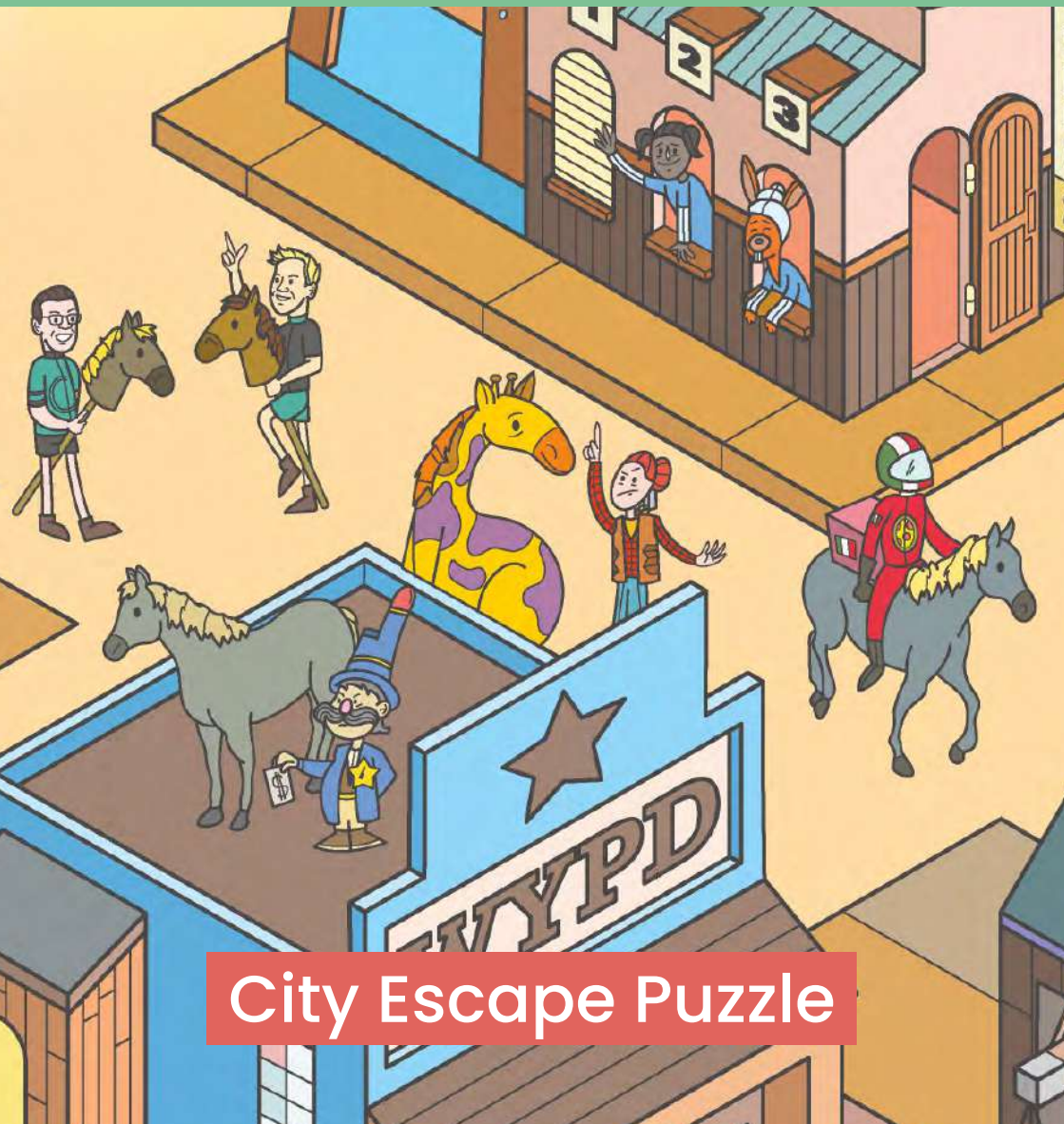
KILLER KIM

IN WILD YORK



City Escape Puzzle

PREVIOUSLY IN THE LIFE OF KILLER KIM.

Killer Kim, or just Kim. One day, she wakes up in a strange prison. How did she get there? No one knows, not even Kim herself. There's only one thing on her mind: escaping this eerie place.

Easier said than done. But somehow... she pulls it off. And now? She finds herself in a bizarre new world, part of a strange, eccentric circus. A sprawling city becomes her new playground.

And guess what? Once again, you are the one holding the reins. You decide where Kim goes, what she does... and whether she makes it out alive.

This isn't your typical puzzle. You don't start with the edges. Sure, there might be a picture of the completed puzzle in this booklet, but the real adventure lies within these pages.

Because this puzzle is also a story. And Kim? She needs your help. Follow her through the twists and turns of this dangerous place. At key moments, you'll have to choose her next move. Left or right? Forward or back? Hide... or run? Each decision leads you to a different page, and a different piece of the story.

Look closely. Clues are hidden everywhere and they might just save her skin. Choose right? The story continues. Choose wrong? Well... Better retrace your steps and tread more carefully.

And if you do make it out? Feel free to complete the puzzle. Who knows what secrets still lie beneath the surface...

Curious to know how it all began? Dive into the Prison Escape Puzzle. The first chapter of Kim's wild adventure!



INTRODUCING OUR MAIN CHARACTERS.



Kim

Quick-witted and chaos-tested, Kim is a master escape artist with a knack for improvisation and trouble magnetism. From circus vans to secret saloons, she has bluffed, climbed, and disguised her way through madness, and somehow always lands on her feet (or close enough). With a police force on her tail and a long list of regrets, she's just trying to stay one step ahead of the law...and reality.



Walter

A short-necked giraffe with a tall sense of loyalty, Walter is Kim's silent sidekick and unlikely climbing expert. Calm under pressure and inexplicably agile, he follows her through chaos with quiet charm.



Roosevelt

Sheriff of Wild York, Teddy Roosevelt keeps the dusty city in check with sharp instincts, a booming voice, and zero tolerance for nonsense, especially clowns. Tough, dramatic, and always suspicious. He's the kind of lawman who doesn't ask twice and never misses a clue.



William

Known simply as Boss, William Tweed runs the Long Island Saloon with a wink and a secret stash. Gruff but clever, he knows how to work the system and bend it when chocolate's involved. If something shady's brewing in Wild York, chances are Boss already poured the first cup.



Billy & Kid

Furniture haulers by trade, schemers by nature. Billy and his daughter, known only as Kid, move more than just old pianos. Quick with a cart and quicker with an excuse. They're the go-to team when something, or someone, needs to disappear fast in Wild York.

Rockefeller

Dressed to impress and riding in style. John Rockefeller is Wild York's wealth on wheels. Polite, powerful, and always in the right place at the right time. He's the kind of man who opens doors. Sometimes to opportunity, sometimes to trouble.



Hamilton

Ambitious, by-the-book, and itching for a promotion, Deputy Hamilton sees every outlaw as his big break. Sharp in uniform and sharper in pride, he's determined to make a name for himself. Even if it means chasing chocolate criminals through time.



COMPLETE THIS PART OF THE PUZZLE FIRST.

Chapter 1

THE ARRIVAL.



From the back of a speeding bus, dressed as a clown, and sitting next to the world's only giraffe with a short neck, Kim looked out the front window and saw the world changing before her eyes as soon as the vehicle hit exactly 142 kilometres per hour. Several massive towers revealed themselves on the horizon. As they got closer, it became apparent that these massive buildings were built out of wood, which was weird for their size. Before Kim could think too much of it, she noticed a sign on the side of the road that welcomed them to Wild York.

For the first time since they left the prison gates, Kim dared to sit back and sigh. She hardly even noticed the change of soil they were driving on. Whilst the bus was shaking more and more due to the disappearing tarmac making way for gravel and dust, Kim finally felt zen. The movement of the bus even became relaxing, and slowly she dozed off.

Not much later, she was awakened by the bus coming to an abrupt stop on the sandy road. A lonely figure had appeared in front of the bus and signalled them to come to a halt. She could hear him shout at them through the open windows. 'Howdy folks, the name's Teddy,

but y'all can call me Sheriff Roosevelt. I run the police force in this here town, and I'd like everyone in this weird looking vehicle to step out.'

