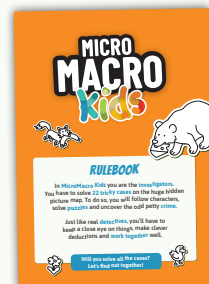


MICRO MACRO Kids

COMPONENTS

- 1 city map
- 1 investigator book containing 22 cases of varying difficulty
- 20 detective markers
- 1 rulebook

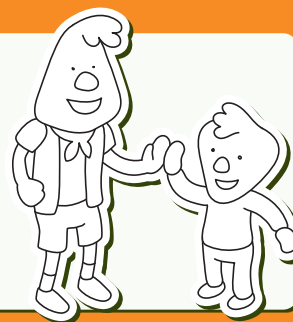


Attention: Don't start leafing wildly through the investigator book. Otherwise you might spoil things for yourself.

End of the Game

Play as long as you like. A case always ends when you have solved it. Then simply decide together whether you want to attempt another case.

That's all there is to it. Have fun!

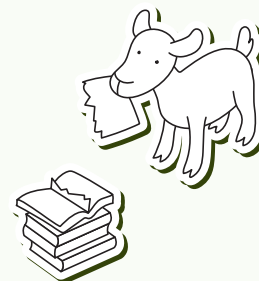


WANT MORE?

You've solved all the cases and still want more?

Check out our [website](#)! There you'll find **additional search-and-find tasks** for MicroMacro Kids. After all, there's still a lot to discover on the city map!

Plus, on our website you'll find **bonus content** such as **colouring pages** to print out – and of course all the information about all the other **MicroMacro games**!



www.micromacro-kids.com

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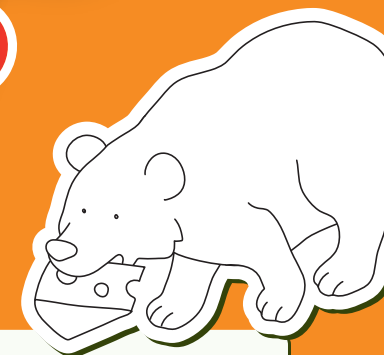
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MICRO MACRO Kids



RULEBOOK

In **MicroMacro Kids** you are the **investigators**. You have to solve **22 tricky cases** on the huge hidden picture map. To do so, you will follow characters, solve **puzzles** and uncover the odd petty **crime**.

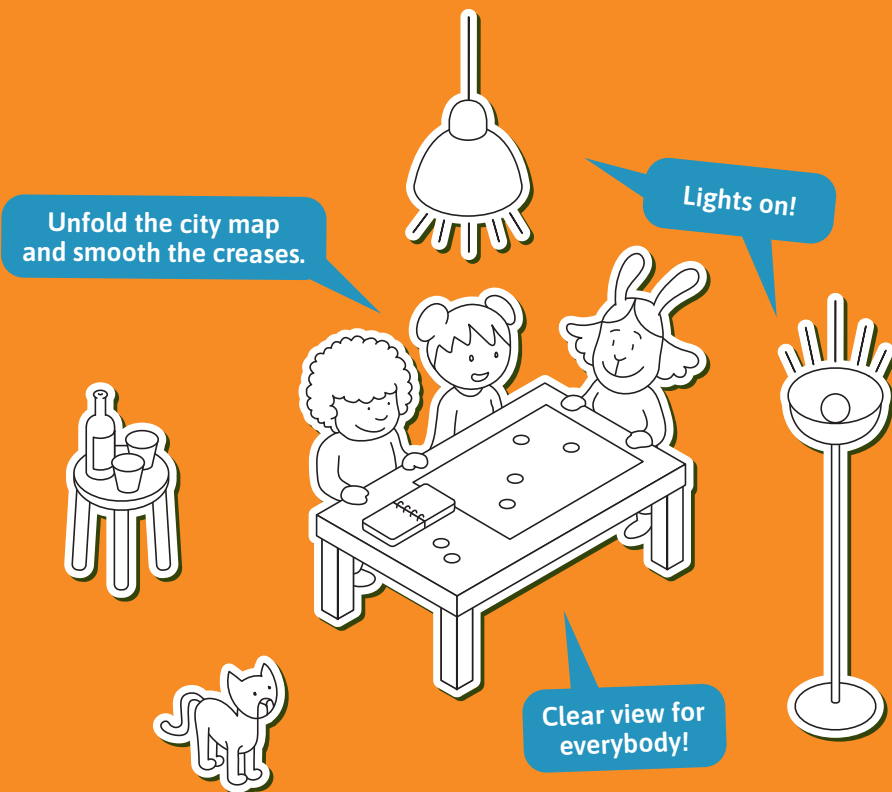
Just like real **detectives**, you'll have to keep a close eye on things, make clever deductions and **work together** well.

