



Echoes of Amusement: Escape the Haunted Carnival Ride

Prior to Playing:

This game requires a small number of everyday household items, and some printouts to be cut out. You will need:

- A dice or a household key
- Two pens or a set of chopsticks
- A mug
- A deck of cards

This game is about as scary as a Scooby Doo episode- assess an appropriate age from that.

Begin your adventure here.....

You and your crew decide to check out "Carnival Amusement Adventures", an older amusement park out of town. It was a little aged, but for the most part, it had the nostalgic vibe of a country carnival.

After a fun day riding the various rides, you see an older ride - 'The Logging train'. It had a 'closed for maintenance' sign earlier - but now there is a train in place, the engine humming with life. You walk through the turnstile, the only people around, and all jump on - after all, it was the only ride you hadn't been on, and it was getting near the end of the day.



But strangely, just as you jump on, the engine roars and takes off. It's such an abrupt start, you barely get to sit down.

Through the forest and pines it chugged along, the trees so thick that walking would have been impossible. There were brief moments where you see a clearing, but the train is still going at quite a speed, and you only really get glimpses of the clearings.

One looked like an old blacksmithing shed, anvil and axes sitting outside. It feels abandoned. A tunnel entrance comes and goes. Another appears to be an outdoor chapel, a cross nailed near the doorway. You get a glimpse of something behind it, maybe gravestones, maybe just a garden.

Suddenly, a split in the railway line comes into sight. While one path seems more used, the grass cleared somewhat, your train quickly veers off to the other track, becoming rickety and bumpy. Branches hit the train, as it seems to collect tufts of grass that have grown across the tracks. This line feels like it hasn't been used in a long time. The train shows no sign of slowing down, despite having travelled longer than you would expect a ride to go. In fact, the train picks up more speed. This feels all wrong, the train shaking on the track as it mows down bushes that have overgrown on the track - it is obvious this track hasn't been used in years. You make your way to the front of the train as a tunnel approaches.

The train enters the tunnel - It's pitch black! You managed to grab what looks like a brake lever and pull. Brakes lock up, screeching fills the air. The train slows, slows, slows down as a glow comes up ahead.

The train gradually stops, as the end of the tunnel arrives. The tunnel entrance opens to a clearing (and the end of the line, that you surely would have crashed into had you not pulled the brake), into what looks like an abandoned segment of the park. You look behind you, but the train's last carriage blocks any way of walking back through the tunnel. Looking at the driver's cart, there is a gear for "Reverse" but the lever is broken. You're pretty sure if you had a wrench, you could shift the gear into reverse. The key is missing (how was it driving without one?) and one of you pops open the fuel tank - empty.

You step out into the clearing - this must have been part of the park once. Old rides sit silently, paint peeling in the sun. Rocks, cliff faces and thick trees block any walking around the tunnel. You see a sign in front of you with a map. The sign reads "No attendance after dark - Wolves roam in the forest at night." Next to the word 'wolves', someone has scratched the paint 'monsters'.

Not creepy at all.

You estimate you have about an hour before dark. If you can get the train started and in reverse, you could make your way back to the main park and to safety. Or at least get the train moving enough that it doesn't block the entrance.



You start to explore, looking for the gear stick (or a wrench), the keys and a can of fuel.

You see before you:

- A merry-go-round
- A fortunes machine under a tent
- A house of mirrors
- A magicians tent
- A clowns game
- A ferris wheel

With only an hour until sundown, it's time to start searching.....

The Fortune Teller

An old fortune teller machine stands before you. It looks quite mechanical - behind it, you find a crank. By giving it a few spins, out spits a printout.

You press different buttons, getting a few variations before the machine seems to run out of paper. Reading them brings more questions than answers.....





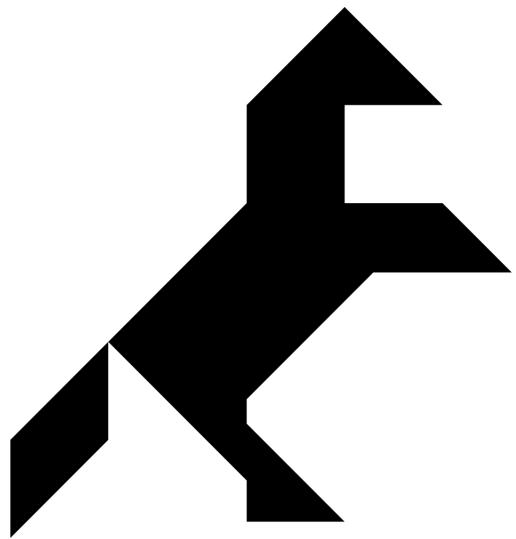
The Merry-go-round

The merry-go-round has a number of horses with paint peeling off them. You inspect the horses and see that one of them has had a botchy repair on the bridal..... it looks like a gear stick!