Kim felt chills running down her spine. Was this man warned by the guards at Carcerem Temporis that she had escaped? Or was he merely trying to do a routine check, making sure nobody brings in any trouble? The latter seemed plausible, given that this entire place looked like one huge fire hazard. Kim was torn: taking the risk of staying with her new circus family which could possibly lead her straight into the long arms of the law, or to run. She peeped through the windows and noticed an alley not too far from one side of the bus. The entrance to this massive this vehicle was on the opposite side, so if she squeezed through the window, she might make a run for it without being noticed. There wasn't much time to think it through as the Sheriff had begun his approach. What should she do?

TIME TO DECIDE!
GO TO THE NEXT PAGE



NOW COMPLETE THIS PART OF THE PUZZLE.

Option 1

STAY WITH THE GROUP.



Kim tried to calm herself down. There's no way they figured out this fast that she was missing. And even if they did, she was still dressed up as a clown. The only thing she had to do was to choose between a smile or a frown and keep her mouth shut. Quickly adding some more make-up to look extra silly, Kim was ready to get into this place the way she got out of the previous one: through blending in. There were way too many people and creatures on this bus anyway to see who's who.

She joined the other circus artists while they left the bus. Everyone got in a big line and waited while Sheriff Roosevelt entered the bus. Without saying a word he passed by every row of seats, looking under each one of them. Needless to say, this barely gave Kim any peace of mind. After a few minutes, he came back out and finally addressed the group.

'My apologies for the intrusion, but we've been searching for a runaway criminal from the prison you just performed at. I couldn't find anything suspicious on board, though. Y'all are free to go.' The group slowly started getting back onto the bus, and Kim felt like 100 tonnes were falling off her shoulders. As Sheriffs do, Teddy made one last comment as they said their goodbyes.

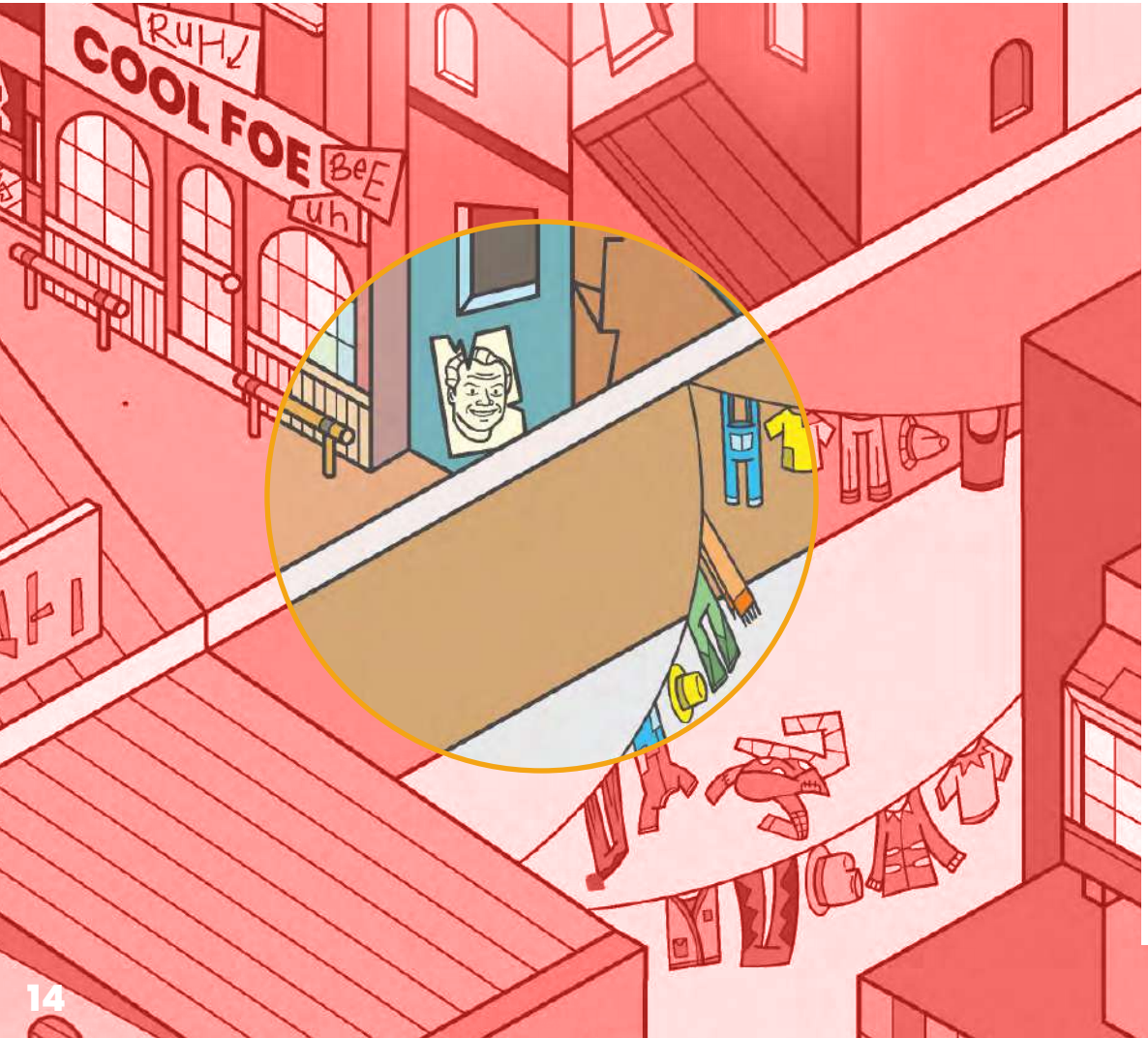
'And don't you let me see y'all get in any trouble in my city, you hear! Especially that red-haired clown. Ever since I was a kid I hated clowns.' The bearded lady in the company laughed and turned around. 'What are you talking about? This circus doesn't have any red-haired clowns.'

This sparked immediate reaction with Sheriff Roosevelt who fired one shot up in the air. Immediately 24 officers came riding in on horses with sirens and lights on their heads. Within seconds Kim was on the ground, cuffed and ready to be taken back to Carcer-em Temporis.

**BE MORE SELFISH!
THIS WAS THE WRONG CHOICE.
GO TO PAGE 14 TO DISCOVER
THE RIGHT CHOICE.**

Option 2

RUN INTO THE ALLEY.



Kim didn't trust this at all. While the Sheriff was approaching the bus from the side to let everyone get out, she quickly shuffled towards the back. There appeared to be a window that was able to open because it doubled as an emergency exit. As quietly as possible, she opened it and made a run for the alley. Without looking back, she immediately climbed a wall and hopped on over.

She arrived on a small patio where some clothes were hanging to dry. Adding to her luck, there was actually an outfit that didn't make her look out of place but kind of suited her. She had just started wrestling the clown onesie when suddenly she felt something hard attempting to help her get the zip down. Unfortunately, that didn't work as she just felt pain and turned around to see what was causing this sensation. It was the short-necked giraffe from the bus. 'What are you doing here?' Kim exclaimed. Obviously there was no answer, but the giraffe looked at her so damn cute, she decided to bring him with her. She put her hand on his shoulder and said: 'From now on, you'll be known as Walter, that's a good name for an assistant.' She kept struggling until she got out of the onesie and put on a better outfit. On top of that, she provided a nice cowboy hat for Walter. About 15 minutes later she also managed to get all the make-up off her face that she used on the bus to make the clown-story stick. Time for a new personality, she thought.

After changing, she climbed over the next wall only to find herself in a big street. For a second, her head drifted off to the thought of how Walter managed to get over walls, but when she looked back, he was already beside her. Apparently he was quite good at climbing somehow. Carriages were driving all across the way, kicking up tons of dust. Kim noticed this made her throat very dry quite fast and decided to find something to drink. On the opposite side of the road she could make out the word 'Saloon' written on a way too small plank for this 77-story high wooden shack with a top shaped like a copper spire. She decided to go in.

**RIGHT UP YOUR ALLEY.
THIS WAS THE RIGHT CHOICE.**
GO TO PAGE 16 TO CONTINUE.

Chapter 2

LONG ISLAND SALOON.



Kim didn't really know what to expect when she walked through the flappy doors. All she could think was that this was a weird entrance to a skyscraper. Once inside, she kind of feared having everyone stare her way, but it turned out this wasn't a movie but just everyday life. Everyone just moved on with their lives as she walked towards the bar. Apparently, even Walter didn't catch anyone's attention. Oddly enough, she didn't see the bartender right away, but even if her eyes couldn't find him, her ears did when she heard a swear coming from her right as a man wearing an apron kicked an old pianola.

