**Puzzles, Brain Teasers, and Activities: The Sinister Auction**

***The Haunted Chronicles***

**1. Mystery Word Search**

Create a word search featuring key terms from the book, such as "auction," "pocket watch," "curse," "Collector," "shadows," "mansion," and "reflection."

**2. Cryptic Crossword Puzzle**

A crossword puzzle where each clue relates to a character, object, or event from *The Sinister Auction*. Example clue: "The cursed object at the center of the story (6 letters: WATCH)."

**3. Hidden Messages Puzzle**

Provide a series of riddles or clues where each correct answer reveals part of a hidden message. For example, solve riddles to spell out "Beware the Collector."

**4. Decode the Cipher**

Introduce a coded message using a simple cipher (e.g., Caesar cipher or substitution cipher). The decoded message could reveal a spooky warning or a secret about the watch.

**5. Spot the Differences**

Create two illustrations of the eerie auction house scene with subtle differences for readers to find, encouraging attention to detail.

**6. Timeline Challenge**

Ask readers to arrange key events from the book in the correct order, testing their recall of the plot.

**7. Riddle of the Collector**

Provide riddles or logic puzzles tied to the book's themes. For instance:  
*"I’m heard but not seen, I measure your time. Once I stop, your soul is mine. What am I?"* (Answer: A pocket watch.)

**8. Haunted Maze Game**

Design a printable maze representing the winding halls of the mansion. Players navigate to escape the shadows while collecting items like "keys" or "clues" to survive.

**9. Character Connection Quiz**

Create a personality quiz that matches readers to a character from the book based on their choices in spooky scenarios.

**10. Design Your Cursed Item**

Encourage creativity by asking readers to design their own cursed auction item. They can describe its appearance, powers, and the price it demands. Share submissions on the site to engage with readers.

**11. Escape the Auction Room Logic Puzzle**

Present a puzzle where readers must figure out the correct sequence of actions to escape the cursed auction. For example:

* Pull the lever.
* Solve the riddle on the wall.
* Use the key to open the chest.  
  Clues could be hidden in the story’s details.

**12. Shadow Chase Board Game**

Provide a printable board game where players must evade the shadowy figures while trying to return the watch to the mansion.

**13. Reflection Memory Challenge**

Readers are shown an image of a room for 30 seconds. After the time is up, they must answer questions about what they saw (e.g., "How many clocks were in the room?").

**14. Story Builder Activity**

Provide prompts for readers to write their own continuation or alternate ending to *The Sinister Auction*. Example: "What happens if Charlie takes the watch instead?"

**15. Auctioneer's Math Puzzles**

Include math challenges where readers must calculate bids or solve problems related to the cursed items’ values and the auctioneer's riddles.