You give it a wiggle but it is hard to separate. You're pretty sure if you can move it in the right way, you can get it out.

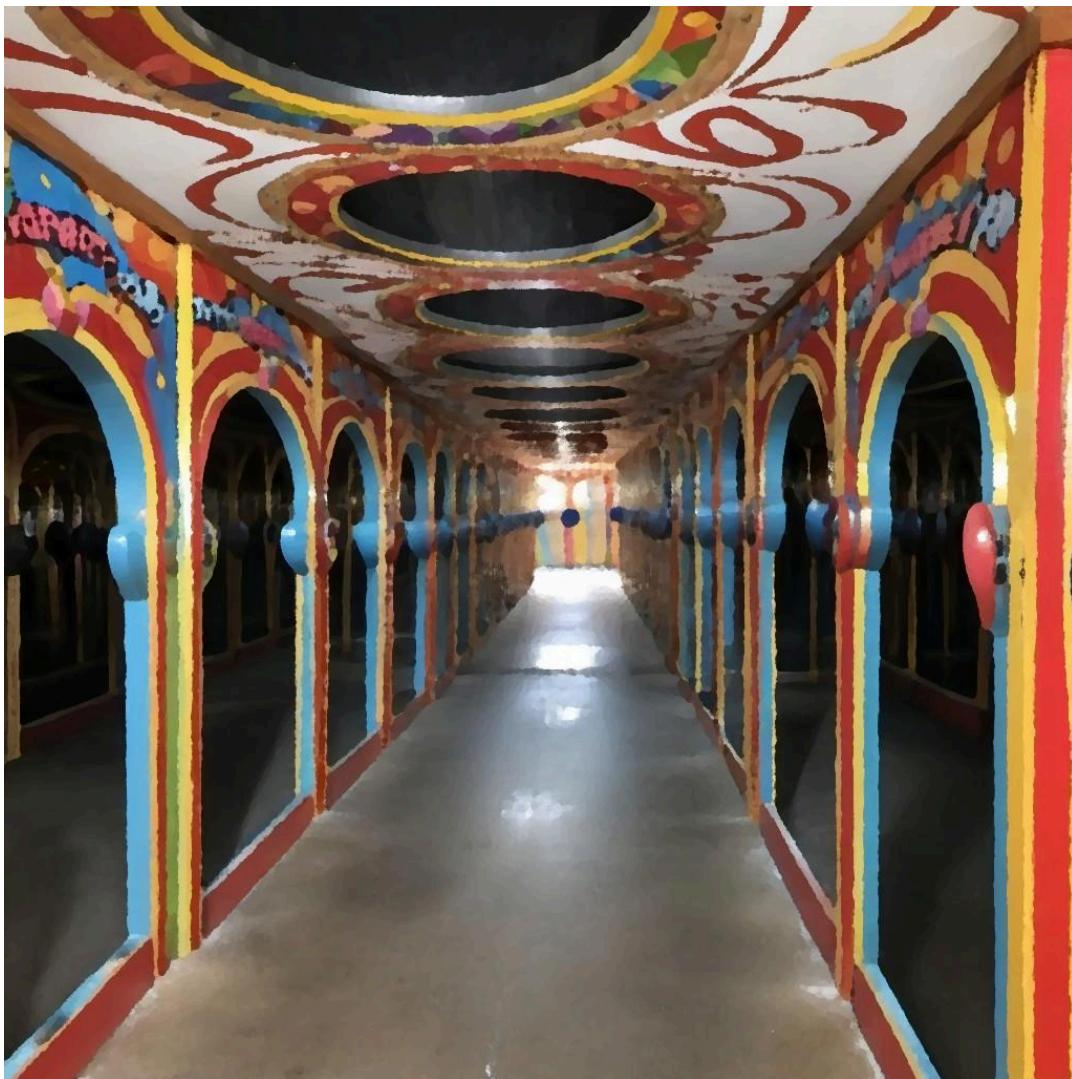
Challenge

To show off your mechanic skills - Use the Tangram pieces to become a horse. This will release the gear stick.