'Darn hunk of junk. I can't wait for you to be hauled off so I can get the newer model.' He pushed the device into a dark corner and turned around to make his way back to the bar. 'Hi there, m'lady. What can I get you today?' Somehow, that question actually caught Kim by surprise, as if there was anything else she should've expected. Her mouth just blurted out the first thing her brain came up with. 'C-Chocolate. I… I would love a hot chocolate, Sir.' She looked over at Walter who just nodded wildly. Apparently he agreed.

The bartender lifted one eyebrow and allowed his gaze to travel up and down from the bar to Kim's face and back.

'You're not from around these parts, are you Miss? Any form of cocoa has been prohibited in this city for the past 13 years. Also, the name's William. But most people here call me Boss.' Before she could even react, the bartender leaned over to her and started whispering. 'Of course, there's always those who challenge the status quo and might help you to some chocolate, if you can keep your mouth shut.' Boss winked at her.

Kim didn't want any trouble but by now her brain had committed to the idea that she wanted a hot chocolate so all she managed to do was to nod. Immediately, Boss disappeared into the kitchen. In his absence, Kim started to doubt if this was actually a smart move. As if she wasn't in enough trouble yet, she was about to break a law in this place as well. She started looking around to see if she could sneak out unnoticed. When she gazed past the entrance, she suddenly saw two carriages trying to park. One was being driven by four horses with sirens on their heads. An excessive display of power, for sure, but Kim knew this was the sheriff coming in. The other one had a print on the side: 'Billy & Kid - We haul your old furniture.' As both gentlemen greeted each other outside the saloon, Kim knew that staying put was the worst idea there was.

TIME TO DECIDE!
GO TO THE NEXT PAGE



HIDE IN THE PIANOLA

GO TO PAGE 20

HIDE IN THE KITCHEN

GO TO PAGE 22

NOW COMPLETE THIS PART OF THE PUZZLE.

Option 1

HIDE IN THE PIANOLA.



Given how no one had shown any sign of realisation she existed in this space, Kim slowly made her way towards the pianola in the dark corner. Just as she was thinking about how she could open the lid without a sound she noticed the flappy doors moving. First the sheriff came in, followed closely by Billy. The latter gave the doors an extra push, causing them to open and shut quite forcefully, hitting Billy's daughter straight in the head. Now every head in the saloon turned towards the entrance. This was the kind of opportunity Kim had dreamed of. Quickly she opened the top lid and managed to squirm into the pianola, which luckily missed half its content. No wonder this thing wasn't playing. As she tried to find a more comfortable position, Walter came in after her, basically crushing her on the bottom of the pianola.

Luckily that's where she found a tiny hole in the woodwork, just enough to see what was happening in the saloon. Just as Sheriff Roosevelt arrived at the bar, Boss came out the door with a cup of hot chocolate. He instantly froze when he saw the Sheriff. 'What have you got there, Boss? That wouldn't happen to have any cocoa in it, would it?' Boss gave the impression he was thinking about his options for a second. 'It's a leftover from years ago, Sheriff. This crazy lady came in here and held a gun to my head, demanding a hot chocolate! She was right here! I just tried to not get killed. We have to find her.'

As the Sheriff seemed to be thinking about what Boss said, Kim felt the pianola moving. Billy was pushing it towards the exit and with a great deal of effort put it into the back of the carriage. Whilst the Sheriff and Boss got into a heated discussion, she drove off.

BOTTOMS UP!
THIS WAS THE RIGHT CHOICE.
GO TO PAGE 24 TO CONTINUE.

Option 2

HIDE IN THE KITCHEN.



With a quick jump Kim vaulted over the bar and went into a crouching position. Walter followed her by just jumping straight over the entire bar without touching it. Luckily, he didn't have a neck to keep low. Kim heard the flappy doors open twice, followed by a thud. Catching the words 'sit at the bar' almost made her jump, but of course that would've given her away. By going prone she crawled into the kitchen through the slightly open door.

When she was safe and out of sight she looked up but to her surprise Boss was nowhere to be found. What she did notice from this height, however, was a tiny door in the far wall. She heard very faint footsteps coming from the corridor behind it. Out of the blue, Boss came through the opening, only he was just 25 centimetres tall at the moment. He was holding two bars of chocolate.

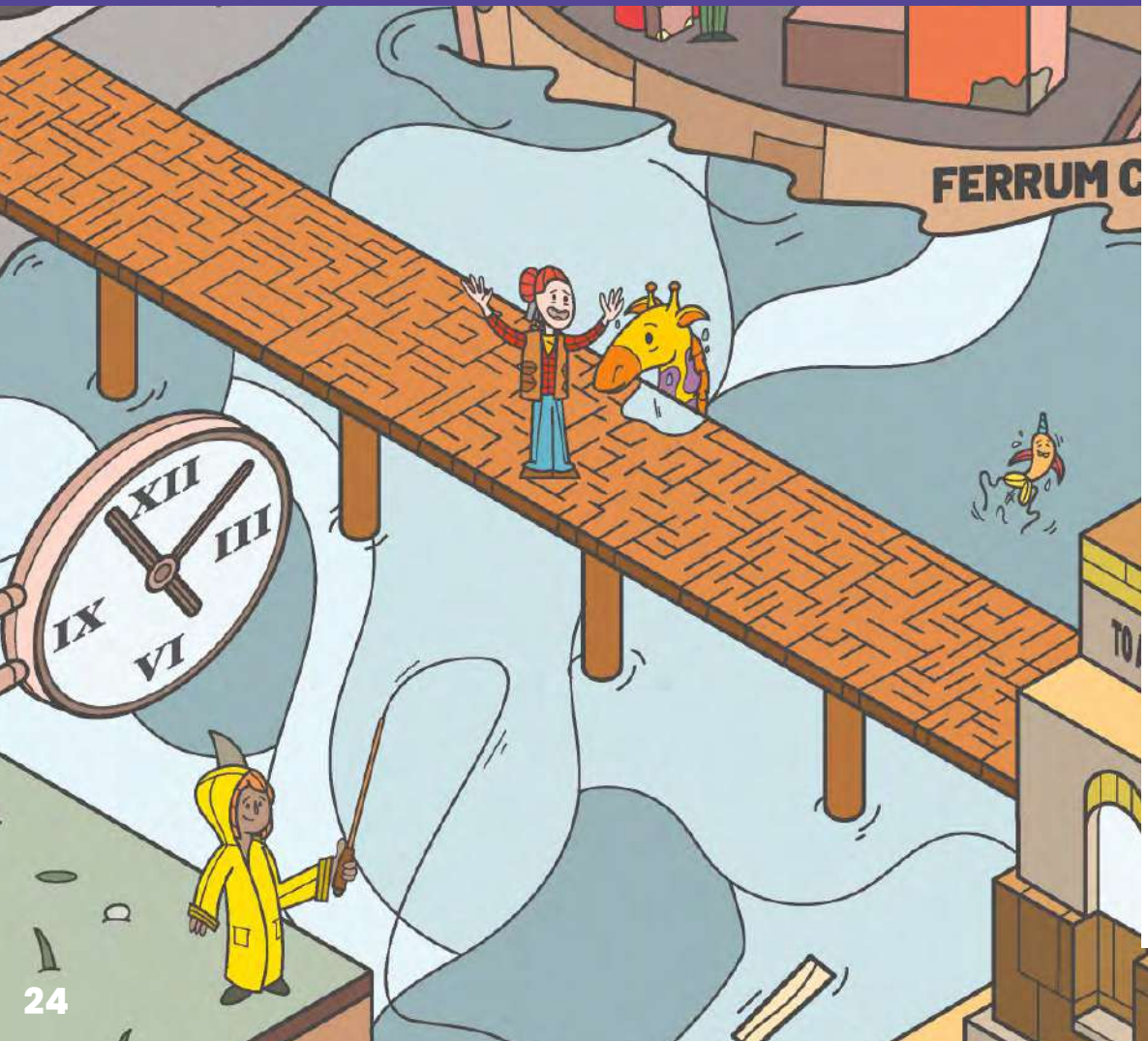
He stopped in the middle of the kitchen and ate the first bar. Immediately he started growing to normal size again. Once that was done, he walked to the stove where milk had just started boiling. He started talking to himself. 'I wonder why the lady wants to shrink down. I reckon I'll ask her when I serve her this.'

Kim veered straight up and shouted. 'This is what chocolate does to you here?' She completely forgot that Boss had no idea she was in here. He simply let out a loud 'Bah!' and threw the cup of milk he was just filling straight at her. Hitting her in the head, she went down to the ground. She fainted as she heard footsteps running into the kitchen following the noise. The last thing she saw was Sheriff Roosevelt's hat.

