



Start 2012. Nervous anticipation! Team bonding.

Too scarv to go down this alley.

Too scary to go down this alley.

Zombies in cells.

Are they zombies or regular people? (Where are the boundaries of the game?)

Speak to the alchemist.
Start 2013.

MB lost and infected.

Team member (RD Guy) fell over screaming zombie.

Zombies waiting as we come out of staircase.

Pedestrian bridge with zombies. Police.

Not been to this church before, scary graveyard.

Dead guy needed medicine. Pills in van.

Ben infected in car park picking up items. Knackered.

Narrow tunnels w/ zombies.

Green zone (safe).

Very new places to explore. Where are we? (How do I get home?)

Running and running.

Zombie party (Finish). Turned into zombie. Dancing skeleton.

ZOMBIE CHASE

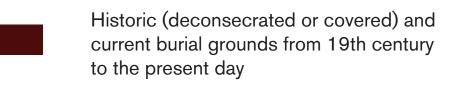


Surveillance cameras observed in a local

Surveyed paved pedestrian area and the observer's path

June 2014, Bristol

SURVEILLANCE



BURIAL GROUNDS