

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure **Answers**

Card 1	2, 12
LCM: 12	Go to card 25
HCF: 2	Go to card 12

Card 11	48, 72
HCF: 24	Go to card 15

Card 20	128, 160
LCM: 640	Go to card 7
HCF: 32	Go to card 16

Card 2	10, 25
LCM: 50	Go to card 22
HCF: 5	Go to card 8

Card 12	50, 10
LCM: 50	Go to card 22
HCF: 10	Go to card 3

Card 21	525, 600
HCF: 75	Go to card 9

Card 3	6, 9
LCM: 18	Go to card 18
HCF: 3	Go to card 10

Card 13	8, 9
LCM: 72	Go to card 17
HCF: 1	Go to card 17

Card 22	16, 24
LCM: 48	Go to card 13
HCF: 8	Go to card 19

Card 4	21, 14
LCM: 42	Go to card 20
HCF: 7	Go to card 16

Card 14	12, 8
LCM: 24	Go to card 15

Card 23	8, 6
LCM: 24	Go to card 15

Card 5	25, 10
LCM: 50	Go to card 22
HCF: 5	Go to card 8

Card 15	4, 6
LCM: 12	Go to card 25
HCF: 2	Go to card 12

Card 24	54, 81
LCM: 162	Go to card 25
HCF: 27	Go to card 12

Card 7	100, 90
LCM: 900	Go to card 24

Card 16	210, 126
LCM: 630	Go to card 26
HCF: 42	Go to card 20

Card 25	8, 10
HCF: 2	Go to card 12

Card 8	21, 42
LCM: 42	Go to card 20
HCF: 21	Go to card 16

Card 17	30, 45
LCM: 90	Go to card 4
HCF: 15	Go to card 11

Card 26	48, 360
LCM: 720	Go to card 21

Card 9	60, 90
LCM: 180	Go to card 6
HCF: 30	Go to card 6

Card 18	12, 18
LCM: 36	Go to card 14
HCF: 6	Go to card 23

Card 10	22, 11
LCM: 22	Go to card 2
HCF: 11	Go to card 5

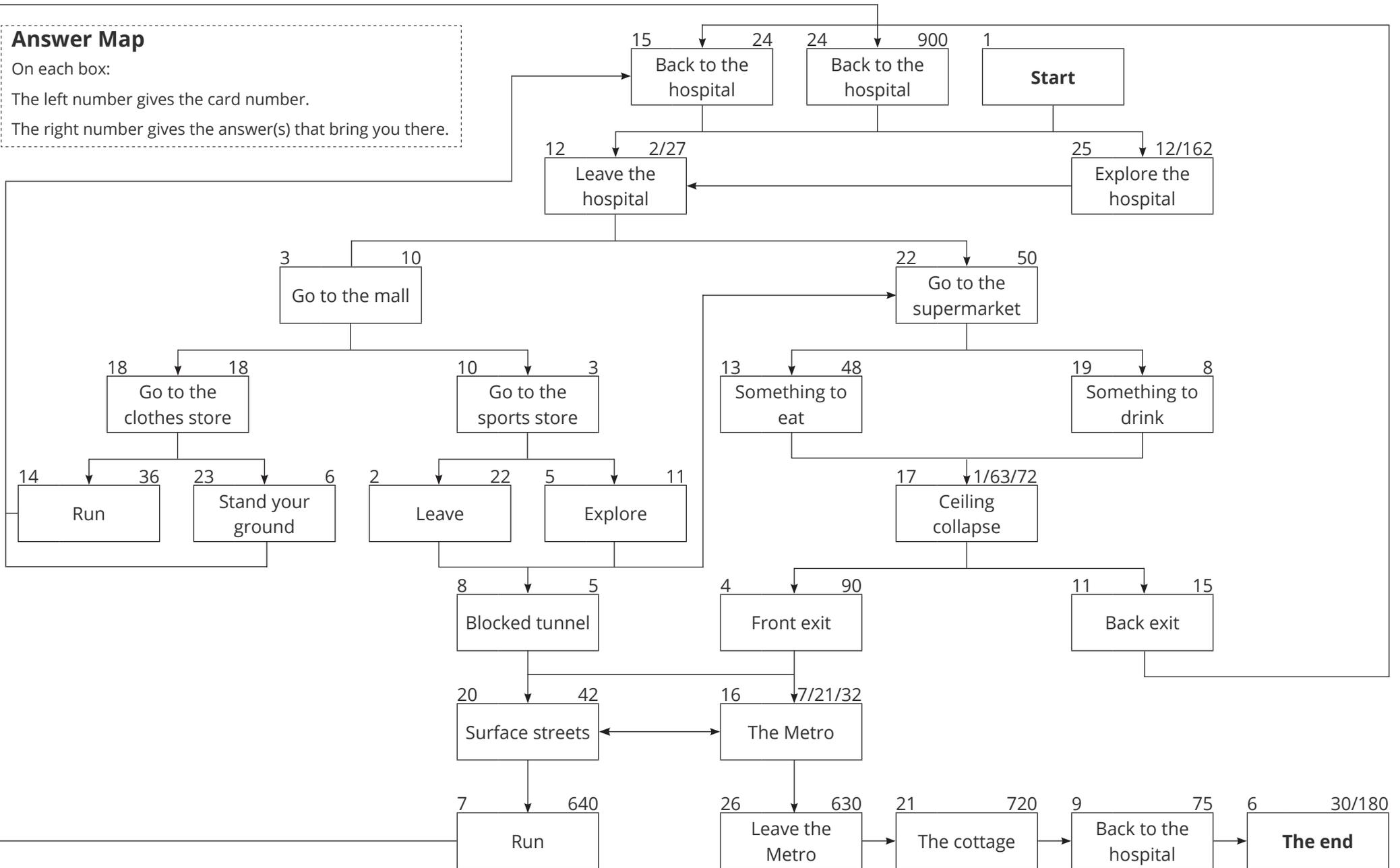
Card 19	7, 9
LCM: 63	Go to card 17
HCF: 1	Go to card 17

