ROOM1

The room is quite small. The light is dim and flickers slightly. The walls look like they were white in some earlier life, but look yellowish now and the floor is worn linoleum. There is only a DESK with drawers in the room and un ugly PAINTING of three clowns hanging on the wall opposite the door. All in all, the room couldn’t be less like the cheerful and bright amusement park outside.

*The door is locked.*

*(About the painting.) Why would anyone want to hand that on their wall?*

The desk is painted white, or used to be, it’s as worn as the rest of the room. There is one drawer that doesn’t appear to be locked.

- *Keys*

- *Tickets for the rides*

INFO1

There is a large map of the park. You can see from the map that you are near to the north end of the park. There doesn’t appear to be any way out here. The main gates are in the south end and if there is another way out you can’t see it in the map. There is another Info-point nearer to the gates and it seems there is a payphone there. The food court is right south of you.

HAUNTED HOUSE

You had wanted to visit the haunted house and were disappointed to learn that it was closed for renovations and wouldn’t open for two months. It doesn’t really look like much of a haunted house right now, just an unfinished building. There’ some TICKETS lying on the ground but nothing else useful here.

BACK OF HAUNTED HOUSE

Behind the haunted house, you can see the things left by the workers for the night.

Most of the tools have been packed away, but there’s a CROWBAR lying against the wall of the house. (remove this after the crowbar gets picked up)

The path continues west past the haunted house

Power switch

The building in front of you appears to be some sort of utility building. One of the windows is slightly open.

It’s quite dark. The light from the streetlights only barely reaches inside. You can just see the text above one of the many switches in the room that says MAIN SWITCH.

FOOD COURT

The food court is completely empty, but the smell of greasy fast food still lingers in the air. This place was full of people, and noise, and sea gulls during the day.

The (INSERT NAME OF THE RESTAURANT HERE), you ate here with your family today. Looking through the window you can see that somebody forgot the tip jar on the counter and there’s still MONEY there.

AQUARIUM

You never realized how creepy it feels to have fish staring at you. Or how creepy the aquarium really is. You are surrounded by tonnes of water held back by layer of thin glass. All it takes is a small crack…

The echo of your footsteps isn’t quite enough to fill the silence and you can hear your heart beating in your chest.

SECURITY BUILDING

Another utility building. This one says SECURITY in small plaque next to the door. Probably the staff building from the map. For some reason the DOOR is ajar.

The room is dark, but you don’t dare to try the lights. You can see that there is DESK and a BOOKSHELF and another DOOR.

The DOOR leads to kitchen, nothing very interesting there.

BOOKSHELF seems to have some books and magazines and also a FLASHLIGHT

The DESK: there are papers, work schedules, brochures, some old looking candies and a KEY.

CAROUSEL

The shape of the carousel rises dark in front of you. In the daylight and surrounded by people, light, and music the carrousel had appeared inviting. You had ridden the carousel with your sister. Now in the dark and quiet the exaggerated grins on the faces of the rides appear grotesque and you are quite certain that your sister wouldn’t like *those* horses one bit. All those shadows look like they would make good hiding place, but the longer you stay here the more you just want to run.

WATER SLIDES

The waterslides are separated from the rest of the park with a chain-link fence. Your parents hadn’t packed swimsuits for the trip so you didn’t get a chance to visit the slides.

There are some TICKETS next to your foot.

BUMPER CARS

You never really liked the Bumper cars. When you had been younger, your brother had picked on you by constantly bumping on you so you couldn’t move whenever you had wanted to try the Bumper cars.

The voices are getting closer.

Hiding in a Bumper car was about as comfortable as it sounded, not much space there. Hey, wait a minute, were those TICKETS on the floor?

HALL OF MIRRORs

The hall of mirrors is ahead of you. There are no doors here, but going in would be a bad idea.

(if the player goes in: Everywhere you look you can see yourself, you’re not sure where to go and can’t see the entrance anymore. [there’s no way out here. game over])

ROLLER COASTER

There is the rollercoaster ticket booth ahead of you.

The DOOR is locked and bumping into it made loud enough sound to almost have you panic. (crowbar)

Inside the booth, it is completely dark. Your hand accidentally hits the light switch

(IF electricity was turned on earlier:)

The light is almost blinding

(look around:)

There is a TILL and some sort of CONTROL BOX

CONTROL BOX: There are lots of buttons here and you have no idea what they do.

(use) The roller coaster turns on in an explosion of lights and sounds. You can hear the surprised yelling of the (BAD GUYS).

INFO 2

Yes! The second Info-point! Wait. There’s somebody there. (removed after roller coaster is turned on)

The map shows that the gates are directly south of you there are waterslides west of the gates and some staff building west of the waterslides.

The PHONE next to the map is the sort of old fashioned devices you have never used before the- phone? - receiver? – handheld part, anyway is attached to big boxy thing at the wall by a cord. The big boxy wall part also has a coin slot.

GATES

The gates! Finally, you are getting out of here! Except the closer you get to the gate the clearer it becomes that it’s not going to be that easy. The gates are closed, locked with heavy looking chains and way too high to climb.

(crowbar and the keys don’t work)

(after getting the right key)

The key turns slowly in the lock for a moment you fear that it won’t work, then you hear a soft click and the chain falls open.