Will you solve all the cases?
Let's find out together!



BEFORE YOU START: A FEW TIPS

- Make sure you have **good lighting!** You need a bright lamp or daylight. This helps you to spot the smaller details.
- All players should have a **good view of the city map.** The map should be positioned so that everyone can move around it freely and lean over it from all sides.
- **The city map should always be kept completely clear.** Put away everything that could get in the way. Also make sure that the investigator book is always **next to the map**, not on top of it.
- **Make sure you don't cover the map with your hands or body.** Otherwise you may end up covering the very scene you are looking for.
- **Take care of each other.** Make sure everyone has fun and can contribute to the investigation. Especially if younger children are taking part.



GAME SETUP

To play **MicroMacro Kids**, all you have to do is grab the **investigator book** and unfold the **city map**. Smooth the creases thoroughly and carefully with your fingernail to help it lie better on the table.

In the investigator book you will find a total of **22 cases** in which you have to solve numerous puzzles and crimes on the city map just like real detectives.

At the front of the book you will find a **list of all the cases**. **The stars** show you how difficult a case is. The more stars a case has, the longer it usually takes.

You are free to play the cases in any order you want. However, if you don't know the game yet, it's best to start with the introductory case **The Fisherman's Hat**.



Introductory Case



OFF WE GO!

Before you start playing, appoint a **lead investigator**. Their task is to read the texts out loud. Of course, they can also help in solving cases too.

However, you can also choose to take turns reading. Or perhaps have an adult read aloud so you can fully concentrate on the investigation.

Each case begins with the **start page**. On the front of the start page you will find the title of the case. The back page tells you what the case is about.

The Start Page



Your First Task

The lead investigator reads the text out loud and shows everyone the **pictures**. Now you know which puzzle you have to solve, who you have to help or whose shenanigans you need to put an end to.

Make sure that everyone can clearly hear the text and see the pictures well, otherwise some players will not know what to look for.

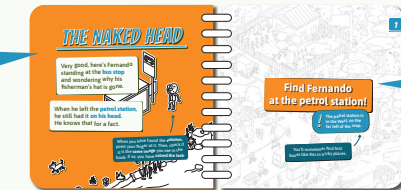
Now the lead investigator reads out the **task** on the opposite page. **DO NOT TURN THE PAGE YET!** Only flip to the next page once you have solved the task!

Now you have to investigate. Look for the solution on the **city map**. To do this, you have to follow characters, crack puzzles and make clever deductions.

To solve the task, you must point to the relevant scene on the city map. Only then will you have **proof**. A mere suspicion, hunch or guess is not good enough.

When you think you have found the **solution**, the lead investigator turns the page and looks at the pictures on the next page alone. If they need more information, they read the text silently.

The Answer Page



The Next Task

If your solution is correct, the lead investigator reads the text on the solution page out loud.

If your solution is wrong, don't worry! Just keep looking. As the lead investigator now knows the solution, they are no longer allowed to help with this task. But maybe they can give you a hint.

Then continue with the **next task** on the opposite page. Keep doing this until you have **solved the whole case**.

You can use the enclosed detective markers to tag characters or important scenes. This will help you to track the clues you have discovered!

