



Photograph by anonymous player

Start 2012. Nervous anticipation! Team bonding.
 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.
 Not been to this church before, scary graveyard.
 Zombies waiting as we come out of staircase.
 Pedestrian bridge with zombies. Police.
 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 area
 ■ Surveyed paved pedestrian area and the observer's path
 June 2014, Bristol

SURVEILLANCE

■ Historic (deconsecrated or covered) and current burial grounds from 19th century to the present day

BURIAL GROUNDS

ZOMBIE CHASE | SURVEILLANCE | BURIAL GROUNDS

Zombie Chase map layer by two anonymous players; Surveillance map layer by Sophie Warren, artist; Burial Grounds layer by Geoff Gardner, Bristol & Avon Family History Society.