**TOO MANY COOKS.
THIS WAS THE WRONG CHOICE.
GO TO PAGE 20 TO DISCOVER
THE RIGHT CHOICE.**

Chapter 3

TRAILBLAZER'S BEACON.



The wobbly ride took forever, exactly how big was this city anyway? After what felt like an eternity, the carriage abruptly came to a halt. The pianola was taken out of the back and just rolled to a spot very close to the cart it was just in. She heard doors closing, after which her driver took off. That's the moment she finally dared to open the top. Her eyes needed a few seconds to get accustomed to the light.

What she gazed upon was basically a dumping ground, only almost everything was made of wood and there was quite some metal attached everywhere as well. She kept taking in the vast area of rubbish until suddenly her eyes grasped the view of a massive monument in the middle of it. Standing at almost 30 meters high, there was a statue of a cowgirl, gun strapped to her waist. She was holding up a rancher's branding iron, of which the top was glowing red from the heat. The symbol up top formed the letters 'WY.' On the bottom there was an inscription which read "To all who seek freedom and fortune, welcome to the untamed land."

It made her feel as if she could stay here forever. Not in the dump, obviously, but a place that encouraged freedom and fortune felt like just the place. She decided to stick around for a while, at least. Suddenly the world had become her oyster as the opportunities splashed over her thoughts like a wave on the beach. She was in the mood for some sightseeing and noticed a long line waiting in front of the statue. Apparently, you could go in. On the other hand, she didn't really feel comfortable going into an enclosed space. Some post-cell-stress, you might say. Of course, she could just head into the city as well, but that's where the Sheriff would be searching for her by now. That whole cocoa-thing didn't really help her cause.

Either way, it was staying here and visiting that monolith or going back and seeing the city. Other than that, this place was surrounded by water, and she wasn't about to go swimming.

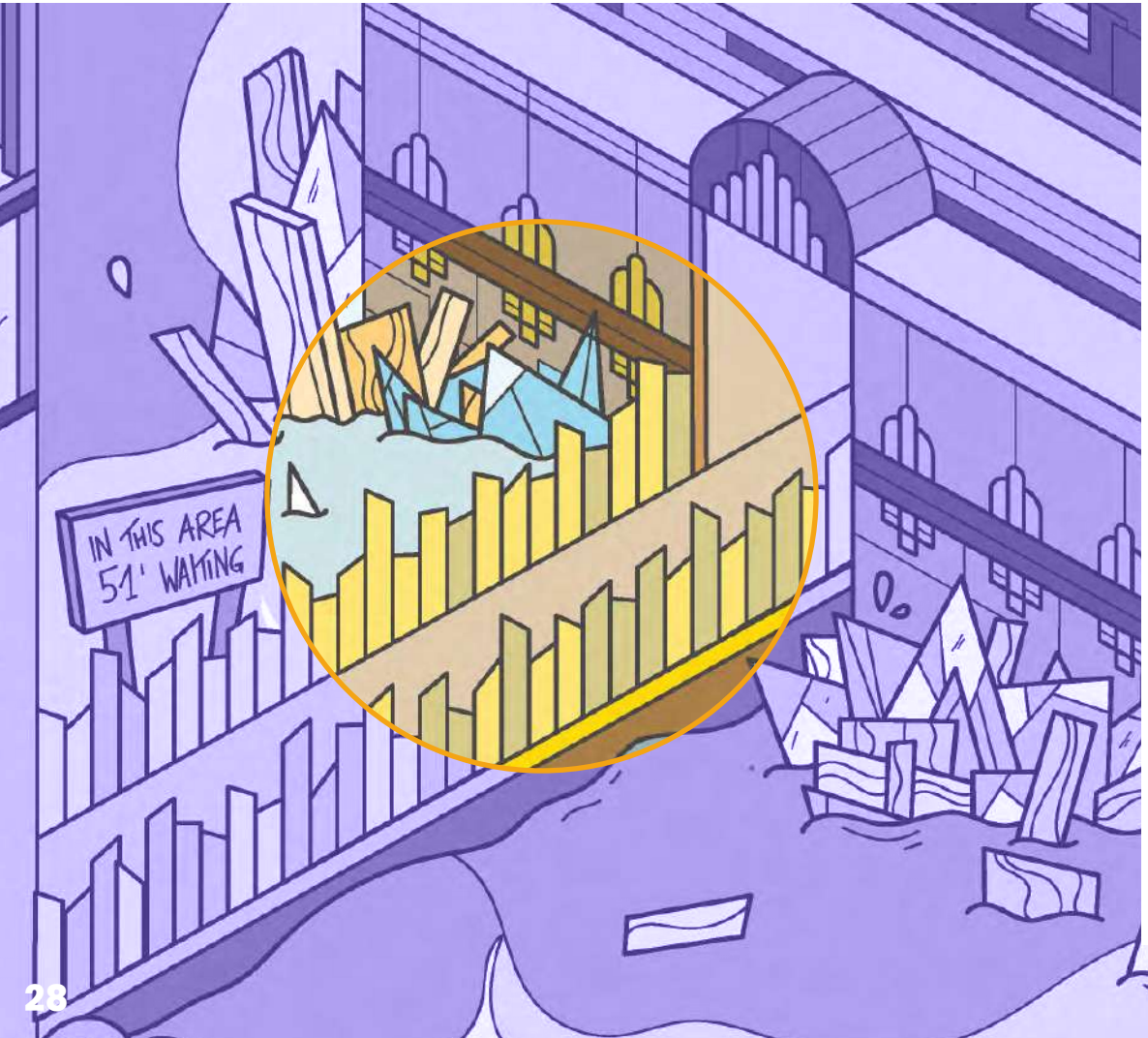
TIME TO DECIDE!
GO TO THE NEXT PAGE



NOW COMPLETE THIS PART OF THE PUZZLE.

Option 1

JOIN THE QUEUE.



Kim and Walter joined the big line and waited for about an hour. People all around them were debating several conspiracy theories, some even more farfetched than others. Ironically, not a single person appeared to have noticed there was a short-necked giraffe amongst them.

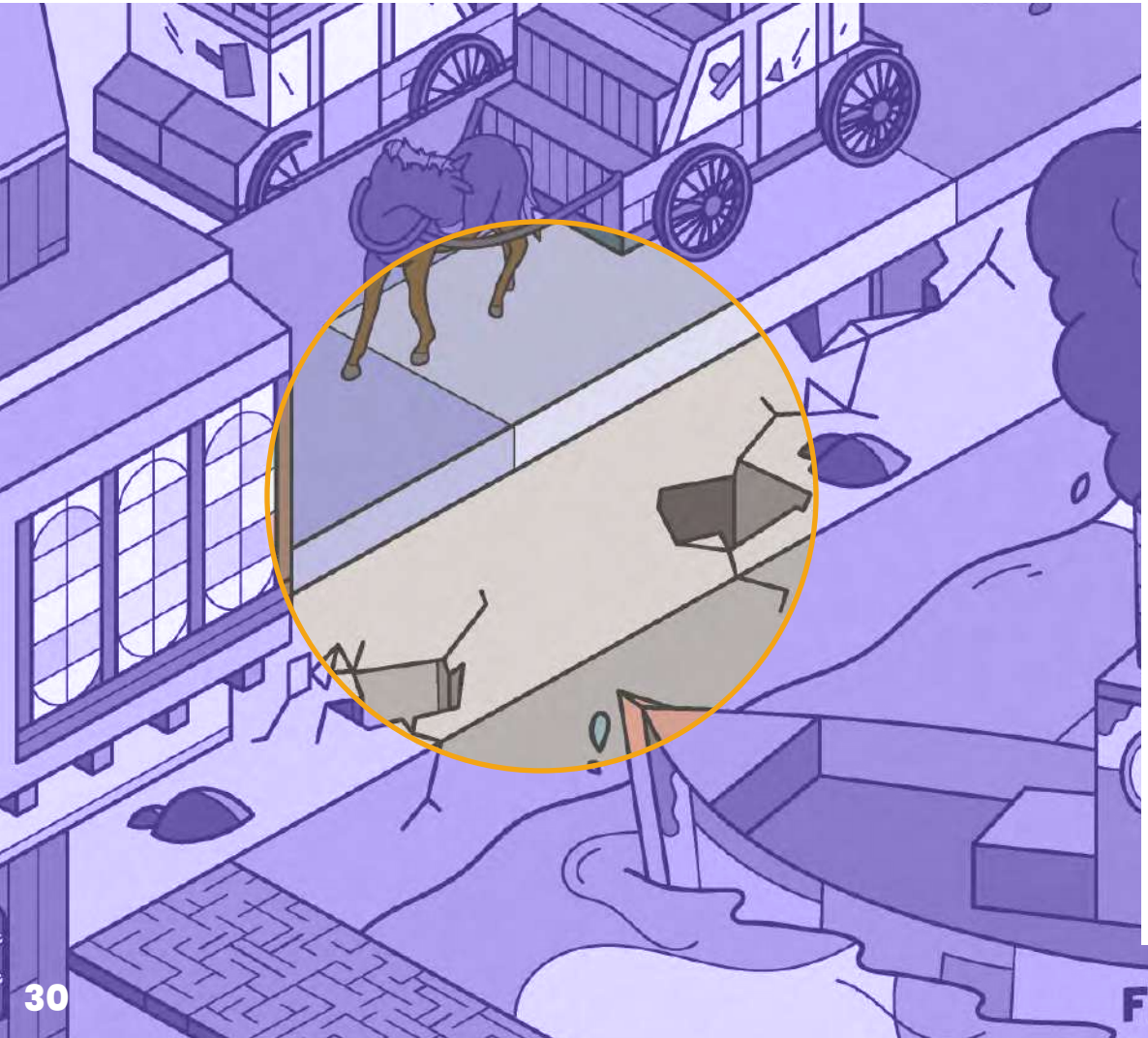
As they slowly approached the entrance to the giant pedestal they started seeing lasers and lights flickering from beyond the door. When their turn finally came to go in, Kim couldn't believe her eyes. A giant silver-looking saucer with a glass top met them. It had lights coming from every single part of it that kept switching off and back on. Many people entered in the same way as Kim did. With their jaws dropping to the floor. Walter expressed an unimpressed vibe to all of this, as he had done for the entire time already.