The House of Mirrors

You walk in, scratched reflections of yourself everywhere. Your footsteps echo through the empty hallway. One mirror has writing in paint "The keys to freedom are within your grasp.... just." and an arrow pointing down. You realise you're standing on a drain grate, with a glint of what looks like a key. It's pretty deep - if you had two sticks, you could probably grab the keys, but you couldn't look at what you're doing at the same time.



Challenge

You'll need a key (house key for example), a mug and two pens or chopsticks. One person uses the pens or chopsticks to get the key..... while their eyes are shut. The second person has to talk them through where the dice is and how to pick up. Picking up the key wins the round.

You can use a dice instead of a key.

The Ferris Wheel

The ferris wheel looms over the clearing, baskets rusted in place. It creaks with the gusts of wind, slightly swinging the baskets. The base of the platform is caged off completely with no way to get in. You realise you see a tool kit - if you could get to it, there's probably a good chance you would find a wrench in there. A big red button on the controls reads "Emergency Release" - it looks like it's connected to the locking mechanism of the cage door. You're pretty sure if you can hit the button with a rock, you could get the door open and to the toolbox (and hopefully a wrench).



Challenge

You need to throw a scrunched up piece of paper into the mug. The mug is on the floor- for easy mode, throw from one metre away. Medium mode is 2 metres. Hard mode is 3 metres. All throws must be made while standing.

See the folded sheet once you have a successful throw.

The Clowns Game

They just stare at you, the clowns with eyes wide open. Their manic grins are somewhat off putting - you get the vague feeling that they want your souls. Above is a number of rotted or dusty prices..... and a Jerry-can! This could be the fuel you need! Next to it is the number that'll win you the prize- 1000 . You try to pull it down but it won't budge - there's some sort of mechanical lock sticking it down.

A few stray balls lay in a tray, waiting for someone to put them in the clown's mouth. You realise you can move the clown's head, to direct the balls onto various columns, each with a number.

The numbers are 8, 88, 888, 8888.



Challenge

Work out how to add the 8 numbers so that they add to 1000. You have 5 balls available. See the folded sheet once you have the answer.....

The Magicians Tent

A stall with a crystal ball, a deck of playing cards and a cloak covers the table at the magicians stall. The cards are weighted, and seem to click together with a magnetic quality. There seem to be similar magnetic grooves on the table, alongside a note carved into the wood.

"Build a tower to the sky, feed the engine so it will cry".



Challenge

Use the deck of cards to build a tower three levels high.

