

15 HALLOWEEN RIDDLES

You wake up in a dark cold dungeon. You don't remember how you got here, and you don't know what's going on. You rub your head because it hurts. Your ears are ringing. You see several strange symbols scratched on a brick wall; it's four vertical stripes, three stripes below, and a check mark even lower. Next you come to a grid; a huge rusty lock is hanging on it. There's no key.

Look around and try to figure out how you can get out.



You go down the stairs and see a large hall. Several torches light up, and you spot four huge mirrors. They reflect Frankenstein, a skeleton, a zombie, and a vampire. One of these creatures is a human being, can you guess who it is?



You're looking at a human, he gives you a small bone, and warns that you will need it. You get outside and realize you're in the courtyard, this is the territory of a large sinister castle. There are no clouds in the sky, and the sun is hidden behind one of the tall towers. You can see three gates ahead; a werewolf is next to the first one, a second gate is guarded by a huge scorpion the size of a car, and the third gate has a scary alive gargoyle. Something is wrong here, find out what.



You're back in the castle and step into a small room. There are cobwebs everywhere and a lot of garbage on the floor, you can see a jar of salt on the table, and a note on the wall. It says "a circle of salt". You decide to take the jar just in case. At this point a slippery, viscous, liquid starts dripping onto your shoulder. You look up and see a big spider descending towards you on his web. You run away and see three doors. You can hear screaming behind the first one, behind the second door you hear the sound of a chainsaw. A dog is barking behind the third one. Quickly, you've got to decide where to go.



On the floor you can see human footprints that lead to the next door, you push the handle down; it's locked. Look around the room and find the key.



You open the door. It's dark, and you can't see anything. You take a small step forward and fall into a deep hole; fortunately, you're not hurt. On the ground you find an old mp3 player with headphones. It still has some battery left. Great! You put it in your pocket. You can't climb up the smooth walls of the pit, but you can see that someone has thrown down two ropes for you to get out. One rope is white and slightly shiny, the other looks quite ordinary, choose which you should use to get out.



You get out of the pit. The rope is tied to a marble pillar. You untie it, and put it in your pocket. You slowly walk down a dark corridor and hear a growl behind you, it's a werewolf. The full moon is out. You run out of the corridor and find yourself in the street. There are three paths ahead of you, the first road is covered with lava, the second one is swarming with snakes, and the third road leads to a poisonous lake. Hurry up! the werewolf is coming.



There's a massive tower ahead. You run inside and close the door. You find yourself in a circular hall lit by torches. Human faces appear on the walls; their hands begin to reach out. The phantoms are slowly approaching you; they're everywhere, surrounding you. What will you do?



You climb up a spiral staircase to the top of the tower. The door slams shut behind you; there's one window and an iron torch stand mounted on the wall. In the center of the room, you notice a wide bed surrounded by a white veil. You push the veil aside with your hand and see that two zombies are sleeping there. They open their eyes, get up and slowly walk towards you. What are you gonna do now?



You're on the ground and see a car. At this moment, the werewolf breaks out of the castle. You get into the vehicle, and lock the door. The werewolf hits the window with its paws. You can't find the key! It's probably in the glove compartment but it has a three-digit combination line. Recall the beginning of your adventure and try to guess the code. Hurry up, before the werewolf breaks the glass!



You take out the key, start the engine and drive away. You leave the castle but realize the car's brakes don't work! There are three roads ahead; a brick wall is at the end of the first one, the second road leads to a burning forest, and the third road ends on a high hill with a cliff. What path will you choose? There's almost no time you're driving too fast.



You see three women in front of you, which one is not a mermaid



You pass through the swamps and find yourself on the seashore, an old motorboat is lying on the sand. You push it to the water, start the engine and climb inside. You go far away from the island. With the castle in the distance, you see some rocks and shipwrecks. You slow down and hear beautiful singing. It's coming from several women staying on top of the rocks. They're sirens ~using their singing~ they lure sailors, whose ships crash against the rocks. You move straight toward them, and can't resist it. The rocks are getting closer and closer, do something quickly!



The engine stalls far ahead, you can see an outline of another island. You grab an oar and start rowing. A few hours pass. You're hungry and thirsty. There are fish swimming in the water, and you find a can of worms in the boat, but how can you catch them without a fishing rod?



You catch a few fish, but then you notice a shark's fin! It circles you and pushes the boat. The island is really close, but you need to get away from the dangerous creature. How are you going to solve this problem?