They approached the massive machine slowly. The low humming that had been present almost unnoticeably the entire time suddenly started picking up. What happened next went so fast that nobody even had a chance to set a short step back. The entire steel colossus lifted off the ground and started hovering above the crowd. A little puff of smoke escaped from it every now and again. It didn't seem to be in a good state. Apparently that didn't stop it from suddenly releasing a beam into the crowd that grabbed Kim, Walter, and a few people around them. Before they even realized it, they had been dragged into the machine as it took off far into the sky, never to be seen again.

**ET, GO HOME!
THIS WAS THE WRONG CHOICE.
GO TO PAGE 30 TO DISCOVER
THE RIGHT CHOICE.**

Option 2

VISIT THE CITY.



Kim decided to turn around and head downtown. This place was so big, she was quite sure she was far enough from that saloon where the Sheriff had walked into by now. She crossed a bridge from the dump into the safety of the shadows cast by the huge buildings, some of which were painted all white and kind of resembled an ancient Greek style to her. The weird thing was that this street was full of holes, as if people had been digging in them. In the middle of all of it, she did actually see a woman digging down. Kim approached her carefully.

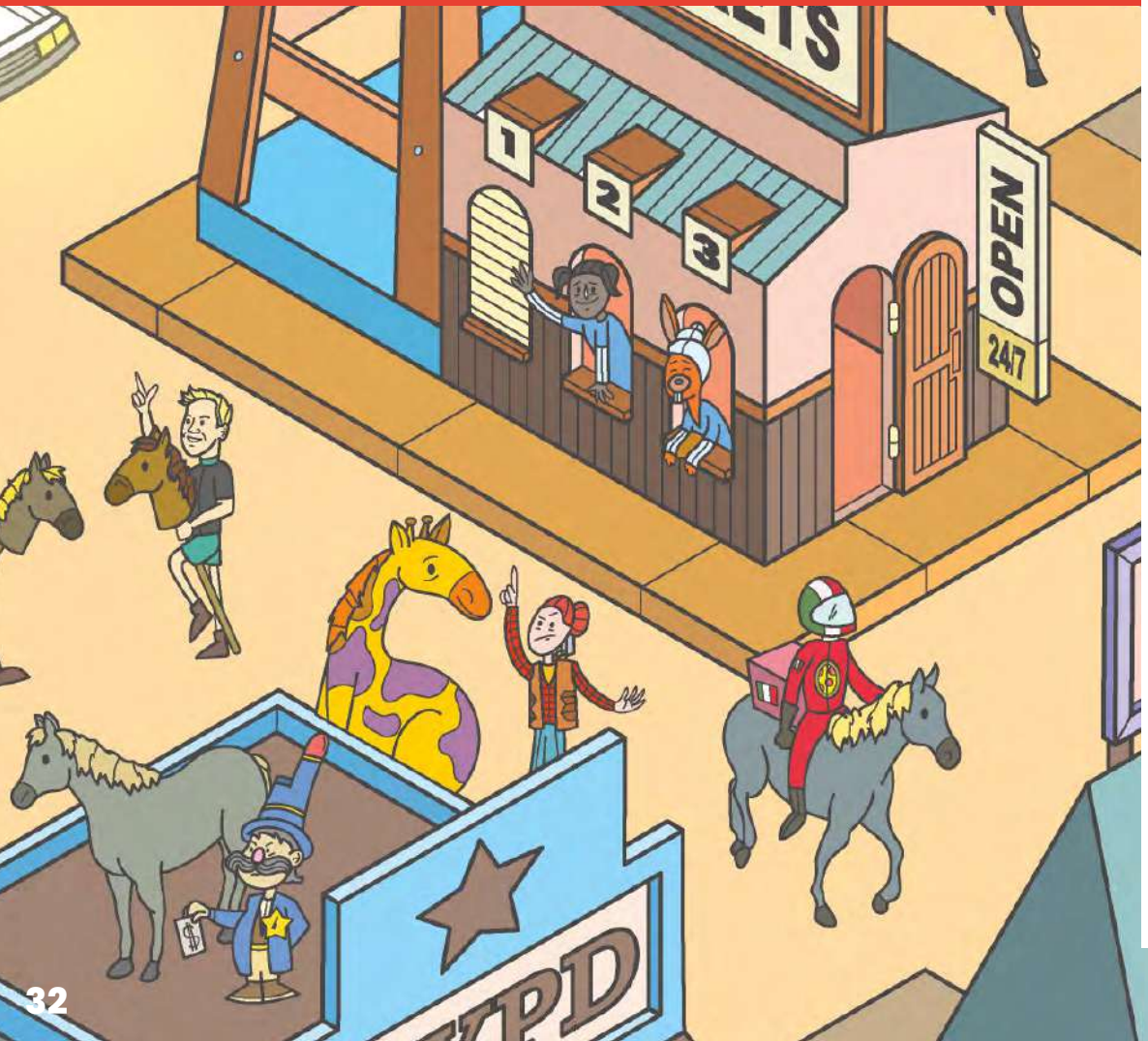
'Excuse me, what are you searching for?' When the woman lifted her head up she had a bewildered look on her dirt-smeared face. The reply had an aggressive tone right off the bat. 'You're not getting this spot! I'm so sure there's a stock in here and finally nobody's around. This one's mine!' She started digging like a maniac in the same spot again until she suddenly found a piece of paper. She blew off the dust to read the name that was mentioned on the top. 'Blue Buffalo? I'm rich!'

The woman disappeared as fast as she could out of the street. Kim was trying to grasp what just happened. Part of her wanted to start digging for herself, but she didn't have a clue where to start. So in the end she decided to continue on her way. Walter was still trailing behind her like a loyal puppy dog.

**YOU'RE DIGGING THIS.
THIS WAS THE RIGHT CHOICE.
GO TO PAGE 32 TO CONTINUE.**

Chapter 4

BROADWAY CORRAL.



Just a few minutes of walking brought her to some kind of square. This must have been the brightest place she'd ever seen. All around were a collection of lanterns that had different coloured glass, turning them into giant billboards. One of them had a man on a ladder replacing the lanterns one by one. Carriages came from every single direction at all times. This definitely was a hotspot.

In the middle of the square was a little make-shift shack that was basically 3 registers besides each other. Kim approached it to read the sign above the cashiers. It said 'Last-minute musical tickets.' She felt like this would be the right thing to finally release some stress, and she'd be in a dark place as well. This was the perfect scheme for the time being. Kim walked up to the counter. 'Excuse me, what music genre are they playing in these?'