Answer Map

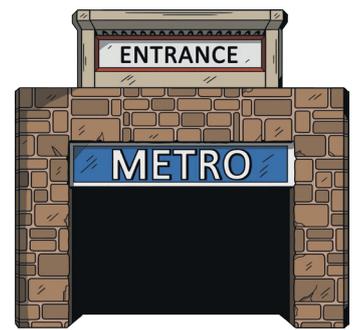
On each box:

The left number gives the card number.

The right number gives the answer(s) that bring you there.



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure



Each card continues the story, with options labelled either LCM (lowest common multiple) or HCF (highest common factor). Starting with card 1, consider the options and choose which you want to take, then find the LCM or HCF of the two numbers in the top right of the card. Look for your answer in the list below to find out which card to go to next

Answer:	Instructions:
1	Go to card 17
2	Go to card 12
3	Go to card 10
5	Go to card 8
6	Go to card 23
7	Go to card 16
8	Go to card 19
10	Go to card 3
11	Go to card 5
12	Go to card 25
15	Go to card 11
18	Go to card 18
21	Go to card 16
22	Go to card 2
24	Go to card 15
27	Go to card 12

Answer:	Instructions:
30	Go to card 6
32	Go to card 16
36	Go to card 14
42	Go to card 20
48	Go to card 13
50	Go to card 22
63	Go to card 17
72	Go to card 17
75	Go to card 9
90	Go to card 4
162	Go to card 25
180	Go to card 6
630	Go to card 26
640	Go to card 7
720	Go to card 21
900	Go to card 24

Card 1

2, 12

You wake in a hospital bed. You don't remember how you got here but something's definitely not right. The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt.

You stand up and look around. You're wearing a hospital gown but you feel fine and you can't see any evidence of scars or surgery. You stick your head out of your door. You can't see or hear anyone. What do you do?



- ▶ This is weird. There must be someone here. Look around the hospital. (LCM)
- ▶ This is creepy. Maybe there's been some sort of emergency? You should leave. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure**Card 2**

10, 25

You walk back towards the exit, carefully checking out each corner and empty store front as you go. The whispering is getting louder but you see nothing and you reach the exit safely. This time, you look at the barricade more carefully. The planks are nailed to the outside of the door and not the inside. You should have noticed that on the way in. You keep to the middle of the street, away from the buildings. What do you do?

- ▶ You need food and drink to keep up your strength. Head to the supermarket. (LCM)
- ▶ You don't want to spend the night in the city. You want open space around you. Head to the country. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure**Card 3**

6, 9

For the first time, you see signs of a struggle. A barricade was built across the front doors, but now it is broken down and there are dark red stains on the ground. What were they trying to keep out? You step in through a gap in the wooden boards and stand quietly, listening and watching. Thankfully, the huge windows in the roof let in plenty of light. You see and hear nothing. What do you do?

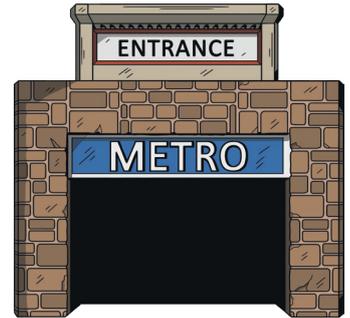


- ▶ The end of the world is no excuse not to look good. Head to a high-end clothes store. (LCM)
- ▶ This is the time for practicality. You'd feel safer with a baseball bat. Head to the sports shop. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You sprint towards the front door. You hear a scratching noise behind you but you don't look back. The trap! You remember at the last second – taking a leap and just clearing it. As you make it to the street, you hear more crashes from inside the store. You need to get out of the city. What do you do?

- ▶ Keep away from the buildings but keep running. (LCM)
- ▶ Go through the metro – it's the most direct route. (HCF)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You look towards the shadow and see... a shadow. There's nothing there. You walk around the store and see nothing weird, but the noise is getting louder and there's a new smell in the air, like freshly turned dirt. It's making you nervous, so you head back to the street. This time, you look at the barricade more carefully. The planks are nailed to the outside of the door and not the inside. You should have noticed that on the way in. You keep to the middle of the street, away from the buildings. What do you do?

