

Red Devil Park

Enter Name

"Yo " + Character Name + " I see the park up ahead!" says your buddy Roderick.

The two of you arrive at Red Devil Park, a mysterious carnival unlike any other. You walk through the large rusted gates surrounded by gargoyles. There's a sign:

"Somewhere in the park is a Golden Sceptre waiting to be found. Only one lucky individual will find it."

You continue walking.

Inventory List

Ruby Key
Emerald Scarab
Blood Sapphire
Silver Chilice
Golden Sceptre

Game Over

Checkpoint Choose Location

You approach the park map, where would you like to go?

Mission to Mars

You and Roderick walk up to the line and see a warning sign.

Continue

You get to the front of the line and enter the ride. You get strapped in a giant space shuttle and it goes completely dark. Suddenly lights start going off and sparks start flying. Something doesn't seem right!

Stay on or get off?

Stay on

You close your eyes and hope for the best, afterall this is just part of the ride, right? You feel your stomach sink into your feet as the ride shoots upwards. In an instant you find yourself looking over the vast world below and the people look like ants. You glance up at something sparkly hanging from a steel beam above you, just out of reach.

Unbuckle your harness to grab it?

Grab it.

Despite protesting screams from Roderick, you unbuckle your harness. You quickly stand on your seat and make a grab for it. Got it! The ride jerks and you fall back into your seat. You buckle up and the ride plummets. You're back on planet earth. You look into your palm.

You found the Ruby Key!

Dont Grab it

You decide to play it safe and keep yourself in one piece. Before you have a chance to feel remorse the ride plummets rapidly. You're back on planet earth.

Get off

You unbuckle your harness in a panic. You open the door and run outside but the ride takes off just as you exit and the door. You take a big fall and break your leg.

Game Over

Left: The Mummy's Crypt

Your and Roderick walk through the door on the left and descend the stone stairwell lit with torches. At the base is a maze of hieroglyph covered walls and sand covering the floors. The two of you begin wandering through the dimly lit narrow corridors, and soon become lost. Suddenly you hear screaming from a distance.

Investigate it or go the opposite way?

Investigate Screaming

"Someone must be in danger!" The two of you run heroically towards the screams and encounter a panicked group of people! "Run! The giant mechanical Mummy is malfunctioning! It's on a blood-thirsty rampage!" You and Roderick look each other dead in the eye.

Run or fight the mummy?

Run

You turn to run and trip over a pile of sand stones. You wake up the next day in the hospital with a concussion.

Game Over

Fight the Mummy

You and Roderick walk down the corridor the group came from. Suddenly the stone wall ahead of you shakes violently and the giant mummy bursts through.

You notice the mummy's head already looks damaged, also there are exposed wires hanging from its rear chassis. You look around for a weapon but only see stones.

Throw stones at its head or attempt to remove its wiring?

Throw rocks

You and Roderick start chucking rocks at the Mummy hoping to land a blow. You hurl a cantalope sized rock through the air like an olympic shotputter and hit him right between the eyes, sending him straight to the ground. Standing over it's lifeless body you see a glowing green object in its eye.

You found the Emerald Scarab!

You walk back upstairs. Go back to park map or through the coffin shaped door?

Remove the wiring

You sprint towards the mummy and slide through its legs as it lethargically swings at you with its massive arm. You reach up and yank the exposed wiring. The Mummy shuts down and its lifeless mechanical body falls to the ground. You jump to escape it but it falls on your leg. Paramedics eventually arrive and escort you to the hospital.

Game Over

Left or Right?

Light Speed

You and Roderick hop on the tram.

The ride starts and begins climbing higher and higher. Suddenly you plunge down and descend into a dark cave. The walls suddenly spring to life with colorful lights and lasers. As you near the end of the ride it comes to a grinding halt at the top of a loop.

Wait for help or climb off?

Climb off

You get impatient and unbuckle your harness. You climb like a monkey down the loop of the coaster track. Suddenly the coaster starts moving again. You let go in a panic and fall into some bushes, spraining your shoulder.

Game Over

Wait

You wait a few minutes and the ride resumes. The ride returns to the beginning and you guys get off. As you walk off the ride, you notice a mysterious shed with a **ruby door handle**.

If ruby key = True: Open door
Else: Return to park map

The Witch's Cauldron

You walk up to a large rustic cabin with purple smog fuming from its chimney. You hear cackling from inside as you open the door. The aroma of incense slaps you in the face.

You see three witches surrounding a large bubbling cauldron.

if 3 items = True
Witches unlock the correct door.

Else: Return to park map

3 Items = True

You found the Golden Sceptre!
Congratulations +Character Name+!
You Found: +Inventory+
If all items found: You found all the items!

Open door with ruby key

Inside you find a treasure chest. You open it.

You found the Silver Chalice!

Right: Dracula's Tower

You take the door on the right and ascend the stairs until you find yourself in small room with hundreds of red eyes staring at you from the ceiling. There is a door in front of you with a sign: "Dracula's Chamber. Humans beware." There's also a utility door on the other wall with a sign: "Authorized personell only."

Go to Dracula's Chamber or through the utility door?

Go to Draculas Chambers

You quietly walk through the door into a cold, dark room filled with Transylvanian decor. Ahead of you is a large black coffin closed shut. In front of the coffin is a pedestal with a box on it. "There must be something in the box!" "No there must be something in the coffin!"

Open the box or coffin?

Go through Utility Door

You go through the utility door and it shuts behind you. Nothing in here but junk and electrical equipment. You turn to leave but the door is locked. You wait hours before someone lets you out. Time to go home.

Game Over

Open the coffin

You and Roderick use all your might to pry the coffin door open. Inside is a 7 foot tall sleeping Dracula, his arms crossed over his chest. He's holding something in his hands.

Try to grab it or try the box?

Open box.

You open the box and hear a sinister laugh you look around and suddenly a trap door opens under your feet, swallowing both of you. You slide through a tube and shoot out into the castle moat. Yuck! You drive back home shivering in your wet clothes.

Game Over

Grab it

You slowly reach for the object as sweat beads down your forehead. You gently lift it from his grasp and softly close the coffin. That was surprisingly easy!

You found the Blood Sapphire!

You walk back downstairs. Return to park map or go through the door with hieroglyphics?