

An adventure

SPOOKTOWN U.S.A



If you overcome a threat that isn't a monster, roll what feels like an appropriate amount of dice.

When you defeat all the monsters in an area, roll a 10-sided die for each monster. You (and any friends) evenly split up pieces of candy equal to the total of your rolls.

Scantily-Clad Animal Person.

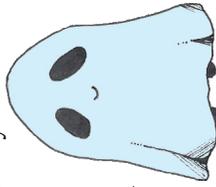
Every time you go between an area, roll a 6-sided die. If you roll a 1, you must fight a



When you reach a new location in Spooktown, roll a 6-sided die. Depending on your roll, a different threat will be present in that area.

1: The Sweete Shop

A locally-owned candy and soda store, run by Mrs. Carol Sweete.



If you roll an even number when you arrive, Carol is in the shop in the form of a **Witch**.

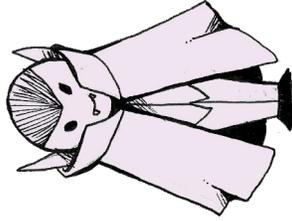
If you roll a 3, 4, or 5, there are also **2 Vampires** in the shop.

2: The Heart of France

A restaurant themed around the nation of France that serves no French-style food. If you roll an odd number when you arrive, the building is empty. If you roll an even number, you encounter **3 Stereotypes**.

5: The Courthouse

Surrounding this area are several pop-up tents that have no candy. They still have free t-shirts.



If you roll an odd number when you arrive, there are **2 Werewolves**.

6: Spooktown Customs

An auto body shop holding several vintage cars with various issues.

If you roll a 2, 4, or 5 when you arrive, there are **2 Mushroom People**.

If you roll a 3, 4, or 6, there is a perfectly functional pickup truck with the keys inside.

Requires:

- a game system
- a 6-sided die
- a 10-sided die



3: The Post Office

The local post office, filled with festive decorations. Getting inside proves difficult, due to other costume-less survivors crowding inside.

If you roll a 1 when you arrive, they refuse to believe you're still Human.

If you roll a 2 or higher, they let you inside.

4: GreenWall

A drug store filled with medical supplies and energy drinks.

If you roll a 3 or lower when you arrive, it's been raided of candy.

Otherwise, it's packed with candy, and the monsters are on their way...

7: The Party

A gigantic house filled with nearly 40 monsters. However, they're too intoxicated to open the doors and get out.

If you roll a 1 when you arrive, the door breaks down and monsters begin to pour out. They're unable to fight, but can still be a nuisance.

8: Evil Pumpkin's Patch

This is the only place it can end. To defeat Evil Pumpkin, feed it 100 pieces of candy, or fight it in a battle for the ages.

You make no roll when you arrive here. Good luck.

Spooktown is a small, rural town in the American mid-west.

On Halloween night, Evil

Pumpkin sprouted on the edge of town. With the rise of Evil

Pumpkin, everyone in Spooktown was transformed into their

costumes and filled with a lust for candy.

Only those in costumes were transformed. You, for some reason, were not in costume.

It's time to brave the night, defeat the monsters, and feast on Evil Pumpkin's guts in a tasty pie!

To play, use the map of Spooktown on the back of this zine to map out connected locations and where to go next.