The cashier was working on a chewing gum as if it was the only thing in her life that gave it some purpose. The question Kim just asked made her tilt her head up with a look in her eyes that seemed to say 'Are you kidding me?' She actually stopped chewing for an instant, but returned to it mere seconds later. 'It's hard rock, every single one of them. That's how it has been for ages.' Not only was this not the reply Kim had been expecting, it also made her doubt. Unfortunately hard rock bored her to tears. She considered that she would be disinterested, but safe. What she did notice, however, was that this was the very first time she saw Walter excited.

Given her doubt, she looked around to see if there was anything else to visit. She saw a huge bridge in the distance, made completely out of steel. It probably led out of the city, so maybe she could actually keep moving away to a place where she wouldn't be hunted in the end. Or she could do Walter a favour while they were here and attend the show.

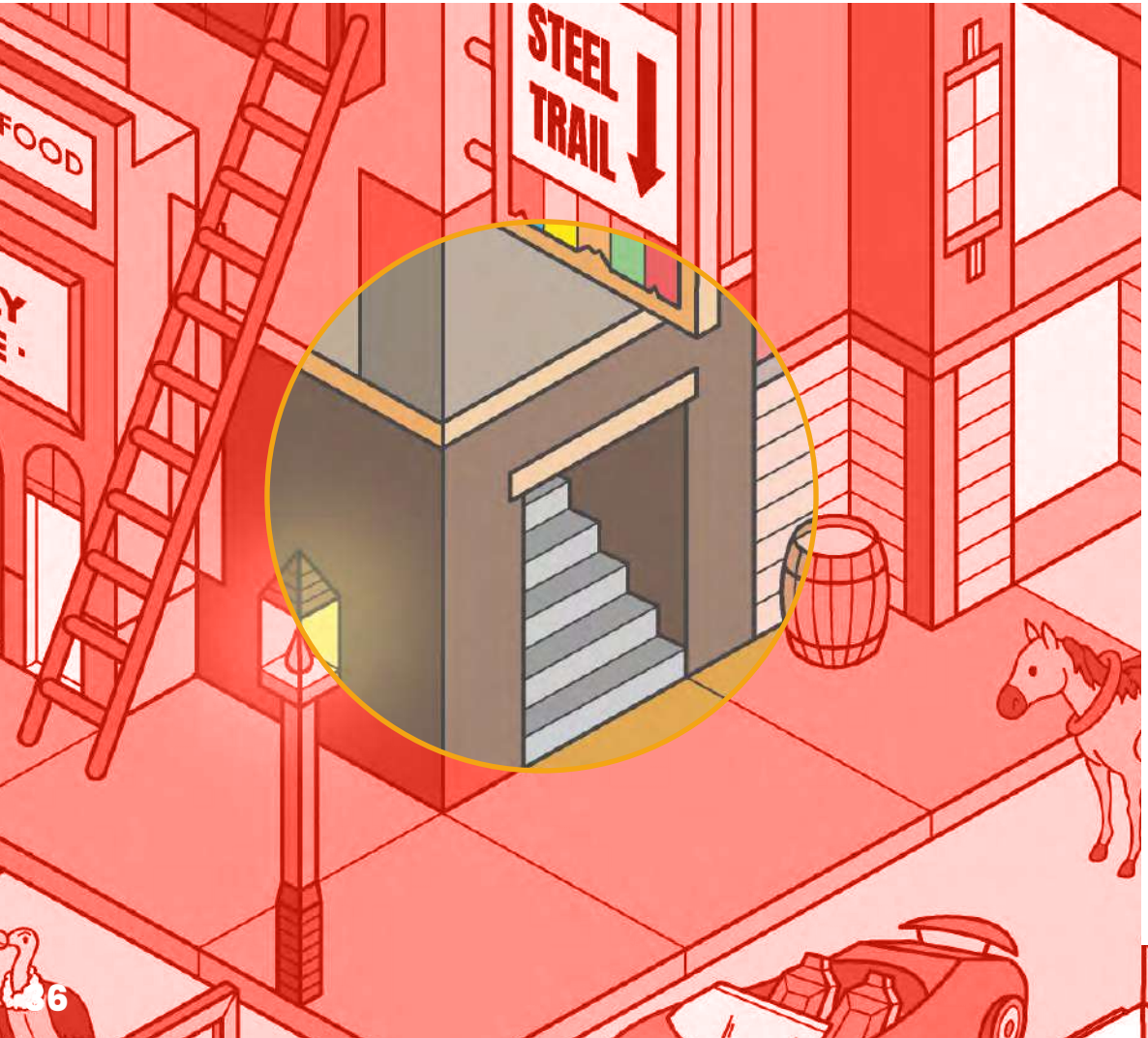
TIME TO DECIDE!
GO TO THE NEXT PAGE



NOW COMPLETE THIS PART OF THE PUZZLE.

Option 1

VISIT THE STEEL TRAIL.



The closer Kim got to the bridge, the more impressive it became. This thing was huge! It seemed to stretch for miles on end. The amount of carriages that went back and forth was endless. The bridge had several archways on it, adding to the impressiveness of the whole structure as Kim walked by it in awe.

She was marvelling so much that she didn't even notice she was slowly approaching the end of the pavement and was about to walk into the street. Just a few steps in and she got hit in the shoulder by a carriage. Walter jumped back just in time. Kim fell to the ground in pain as the carriage door opened and a man with an absurdly high hat jumped out. 'Are you okay? I'm so sorry for hitting you. Is there anywhere you need to be? I could give you a lift to make it up to you.' Kim lifted her head and saw a very nicely dressed man that had quite a few rings on his fingers. When she looked past his face, she saw Walter, who was suddenly white with brown spots. The poor fellow looked like he had seen a ghost. Even further back, behind Walter, was one of the police carriages.

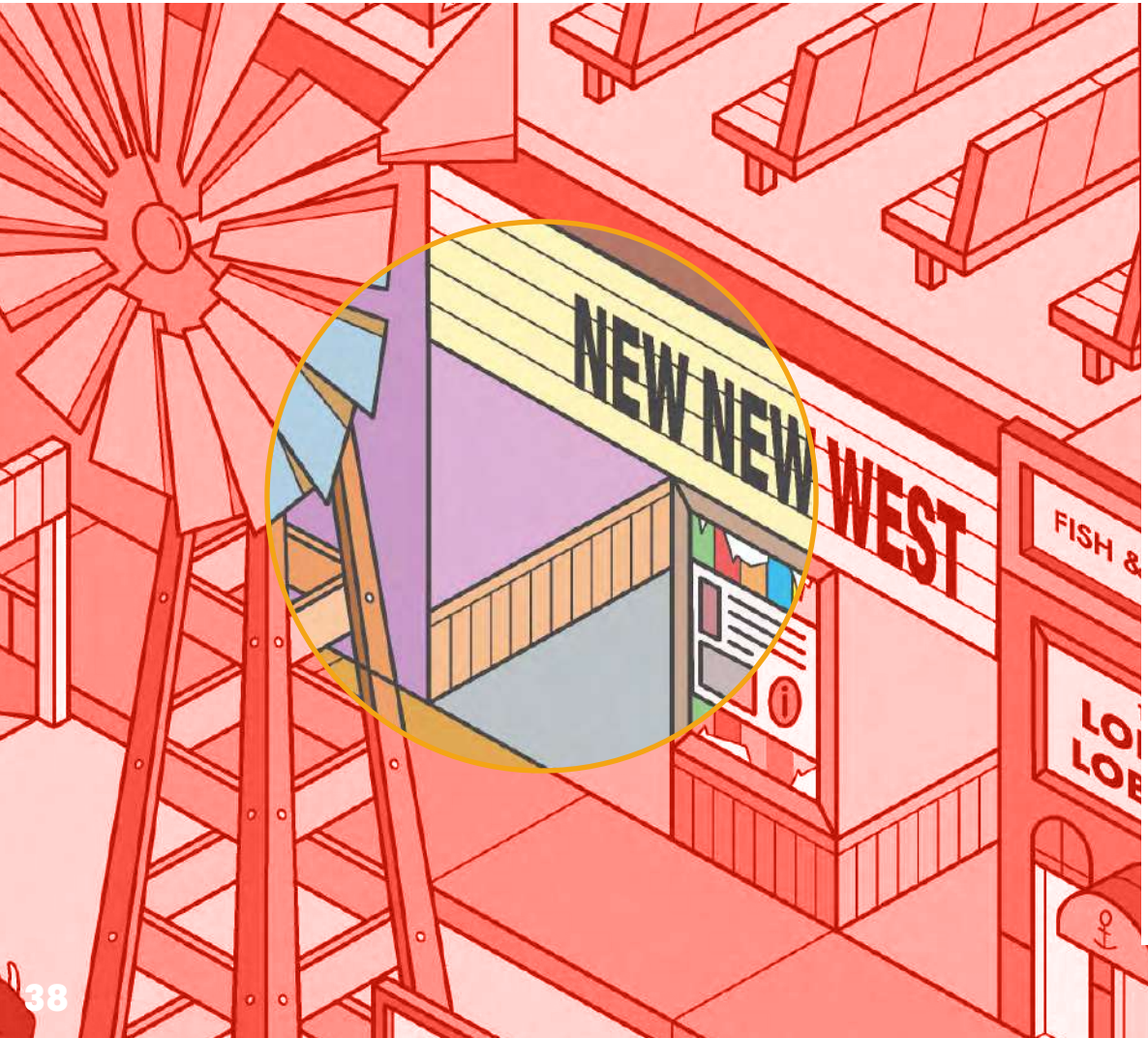
After a few seconds of silence due to shock, Kim muttered 'I'm looking for a way out of this town.' She was still looking past the man. He most likely didn't notice it, though. 'No problem, m'lady, I know just the place. Hop in.'