See the folded sheet once you are successful

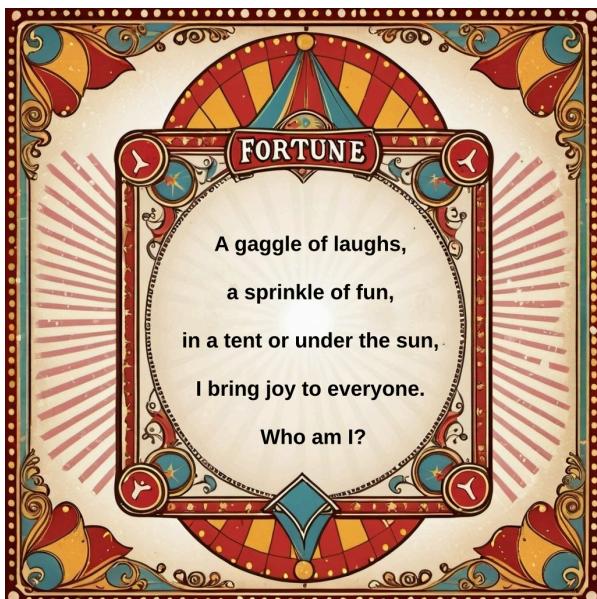
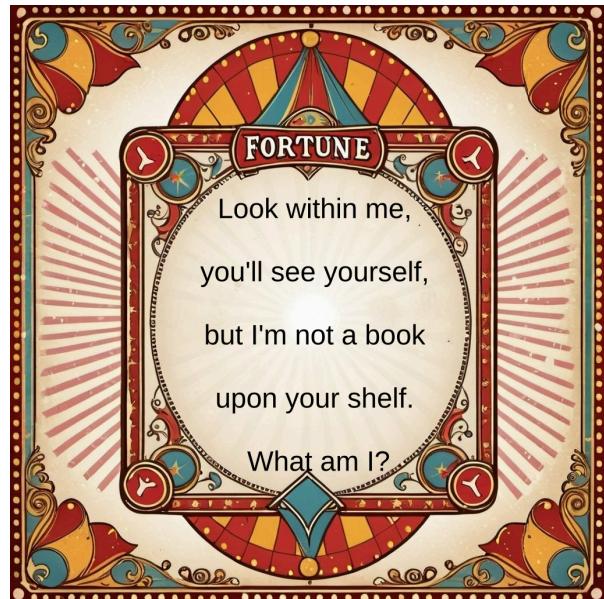
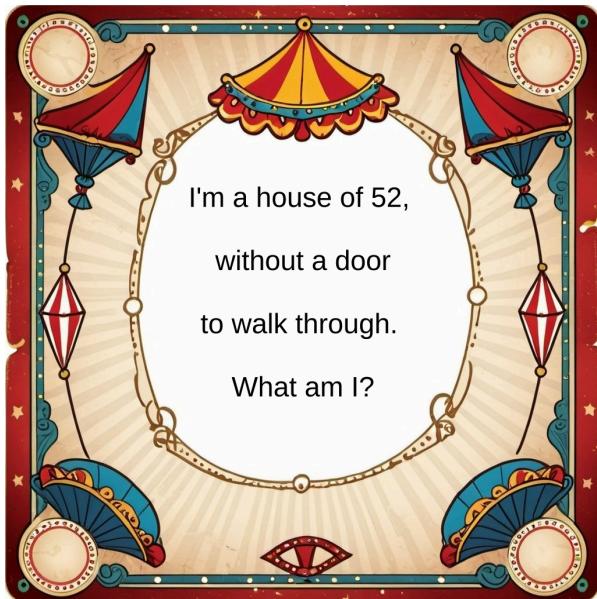
Once you have the gear, the fuel and the keys

It's almost dark, and you feel eyes watching from the forest. Quickly, in the fading light, you pour the fuel in, attach the gear in place and turn the key. Spluttering at first, the engine roars to life! You all get on board, grind the gear stick into reverse, release the brake and pull down what looks like the accelerator. The train jumps, then slowly starts reversing! You all breathe a sigh of relief, with the train exiting the tunnel and making it's way back to the main park - and safety.

