





The lost carnival is a fearful experience. Upon leaving the safety of the wagon on the Haunted Hayride, you are

ushered into the Lost Carnival. Clowns and demented demons fill the land and do their best to keep you as one of their lost souls. Souls of the damned line every path you take. If you are lucky enough to survive the lost carnival, you will be led back onto the wagon...only to be taken like a lamb to the slaughter to the very next attraction, even more intense than the last.



After making it out alive and as close to being in one piece as possible, and if you are brave enough, you will enter Pitch Black! If you are

wondering what Pitch Black is, well...it's Pitch Black! Your sight is taken from you and the only sense left at your disposal are that of smell and feel and you will feel things all over the place. You can't see who is in front of you, following you or who is above or below you. The walls are covered in unearthly things that disgust you to the core. The minds behind Pitch Black knew what they were making when they placed the souls from Hell in that attraction.



After braving Pitch Black, your final mission, whether you choose to accept it or not, is Sector 13. This PTSD inducing attraction is insanely intense

