

ACT 1

GREENE-ROSE HERITAGE PARK

You may collect Act 2 at **Location C** after solving at least two puzzles.
Please check in at **Location C** by **12 noon** regardless of how many puzzles you've solved.

Page A1

The sky is gloomy over Greene-Rose Heritage Park as you and your friends Alice and Bob arrive for the annual Halloween Trick-or-Treat Puzzle Hunt. The crowd is larger than usual, and the costumes better than ever. There's the usual mix of *Star Trek* extras and Imperial stormtroopers, and there seem to be a lot of zombie costumes, all apparently designed by the same artist. The zombies are impeccably dressed, with artfully torn clothing and gray-green skin, and they're staying in character, shambling and muttering as they mingle with the other guests.

"This zombie fad is out of control," says Alice, who is dressed as Wonder Woman. "When half the crowd is zombies, you know that zombies are jumping the shark. Speaking of which, weren't you expecting to see more sharks?"

"The costumes look *great*, though," you say. "I wonder who the artist is?" You self-consciously adjust the angle of your firefighter helmet.

Bob spots a familiar face. "Oh, there's Zed from the lab," he says. "It's good to see him up and around."

You barely recognize Zed as he shambles closer. His hair is matted and tangled, his skin a deathly gray, and his face is locked in a disturbing leer. As he approaches he says "BRAAA-INNS", right on cue.

"Hi, Zed!" says Bob. "Great costume! Glad to see you're feeling better."

Zed takes another slow step forward.

If you approach Zed, turn to page A2.



If you back cautiously away, turn to page A3.



ACT 1 (cont'd)

Page A2

As you approach Zed he grabs you by the shoulders and slams his head into yours. In shock from the pain, you can barely feel his fingernails tear into your flesh.

The dizziness overwhelms you and you fall to the ground. As you black out, you hear screams.

You have died. Turn to page B1.



Page A3

You keep your distance as Zed grasps Bob by the arm. Startled, Bob pulls away, but Zed keeps his grip and grabs with his other hand.

"Hey, *stop*," says Bob, and twists Zed's arm, which comes off in his hand.

There's no blood. Bob screams and drops the arm.

Something grabs you from behind. Without thinking you spin around, jabbing with the butt of your fire axe. The figure behind you stumbles and falls to its knees.

You hear more screams from the park. There's blood on the ground. People are running past. You glimpse shambling figures in the street nearby.

If you look around for your friends, turn to page A4.



If you shout "run!" and attempt to flee, turn to page A5.



Page A4

You turn and see Bob behind you on the ground. He's not moving. There is no sign of Zed.

"Help," shouts Alice, who is fending off a pale-green figure with one leg. She grabs her plastic tiara and pokes at her assailant's eyes.

You swing your fire axe, taking out the zombie's other leg. It falls to the ground and begins to scabble around with its arms. Alice jumps away.

ACT 1 (cont'd)

"Where's Bob?" she says.

If you attempt to rescue Bob, turn to page A7.



If you say "Bob's gone, we need to go, NOW," turn to page A5.



Page A5

"We need to go *now*," you say, "come with me."

You move toward the edge of the park, but the path through the playground area is blocked by zombies. Fortunately, they seem to be shambling blindly around in circles.

"I think we might be able to sneak through there if we don't make any sudden moves," you say.

"No, wait," says Alice. "there's a shortcut to the right. Maybe the zombies forgot to surround the other entrance."

If you attempt to sneak quietly past the zombies, turn to page A8.



If you attempt to take Alice's shortcut, turn to page A6.



Page A6

Following Alice along a winding path you make your escape from the park. The streets nearby are quiet by comparison, although you hear sirens approaching.

"What the heck is happening?" says Alice. She pulls out her phone. "I'm going to see if there's any sort of plague that's been reported. Maybe we should be avoiding rodents or something."

"Maybe," you say, "but we should definitely keep moving. From what we saw in the park it didn't seem like the zombies were losing."

ACT 1 (cont'd)

Looking ahead down the street, you see silhouettes moving. They are walking oddly. It makes your skin crawl. On your left is another small park. "Perhaps we should cut through here," you say.

As you turn, you think you see something duck behind one of the trees in the park.

You are halfway down the park path when it happens: Zombies jump down from the *trees*. Can they *do* that?

"Run!" you shout to Alice. "I'll try to hold them off with this axe!"

Alice sprints away. Fortunately for her, the zombies focus on you. Unfortunately for you, these arboreal zombies are a lot quicker than you'd expect.

You have died. Turn to page B1.



Page A7

"Bob's over here," you say, turning and bending over him.

As you're trying to take Bob's pulse, he suddenly comes to life and bites you on the arm. You're so surprised that you have no time to shout before the ensuing wave of dizziness overcomes you. Geez, you think as you're losing consciousness, whatever that was, it worked *really fast*.

You have died. Turn to page B1.



Page A8

The zombies seem preoccupied, staring at the ground as they trudge. You and Alice move quietly along the edge of the crowd.

But then the zombies look up. They seem to smell something. "BRAAAIINNS," they cry.

You manage to take out half a dozen with the fire axe, but that is not enough.

You have died. Turn to page B1.