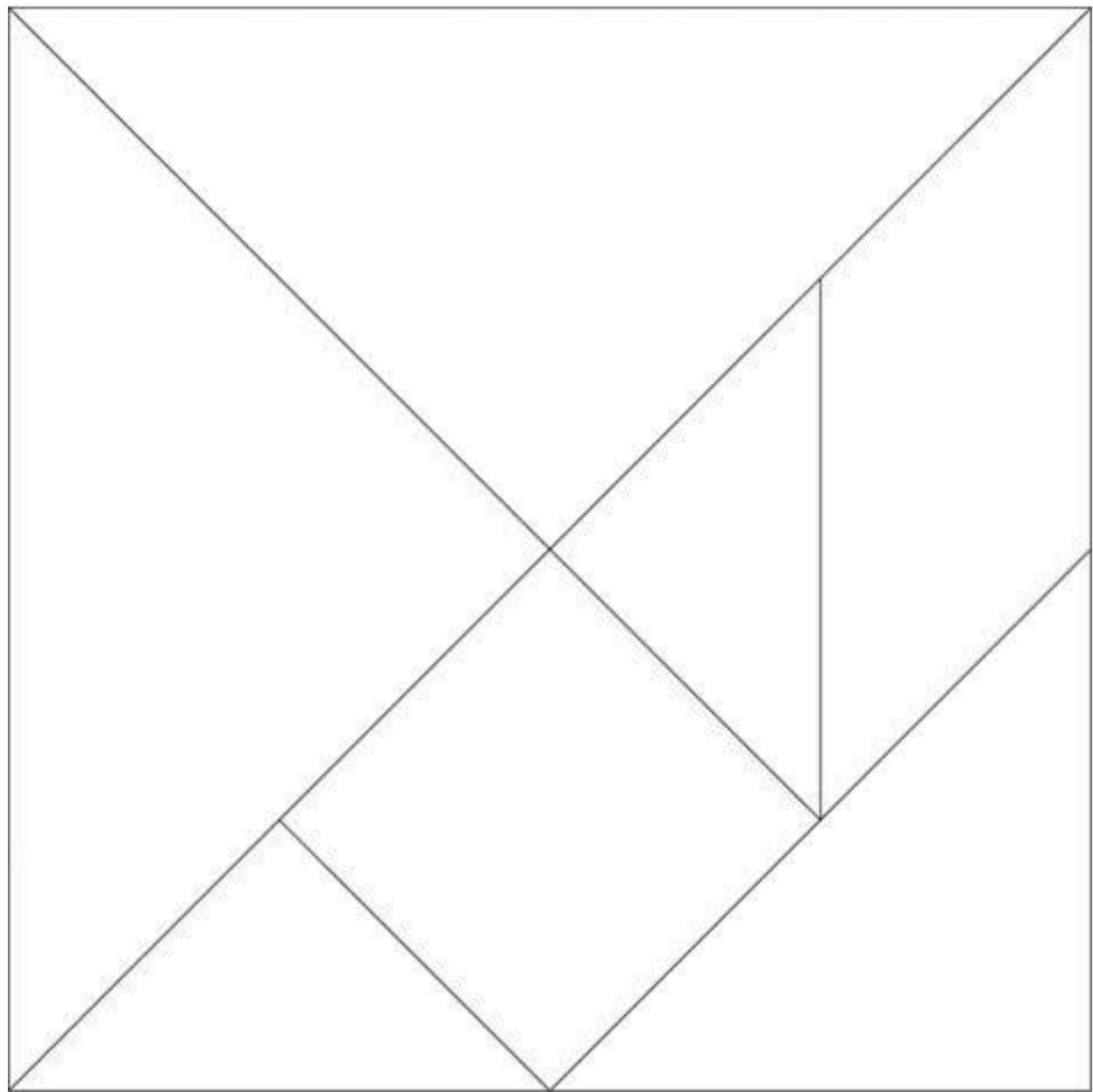
Didn't make it on time?

It's dark. The forest has come alive with growls and howls. You make your way to the train, but in the dark, you struggle to fill up the fuel tank. Enough gets in the tank that you can start the engine and reverse the train.... but it stops just after it clears the tunnel. You and your party walk back in the dark, though you feel stalked and watched the entire way. After hours of walking, you make it back alive.... but not without scars, and a fear of the forest.

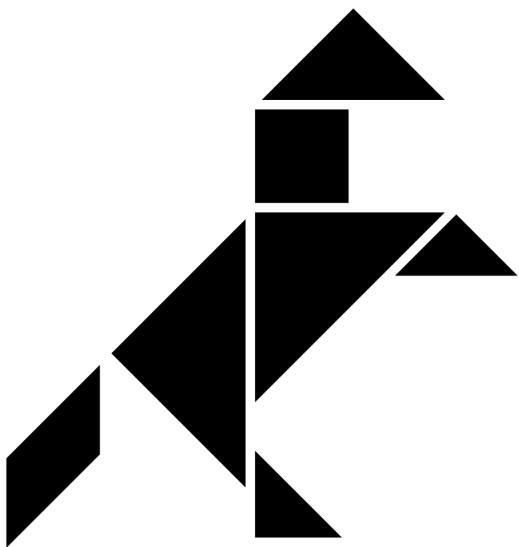
Cut out for the game- Fortune Teller:



Cut out for the game: Merry-Go-Round Tangram



Answer - Merry Go Round



The Ferris Wheel - On a successful throw!

You open the toolbox - there's no wrench. There's nothing but a note. "Good luck getting out - we never did." A shiver runs down your spine.

Answers and the next chapter - Clowns

$$888 + 88 + 8 + 8 + 8 = 1,000$$

You hear a lock, the Jerry-can is free! You check and there's a bit of fuel in it; probably enough to get the train started and out of the tunnel at least.

The Magician's Tent - On a successful build

You hear a click, and the wooden panel on the side of the stall opens with a creak. Inside is a Jerry-can! Seems to be mostly full of fuel - probably enough to get you back to the amusement park.
