

- find Aunt Beulah's grave, get locked, take it to town ? { - }

NIGHT OF THE WALKING DEAD

(4 den but)

Outside
 [Morgue] door N, rd W, turn E. N → [S End of Hall] W to Autopsy, E to Crematory, N to?
 E → [Crematory] gas pipe, valve, red flag in case door. look furnace (put light in out)
 ex valve (no handle) // [Autopsy Rm] AbL, cabinet (tape recorder) - take it. exam it.
 (4 den: play/stop/reward/rewind; no tape) N from Hall → [N End of Hall] / N to Cem, W → Coll Stages,
 E → Janitor's Rm. W → [Coll Stages] slab, cart, tape. take tape. put tape in recorder.
 play tape - 'Bodies disappear, bodies move?' / [Janitor's Rm] side, door E, flashlight.
 door E is locked { 01 } // N to [Cem] ^{S End of} tombstones, moss, chapel E, crypt W, Cem N,
 knife thrown at you. caretaker falls at your feet! take knife exam caretaker (not dead boy)
 E → [SE Corner] door to chapel E. E → [Vestibule] sanct E, door N, study S.
 S → [Rectory] desk, book on locksmithing. take book. read book. (how to use lock pick)
 ex desk (stapler) ex stapler (empty) // E [Min Sanctuary] utility floor, window, altar E
 ex floor. break floor (tile) E [Behind Altar] steps U U → [Organ loft] pipe organ, sheet music (Dirk E)
 play organ. fix bellows (stapler) // (flashlight has no batteries!) // N from Vestibule:
 [Small Anteroom] ladder U, rope pull rope (bats fly away) U → [Bell Tower] bell, key
 whoops, bats return kill you, given time (drop recorder in vestibule) //
 [SW corner] door to crypt W, cry, gravestones (door to crypt locked)
 N [NW corner] headstone, grave, coffin / ex head (blank)
 E [N End of Cem] cribs to N, cem S, E+W. N [Misty Path] booths E, dock N, Cem S
 unlock door (shimmy key from Bell Tower) Dark inside! // [SE Corner] gravestone, grave, head.
 ex grave (John Doe) dig? reed shore // N from Path → [Dock] boat to E. E [In Boat]
 ex boat (tied to dock) cut rope (oil) { it floats away when you leave }
 tape of bell → NO // swim → DIE // with recorder, "fake batteries" // [Breakfast Floorboards] float
 // [Boathouse] roof, workbench, oars (lose flashlight when leave Boath.)
 now → [In Boat] (by island, dock W) W. [Dock of Island] collect W, boat floats off
 N → [Outside Shell] door N, atts S, E, W. N [Shell] steps D, door N, door of garlic,
 phone, bed; door locked, D (dark) // E from O.S. → [E End of Island] tree, owl.
 ex tree (bundles in reach) { walking dead grab y! } U [In Cypress] (walking dead miss you)
 "[W Side of Island] dredge // [Cellar] shovel
 - red rope from bell for boat - garlic repels bats

1st dig @ W Side of Island → bottle (explosive)

dig @ N6 corner → body in pine, look pinky, grave robber steals shovel.

pink lock for quarter door → pink breaks! (use for door)

drop bottle → explode! BUI put bottle on ground (safe)

pink door @ Shark N → [Chest] crystal ball. take ball (hear organ played)

exam ball, red ball (Total destruction is the only way to defeat the walking dead)

Shovel + grave robber body at Organ left row, as y come down, hear ambulance siren.

ambulance @ Outside Myre, S → [Front Seat of Ambulance] keying, G → back

[Back of Ambulance] body of driver back doors open E → back to Outside Myre

unlock door at Junkie Stage. open door E → [Junker's Closet] shelf, valve handle, staples

put staples in stapler, take handle (handle is stolen when you try to go to Cemetery)

drop first line // handle + down in Gold Stage! // put handle on valve. close door.

open valve. turn handle right plot. push button. (✓ ^{jammer?} ~~the other~~ gone) // down left in Gold Stage

on entry Ambulance (hit, keys gone!) / at SW corner (hit, mouth? recorder gone)

stable bellows. drop staples plug music. (contaminator at bell tower) (2 burst)

NW corner (filled grave) dig (with shovel) → grave robber + tape recorder. (bunhin! 3)

push record. push record. l. plug music (hit/jambled! → music is gone). - music isn't recorded!

dig at NE corner. (empty) dig at NW (empty) - they refill.

driver, keys, music at G side of Island. (4 burst) // rewinded music on tape, writing had no effect.

put bottle on ground (by Crypt) {507k} ~~3~~ (3 turns plug for recorder) (examine keys - one ambulance, one c.m. stage)

push plug at SW corner to open crypt c music alone (don't use bottle)

w → [Front Door of Crypt] stairs D to back. (hit! flesh gone)

dig at NE (paper + flesh) (5 burst) // d → [Iron Crypt] coffin, telephone, art.

put bottle on coffin. (at Shark: call crypt) Boom

[Iron Crypt] lid blown, remains of Aunt Belicia, locket, (Goto ambulance: drive ambulance ✓)