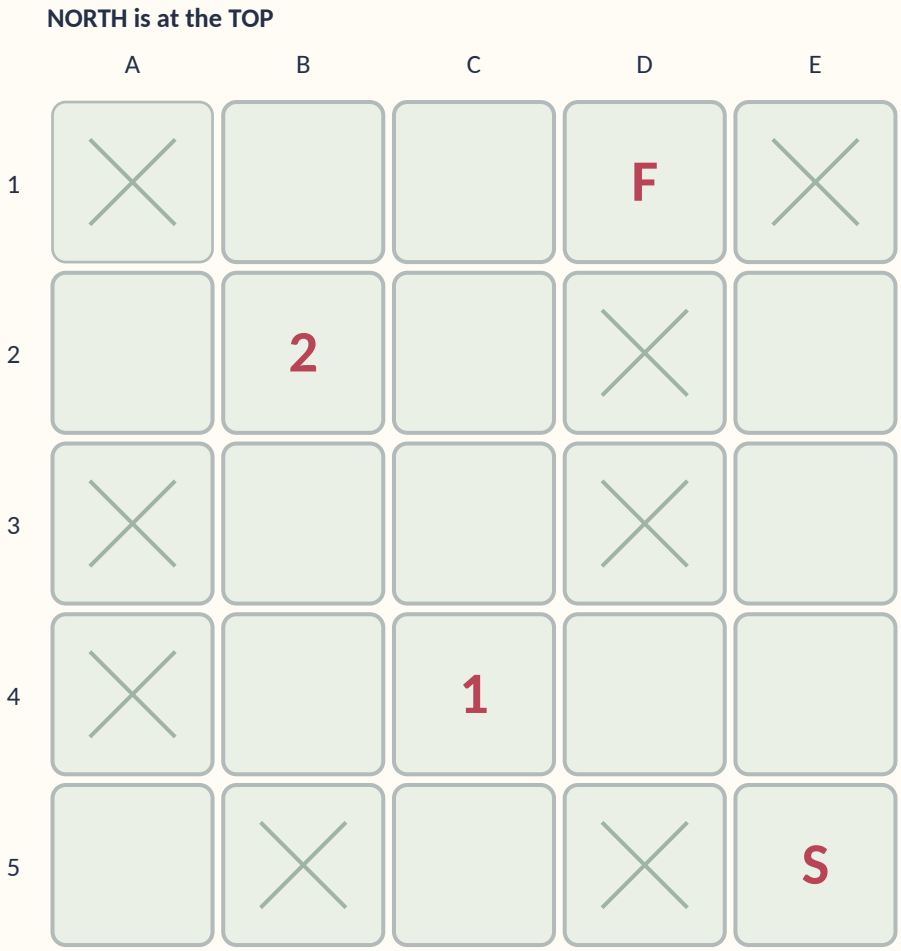
Print at actual size. Cut along the outside borders. Keep this sheet for every challenge.



Twelve straight paths and twelve bends. Rotate to connect edges. At S and F, one open end may point out of the route. You will not need every tile.

Challenge 1

Connect S, lantern 1, lantern 2 and F, in that order.

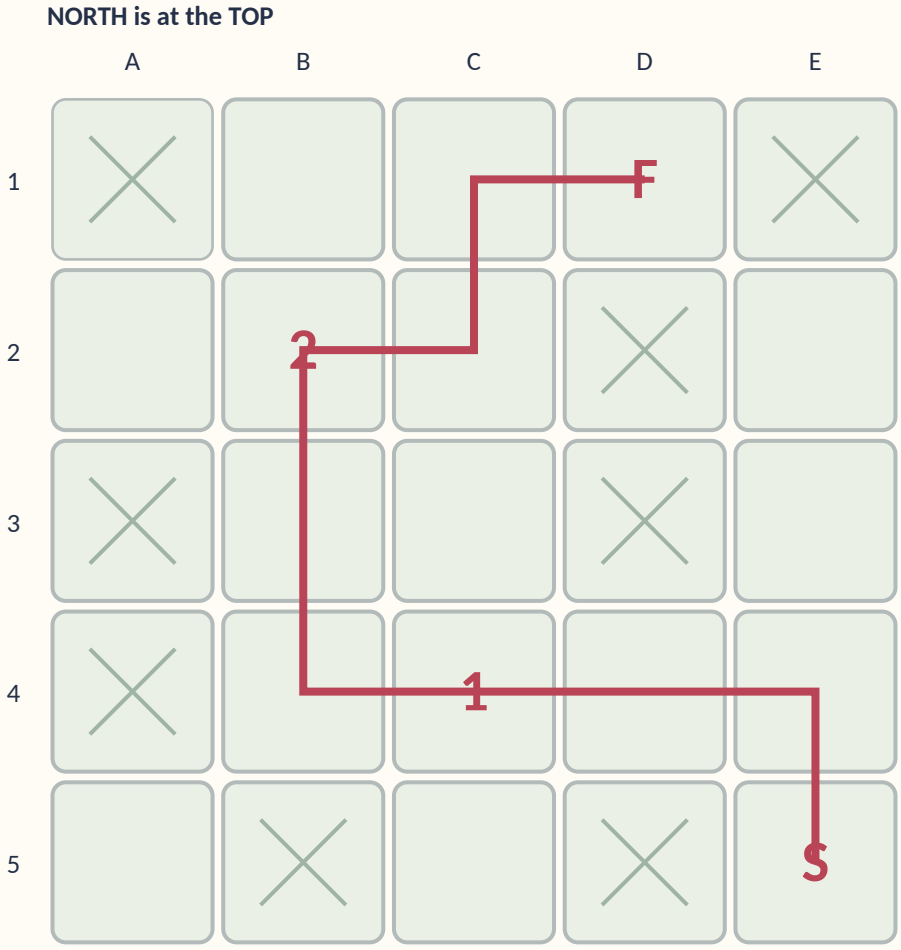


Crossed squares are blocked. Every tile must touch the next at an open path edge. You may move and rotate your tiles.

Tiles used: _____ Our best replay: _____

Challenge 1 · answer

Host page. Keep separate until the players finish.



Route: E5 / E4 / D4 / C4 / B4 / B3 / B2 / C2 / C1 / D1

10 visited squares. Hint: describe the blocks next to the current stop before moving. Any proposed route must obey every printed restriction.