# ACT 2 CLEMENT G. MORGAN PARK

You may collect Act 3 at **Location I** after solving at least four puzzles. Please check in at Location I by 2 pm regardless of how many puzzles you've solved.

### Page B1

**BRAINS!** 

If you say BRAINS!, turn to page B1.

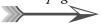
If you say BRAAIIINNS!, turn to page B2.

### Page B2

**BRAAIIINNS!** 

If you say BRAINS!, turn to page B1.

If you say BRAAIINNS!, turn to page B2.



If you look for something better to do than stumble around in circles muttering BRAINS!, turn to page B3.

### Page B3

There is a street. It is dark. You see lights coming closer.

No, stop, lie down, be still. You are not strong.

Who said that?

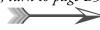
If you run toward the lights, turn to page B12.



If you run away from the lights, turn to page B4.



If you lie down and stay still, turn to page B5.



# ACT 2(cont'd)

### Page B4

You run away from the lights. Your legs work slow. You are not fast. The lights come closer.

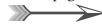
No, we mean it! Lie down. You are not strong or smart yet.

The voice is in your head! The lights are on a car. The car is shouting. You do not understand it.

If you approach the car with your hands up and say "HELP SOMETHING IS WRONG I THINK I MIGHT BE A ZOMBIE CAN I GET SOME ANTIBIOTICS?", turn to page B12.



If you lie down and play dead, turn to page B5.



#### Page B5

You lie down. You do not move. The car rolls past. It is dark now.

Very good, says the voice in your head. Now, lie there and try this brainteaser. Brains are better after teasing. So much better.

Brains!

If you try to think about the brainteaser, turn to page B6.



If your brain hurts, turn to page B2.



# Page B6

We can feel you getting smarter already, says the voice in your head.

What is going on, you think. You are dizzy.

You need nourishment, says the Voice. If you look around you'll probably find a snack.

If you look for BRAINS!, turn to page B8.



If you look for a can of Pringles, turn to page B7.

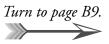
# ACT 2(cont'd)

#### Page B7

You find a big box that smells like food. It breaks easily. Inside are bags and bottles. You eat and drink from them.

You feel better.

Brains are delicious, says the voice in your head, but you are not yet strong, or fast, or smart enough to fight. Go down the street to headquarters and we will make you stronger.



# Page B8

You move down the street. You hunger for BRAINS!

A person is here! She is very small. She has a puppy on a string. She has a BRAIN! She also has a tin can. It smells like sugar.

If you grab the defenseless child with a BRAIN!!, turn to page B10.



If you grab the can of Mountain Dew, turn to page B11.



#### Page B9

You move down the street. You have been thinking about the brainteaser. Now you are smart!

You will be smarter once you are fully with us, says the voice in your head. Trust us, life in the Communion is really, really great. It's just that the transitional phase is... inelegant.

Big words! You don't know them all. But here is a building! People stand outside. Their brains do not smell fresh.

This is headquarters. You will sleep for a while now.

Dead hands reach for you. And now you sleep.

Turn to page C1.

# ACT 2(cont'd)

# Page B10

You try to chase the puppy person. She outruns you easily. Then the puppy attacks!

Bad dog!

You no longer remember how to be surprised. If you did, though, you'd probably be surprised by how easily the puppy kills you. Apparently, being a scary monster doesn't automatically make you strong.

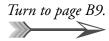
You have died. Again. You may start over again at page A1.

# Page B11

You grab for the can. The child squeaks and drops it. She runs away, dragging the puppy.

You drink from the can. You feel much better.

That was smart, says the voice in your head, but you are not yet strong, or fast enough to fight. Go down the street to headquarters and we will make you stronger.



## Page B12

You try to surrender. It does not work. Your voice does not work right.

They do not like you. They shoot you.

It does not hurt. But, you have died. Again. You may start over again at page A1.