



# ESCAPE CASTLE DRACULA

A Gothic Puzzle Adventure

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*When under gold moon, skies sombre and sable,  
If your gaze it does turn, up toward starry gables,  
Behold then the face, in moonlight and beams,  
Suspended in marble,  
Our keeper of dreams,  
For Arts who keeps me dreaming,  
A.A.*

*To my parents, for your love and support  
To my brothers, for letting me steal these books off your shelves  
To Clodina, my heart and spine: your light would incense Dracula.  
S.F.*

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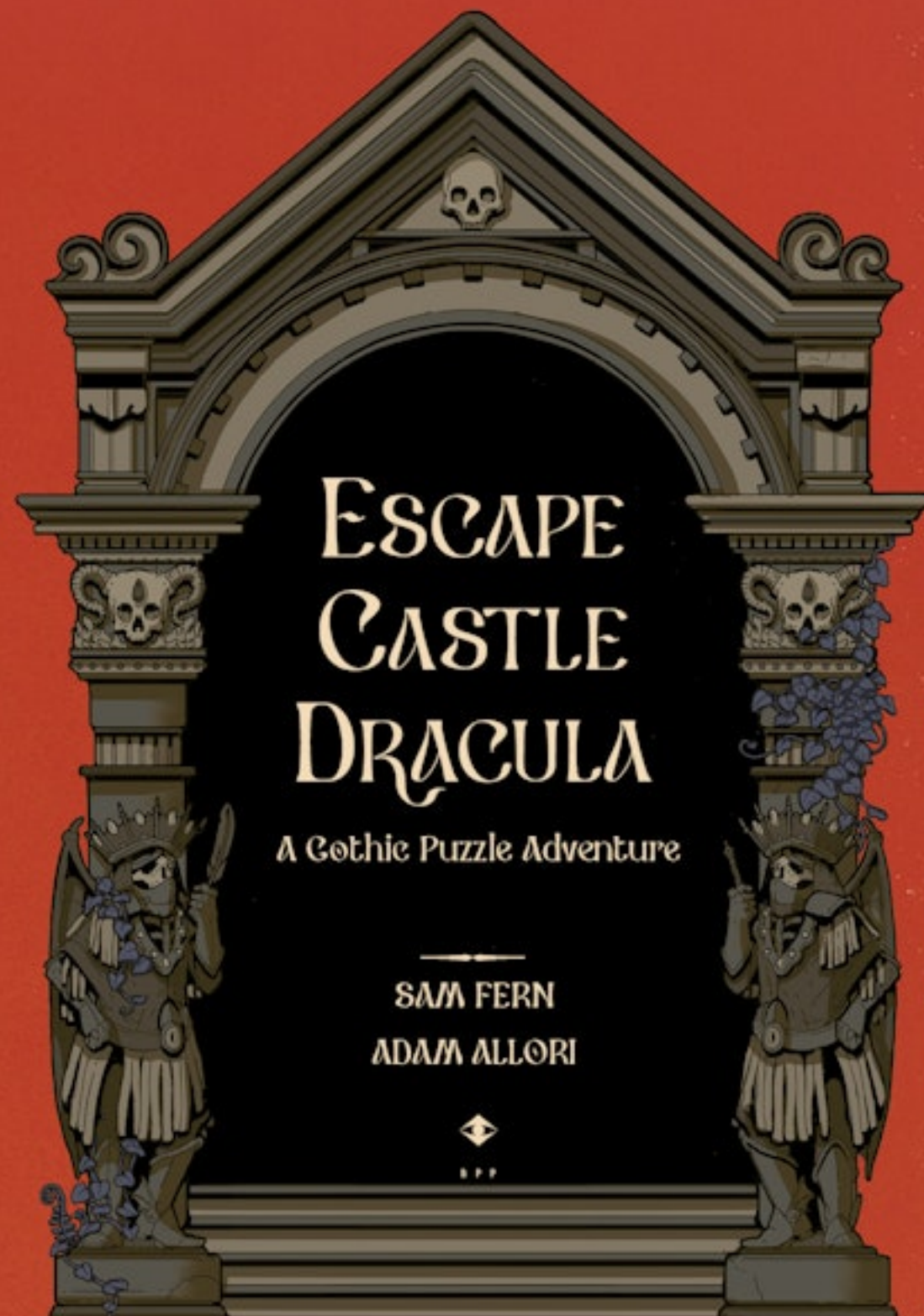
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Dear Guest of Dracula,

I leave this note hidden in your bedchamber to reveal that the Count is not the man you think, or any kind of man at all. Warrior, ruler, scholar, yes - but beneath it all a vampire!