Kim jumped into the carriage and just in time noted 'My friend! We can't leave my friend behind.' She held the door open as Walter, who was slowly turning yellow again, joined her on the seat. The horses walked around a few corners until they arrived at a building with a big clock and what was presumably the statue of an ancient God holding serpents, backed up by an eagle. 'Here you go, Missy!' the rich man exclaimed. This is your fastest way out. If you ever visit our beautiful city again, be sure to come and say hi. The name's John, John Rockefeller.' Kim got out of the carriage and as it drove away, she admired the majestic building she was dropped off at.

YOU ROCK!
THIS WAS THE RIGHT CHOICE.
GO TO PAGE 40 TO CONTINUE.

Option 2

GO TO A MUSICAL.



Kim bought a ticket to something called 'New New West' featuring Bill Smitherson and went to the address of the venue stated on the piece of paper. She got in without an issue and when the darkness fell over the hall she felt safe. The spotlights turned on, engulfing the stage in a bright yellow glow.

The show was extravagant. The costumes, the people, the colors. She had never expected such a good time listening to hard rock. It was absolute insanity. Scene after scene was filled with bright colors and action-packed scripts. There were chase scenes, fights and a lot of yelling. At some point, actual guns were just thrown into the audience. Kim decided to keep one, just in case. You never know when it might come in handy.

After about two hours, the show was over. The lights came on again in the hall and everyone was getting up to leave. Walter was absolutely bathing in sweat as he had not been able to sit still for a single second. He got up together with Kim and dragged his feet behind her. As Kim was making her way to the exit, she noticed that at the door, there was a box with a sign: 'Please drop gun off here.' The sheriff was standing next to it, making sure nobody got out with the gun.

Kim panicked and a panicking person is one who makes the worst decisions. She held up the gun and aimed at sheriff Roosevelt. A loud bang went off and… nothing else happened. Everybody looked at her in disbelief and quickly everyone jumped on top of her to make sure she wouldn't go anywhere. Sometimes a community really does come together. Under the pile of human bodies she heard a muffled voice. It was the sheriff. 'You don't really think they use real bullets in a theatre, do you? You can come with me to explain a few things.'

**YOUR SONG ENDS HERE.
THIS WAS THE WRONG CHOICE.
GO TO PAGE 36 TO DISCOVER
THE RIGHT CHOICE.**

Chapter 5

THE PIONEER PLATFORM.



Whilst Kim was crossing the street to this building she suddenly noticed the amount of bright yellow carriages that were going back and forth. Had they always been there, and she just hadn't noticed? One of them stopped to let her pass. It was at this moment her eyes fell on the little sign that said 'CABBY CART' on the roof of the cabin. The driver had a little sign next to him that said 'Occupied' in red.

Once she got to the building, she could actually read the letters on the front, under the statue. It said 'Pioneer Platform.' As she walked in, she heard the sound of hooves trampling. That didn't seem weird at first, given that she had heard it in every part of this town so far. The only weird thing about it was that the noise came from underneath her. She walked further onto what must've been the first stone floor she felt since she left the prison.

In the middle of this building was a kiosk, completely made out of a single piece of stone with a copper clock on top. There was a big opening on the side that had stairs going down. Above it was a big board with destinations and a timetable. She could see a tiny man behind the wall switching the letters on the board. She was wondering if he had eaten any chocolate. As she was staring at him, she heard a voice from behind her. 'Hold it right there, missy! You're under arrest for illegal time travel and consumption of chocolate.'

Kim turned around, expecting to see Sheriff Roosevelt, but it was someone else in a police uniform that walked up to her. 'Deputy Alexander Hamilton, m'lady. You're my ticket to promotion so don't even think about resisting.' Kim saw him but also looked past him, to the main entrance where one of those yellow carriages just halted right in front of the door. She looked at him, looked at the door and looked at the timetable which indicated a departure any minute now.

TIME TO DECIDE!
GO TO THE NEXT PAGE



NOW COMPLETE THIS PART OF THE PUZZLE.

Option 1

RUN FOR THE CABBY CART.



The element of surprise would have to do. Instead of turning away from the deputy, Kim bolted straight at him. The look in his eyes gave away he was startled, enhancing Kim's belief that this could work. She sped up even more and only swayed to the side at the last instant. Feeling like she got past him, the adrenaline boost made her go even faster and start tripping at her own speed.

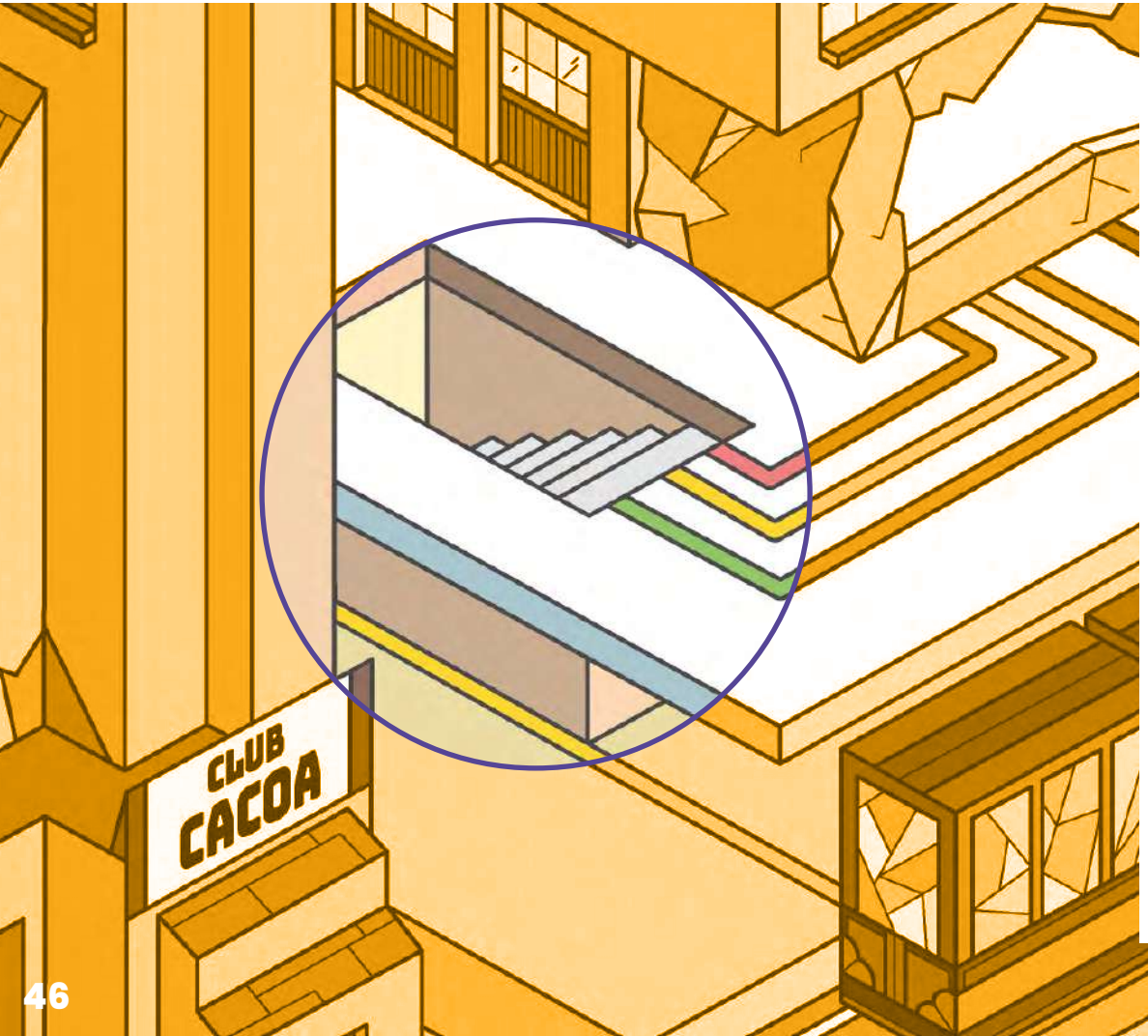
Falling forward whilst running, she was going too fast to stop. A few steps further, and she smacked her face right into the horse that was in front of the cabby cart. Both in pain and still panicking, she glanced behind her, only to see the deputy was still standing there, but one thing had changed: His right foot was tilted and facing outward. He turned around with a smile.