My name is Abraham van Helsing, professor of supernatural arts. The Count employed me to cast a magical border around Castle Dracula, enabling him to control who may enter or leave. Fool that I am, I did as he asked.

You are his prisoner. Pray he still needs you. As soon as I had finished my work, he set on me in his fanged form and nearly drank me dry!

In return for my life, I offered him my spell-book. Inside it, I have imprisoned twelve monsters: an army fit for a devil! However, I have enchanted the spell-book to give future victims of the Count (such as you) a secret path to freedom, and will hide it before I escape.

Find my spell-book. Open the cover and it will drag you inside. Each page contains a different nightmare, and you must face each villain's trial before the book will let you pass onwards.

Vanquish the final villain, and you will escape Castle Dracula.

Luck and haste,

Abraham van Helsing

P.S. Should you survive,  
find me in Amsterdam.  
We must compare notes!





# CASTLE DRACULA

After leaving our clifftop guesthouse, keep to the paths. Dracula's undead guards and vampire brides will seize all trespassers – including you!

I will leave my spell-book in the library tower. Unfortunately, Dracula never installed stairs; like him, you must climb the walls!

Four barriers block your way. Remember:

A juicy steak will turn all hounds to friends.

The crypt-keeper's shovel can clear away dirt in moments.

The library tower lock will open only for Dracula's skeleton key.

My climbing hook ...

... will catch firmly on the tower's struts.

*Godspeed. The dead travel fast!*









## THE RAVEN

One dreary midnight in Philadelphia, a widower weeps for his lost love. In his grief, he has summoned a demon – the Raven itself – to resurrect his lost Lenore. Little does he know that the Raven plans to inhabit her body...

The Raven requires six heartfelt offerings from Lenore's life. The altar flames show their shape. Steal them back from the fiendish flock and thwart the demon's rise!







## THE HOUND of the BASKERVILLES

Sir Charles Baskerville has been found mauled to death in the snow, and all suspect the culprit is the mythical hound thought to haunt the Baskerville bloodline.

Famed detective Sherlock Holmes has cracked the case and invited all suspects to Baskerville Hall. However, the hound is guarding its handler: Holmes cannot enter!

With only Holmes' case-notes, the deduction is down to you. Identify every silent suspect, including the murderer, and you will be left with the one who knows the spell to send you on your way.

*J. Barrymore's help has illuminated this dark day.*

*L. Lyons hides an affair with J. Stapleton.*

*J. Stapleton has Baskerville blood on their hands – and in their veins.*

*H. Baskerville visibly shares the family's 'winning streak'.*

*Dr Mortimer, occult expert, encouraged rumours of the hound.*

*B. Stapleton lured Sir Charles out into the snow.*

*E. Barrymore learned spellcraft from Abraham van Helsing.*

*Once you eliminate the impossible, whatever remains must be the truth!*



## SLEEPY HOLLOW

Many long years ago, this Hessian soldier tormented the town of Sleepy Hollow until a cannonball blew his head off. The townspeople refused to bury the monster, instead hiding his parts around the land to ensure he never rests. Now, once a year, he returns for his revenge!

Ichabod Crane faced him down,  
but could not defeat him.

Ride Crane's horse, Gunpowder, along the  
paths, and hunt for the Horseman's:

skeletal legs, arms, torso, two pistols,  
battle-axe, flag, sword and skull.

Once found, burn the galloping ghoul's  
remains in the bonfire to dismount  
him for good.





# THE YELLOW WALLPAPER

Imprisoned by her own husband, this woman fights for escape, but even with her eyes covered, she knows she's not locked in here alone. Like mould to dirt, her husband's cruelty has summoned a demon into the wallpaper.

Where her husband locked one door and hid one key, the demon has added four locks, hundreds more keys, and has stretched her prison into strange dimensions.

Find the true keys by matching them to those sketched below, and free the both of you!