'I told you, you're not going anywhere….' Walter tried to get to her, but lost his hat while running and at this point people actually noticed him. They quickly circled around him like a bunch of freak vultures. Kim saw him panic as Deputy Hamilton walked up to her and put handcuffs around her wrists.

**DESTINATION: FAILURE.
THIS WAS THE WRONG CHOICE.
GO TO PAGE 46 TO DISCOVER
THE RIGHT CHOICE.**

Option 2

RUN DOWN THE STAIRS.



Trying to avoid conflict altogether, Kim turned around and headed for the stairs. She fumbled it halfway down and kind of rolled the rest of the way. Getting up again, she didn't dare to look behind her. She heard the hooves again and just followed the noise into one of the corridors. As she arrived at the platform, she saw 25 horses coming from the darkness of a tunnel, followed by what must've been the longest carriage she had ever seen. It had 5 entrances and 18 wheels on each side.

Without any hesitation, she jumped in. This was the first time she felt okay to look behind her. She saw deputy Hamilton run down the stairs. Ironically, the fact that he didn't fall made him significantly slower than she was. Just as he jumped down the last step, the doors closed with a weird hissing sound and the horses started galloping.

She had made it out. Without any idea where she was going, or any interest in the matter. This was the moment she suddenly realized that the other passengers were all holding a banana. The randomness of this place was becoming overwhelming, and she just stumbled towards a seat to catch her breath. It turned out she did this just in time, because this odd vehicle kept speeding up. The only thing left on her mind as her breath started finding its normal pace again was: where is Walter?

RIGHT ON TIME.
THIS WAS THE RIGHT CHOICE.

And that's where our story pauses, just for now. Kim's still a long way from home, and she'll be counting on your help again soon. Where's she headed next? No clue... or maybe this puzzle is already dropping some hints?

THE FINISHED PUZZLE



Whether you're deep in the puzzle or tying up loose ends after the grand finale. Let this be your cheat sheet, sidekick, or secret weapon.

I HAVE NO CLUE

HELP ME!
GUIDE ME!
SHOW ME THE WAY...

Lost your way? Not sure where you and Kim are headed?
Or maybe you've cracked the puzzle but want to double-check if you missed any sneaky clues? You've come to the right place!

Scattered throughout the puzzle are hidden hints to help you steer clear of the wrong paths and choose the right ones.

Flip through the next pages to uncover all of them...

Chapter 1

THE ARRIVAL.



Coolruhfobia

At the entrance of the city stands an old bar, the Cool Foe. Those who read the name and its additions carefully will see: Cool-ruh-foe-bee-uh. In other words, coulrophobia, or fear of clowns.

Wanted: clowns

The police appear to be looking for several individuals. Those who recognize them will see actors who have portrayed famous pop culture clowns. You can recognize Heath Ledger, Tim Curry, Jack Nicholson and Bill Skarsgård.

Mysterious sign

On the roof of the old church stands a sign that clearly has seen better days. On the ground lie the missing pieces. Whoever puts the puzzle together reads: this way.

Chapter 2

LONG ISLAND SALOON.



Ennio Morricone

The saloon is filled with references to films. They all have something in common when it comes to their soundtrack. Each was composed by the famous composer Ennio Morricone. Indicating music is the way to go.

The Good, The Bad en The Ugly

Another nod to that same legendary composer. At the table sit three cowboys — the good, the bad, and the ugly. Once again telling you that the musical way is the right way.

The right move

A moving truck waits outside the saloon. Letters on the side read: the right move. A quiet confirmation: this decision is the right one.

Chapter 3

THE TRAILBLAZER'S BEACON.



A famous alien

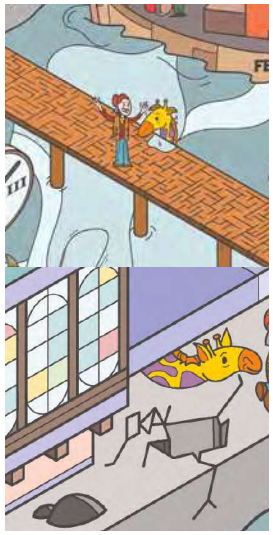
In the line, a strange yet oddly familiar figure is waiting. Incognito, though the disguise could've been much better.

Almost there...

Just a bit more patience. The sign says 51 minutes of waiting in this area. Area 51... Now where have we heard that before?

Ready for take-off

Smoke curls up from the statue's feet. The scorch marks around them look out of place, something's not quite right here.



The right direction

On the quay where Kim stands, the wood grain reveals a maze. Choose the wrong side? It's a dead end, leading the way astray.

Okay, I guess...

The cracks between the potholes whisper a secret message. Look closely, and you'll see it: 'okay.' Sometimes, that's all it takes.

Chapter 4

BROADWAY CORRAL.



Rhythm and rivalry

Two street musicians give their all in their favourite genre. But only one of them actually earns some money. Rock is not the way to go. Metal? That's my jam!

Bullet holes

At the saloon, there's a poster advertising the musical. It's riddled with bullet holes. Doesn't bode well, does it?

Out of tune, out of place

Next to the piano in the saloon rests a guitar, far from pristine. Its broken neck is a bad omen.

Ferrum Carbo Line

In the shadow of the statue, a boat arrives from the shipping company Ferrum Carbo, Latin for iron and carbon. Two elements that together form the alloy steel.



No place like home

Deeper in the city, a billboard for the Ferrum Carbo Line greets travellers. Welcome home, it reads. The road leading back to where it all began.

Stocks and steel

In the square, the local stock exchange updates its prices. Look closely, and you'll see many of the stocks resemble chemical elements. Only two are trending upward, iron and carbon, once again.

Colorful laundry

In the alley at the beginning of the puzzle, a lot of colourful laundry is hanging out to dry. These colour combinations appear again later. The combination that matches the correct choice is the same as the one on the clothesline Kim needs to pass on her way to the saloon.

Chapter 5

THE PIONEER PLATFORM.



The yellow peril

This wanted poster shows a rather dangerous individual. If you look closely, you might see him driving in the city. I'd probably just steer clear of him.

Familiar faces

Then again, maybe hailing a taxi isn't the safest bet in this city, most of the cabs are driven by inmates from the prison we've visited in our earlier adventure.

Walk the line

Above the saloon, four coloured lines represent the metro routes in the city. Only the yellow line runs all the way through; the others are cut off. Yellow is the way to go.

Miscellaneous

SOME OTHER CLUES.



Dressed to deceive

The pedestals of these shop window mannequins point to right and wrong choices. The outfits they wear belong to some of the town's inhabitants — guiding you in your decisions. Red is wrong, green is right.

The unfortunate fish

This unfortunate fish pops up now and then across the city. Luck is never on its side. Whenever you spot it, the fish, unaware, signals the wrong decision.

OH NO!

Did your cat, dog or child eat one of your puzzle pieces?

No worries, just contact Emma: ***emma@puzzleinabag.com***

OH YES!

Use this code for an extra
10% discount on your next purchase
on www.puzzleinabag.com

PIAB10

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OUR TEAM, OUR MISSION

We're a young team on a quest to reinvent the puzzle!



We believe in their creative power: through their work, the designers give a critical and visually powerful reflection of the crazy world we live in. Experience the imagery they create by making the puzzle.

- Let's think out of the box
- Designed in Belgium
- Every designer is fairly compensated
- Made in Europe

Graag dit boekje in het **Nederlands**?

Besoin de ce livret en **français** ?

puzzle in a bag

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