# THE KING in YELLOW

Even Dracula fears the tattered  
god Hastur, King in Yellow,  
ruler of lost Carcosa.  
The cosmic wellspring of the weird,  
Carcosa feeds like a fungus on our  
world, secret and unseeable  
...until the King's gaze turns to you!  
Hastur works his influence through  
his regal rune – pictured below.  
Find all thirteen instances of  
the rune woven between his  
land and our own, prove your sight  
worthy of his work, and the King  
may let you leave.







## THE PHANTOM of the OPERA

Mad with unrequited love for Christine Daaé, soprano of the Palais Garnier Opera House, the masked murderer known as the Phantom has set the place ablaze with a sabotaged chandelier, kidnapped Christine, and escaped in the chaos to his underground lair!

The Phantom has trapped Christine in a cage secured with five musical locks. To free her, he demands to hear his work played on his piano...

Note the colours shared between the five locks around the cage and the five piano keys. The Phantom has scattered roses of these same colours all over his lair. Count every rose of each lock colour, then play their corresponding piano keys: the colour with the fewest roses first, and then up to the colour with the most.

*Beware: one wrong note and it's curtains for you both!*



# FRANKENSTEIN

Victor Frankenstein has built a body from the dead. With a strike of lightning this poor creature may wake.

With the storm fast on the wind, Victor will pay any price for assistance finishing his creature – for instance, letting you leave his lab alive.

On the right is a list of parts he needs to finish the grisly creation.

Take care to use only flawless pieces: no breaks, no diseases, and a correct fit. If you ruin his work with an injured or rotten part, he'll take a fresh replacement from you!

- A. A Heart
- B. A Left Hand
- C. A Pair of Ears
- D. A Right Foot
- E. Matching Eyes
- F. Four Teeth
- G. A Pair of Lungs
- H. One Forearm Bone
- I. A Spine
- J. A Brain
- K. A Tongue





# THE INVISIBLE MAN

Doctor Griffin formulated a chemical to turn himself invisible, but lacked Jekyll's talent for cures. Losing sight of his body (and mind), Griffin terrorises the market town of Iping with invisible acts of violence.

To stop Griffin's rampage, you must create an unwashable dye unique in colour and potency. Each store contains a different ingredient – note my illustrations. But beware: wherever you go, Griffin will be hiding! Find him, and he'll flee to the next store. Collect the ingredients, shake them up, and a single splash will halt the reign of the Invisible Man!





## THE PICTURE of DORIAN GRAY

Welcome to the home of Dorian Gray, the man who proves that beauty is only skin deep. Binding his soul into his own portrait, Gray's body remains forever young and cherubic, while his picture withers and rots.

After decades of debauchery, Gray's dread secret is out – but he knows where it went and how to stop its spread. All six socialites who learned the truth have received invitations to this masquerade...

To ensure their silence, Gray has ordered six of his acolytes to re-enact his previous crimes and murder them. Examine his portrait, then figure out who is truly dressed to kill – or prepare to take your last dance!







## DR FAUSTUS

After a dastardly deal with the demon Mephistopheles, Johann Faustus enjoyed ten years of magic. The price? *His eternal soul.*

Faustus has just one trick left to escape his deal: feed another soul to Hell!

With the last of his magic, he will mirror himself enough to confuse the demon. Reveal the true Faustus to Mephistopheles and the grateful demon will send you out to freedom.

*Mind the details:*

Faustus has **tattooed his hand** and is never seen without his **gemstone**, his **pendant**, and his **serpent**.

*Fail, and Faustus' fiery fate is yours!*





## ALL THE DEVILS AT ONCE

Reader, I lied. Your journey  
was doomed to break my spell-book open.  
I only hope it held awhile and slowed the  
monsters at your heels.  
But all is not lost yet!

Such evil will lure the Count from his castle. Hurry to his throne-room  
to quell this shadow tide. Find the twelve Binding Medallions  
I used to fortify his castle: coin-like artefacts charged with arcane power.  
Together, they form a defensive shell. We will make this shell their cage.

Each medallion has a twin inside my spell-book. This is how they draw  
their charge, channelling the radiant evil of each monster's lair. Examine  
the symbol on each medallion to see where their twin hides. Gather  
them all and return them to our world.

Losing power, the medallions will drag every evil entity back to the  
throne-room like dogs on chains. Thus will they be trapped powering  
their own prison, forever unable to escape Castle Dracula.

The vampire will survive, but he is  
only *one* canny devil –  
and we are two!