- ▶ You need food and drink to keep up your strength. Head to the supermarket. (LCM)
- ▶ You don't want to spend the night in the city – you want open space around you. Head to the country. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You step out of your room. In front of you, silhouetted by the window, is a black shape. You feel like it's looking at you. It rushes forward, almost faster than you can see. Darkness envelopes you.

THE END

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You start running. You're seeing more movement now, but never more than a flicker on the edge of your vision. You choose the turnings that feel safest. One last corner and there in front of you is the hospital. Has something been herding you back here? Across the street is the hospital metro station. You run straight for it.



- ▶ As you reach the top of the escalators, the darkness seems to rise up to meet you. Your vision blurs and you lose consciousness. (LCM)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

The main route out of the city takes you through a tunnel. You're dreading the dark but, as you approach, you see that the entrance is blocked. It almost looks like it's been done on purpose. What do you do?



- ▶ You didn't want to go underground anyway. Stick to the surface streets, even if it takes longer. (LCM)
- ▶ With the tunnel blocked, the quickest route is the metro. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You wake in a hospital bed. You don't remember how you got here but you've got a strong feeling of déjà vu. Have you been here before? The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt. There are other smells too – earth and fresh blood.

You're wearing a hospital gown and you feel sore. There's a fresh scar on your stomach and a series of puncture wounds on your side. You feel like you should be concerned but you're too exhausted. You stand and nearly collapse – you have to catch yourself. The skin on the back of your hands is thin and pale. You can't see or hear anyone. What do you do?



- ▶ There must be someone here – you need help. Look around the ward. (LCM)
- ▶ You don't know why but you don't feel safe. Leave as quickly as possible. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You head towards the sports shop. Your shopping list is simple: tracksuit, baseball bat. As you walk through the mall, you become more and more nervous. You can hear a faint noise from the empty stores you pass – part clicking, part whispering. It occurs to you that a barricade can be built to keep something in, as well as keep something out. You wish you hadn't thought of that. You get to the shop and grab a tracksuit and a hockey stick – it's not a baseball bat but it'll do. As you do, you see a shadow in the corner of your eye. What do you do?

- ▶ You've got what you came for and you feel safer with a weapon. Time to go. (LCM)
- ▶ You still don't know what's happened and you feel safer now you have a weapon. Look around. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You sprint towards the back door. You think you hear a scratching noise behind you but you don't look back. As you reach the checkouts, you see the door is open – you were worried it wouldn't be. You're about to step through when the floor collapses beneath you. Another trap! You hit the ground and lose consciousness. After a moment, you wake up and look up towards the top of the pit, outlined by light from outside. At least this one didn't have spikes. As you sit up, a black shape blocks the top of the pit.

- ▶ You try to scream but nothing comes out. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You leave the hospital and cross the street. Little changes as you walk. No people, no cars, no noise, no power. You spot a newspaper blown into a corner and pick it up. The headline reads "Army failing to hold back the ..."; water has smudged the last word. Hold back what? The date at the top of the page is 4th May 2020 but that doesn't tell you much – you don't know today's date. What do you do?

- ▶ You don't know what's happening but you do know you're hungry. Go to the supermarket to find food. (LCM)
- ▶ Whatever the army failed to hold back, you don't want to face it in a hospital gown. Go to the mall to find clothes. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You're definitely not the first one here. All the fresh food is gone and what cans are left have been slashed open – their contents eaten. You finally find a tinned sandwich that no one has been desperate enough to eat. As you search, you hear scrabbling from the ceiling. Rats? It seems to be getting louder. What do you do?

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- ▶ What would rats be doing in the ceiling? What food is left is down here. This is creepy. Head for the exit. (LCM)
 - ▶ You still need to find something to drink, and there's no guarantee you'll find any outside. Head for the drinks aisle. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You tuck the clothes under your arm and run for the door of the mall. There's more movement – you look that way. The next thing you see is a bright flash of light as you run head first into a pillar. You collapse to the ground.

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- ▶ The light fades as you lose consciousness. The whispering gets louder. (LCM)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You wake in a hospital bed. You don't remember how you got here but you've got a feeling of déjà vu. Have you been here before? The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt. There's another smell too – it reminds you of freshly dug earth.

You stand up and look around. You're wearing a hospital gown and you feel sore. There's a fresh scar on your stomach – for some reason, the sight of it makes you anxious. You stick your head out of your door. You can't see or hear anyone. What do you do?



-
- ▶ This is weird. There must be someone here. Look around the hospital. (LCM)
 - ▶ This is creepy. Maybe there's been some sort of emergency? You should leave. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

What were you thinking? This was a terrible idea. You knew this was a terrible idea. It's dark. There could be anything in front of your outstretched arms as you walk along the tracks. You can hear rats scrabbling in the darkness. You know there are rats down here but your imagination makes them bigger, more aggressive. By some miracle, the battery-powered emergency lights are still on, giving you a faint trail of breadcrumbs to follow, but they're not bright enough to light your way. They just seem to make the darkness darker. You reach the next station. Two more stations before you're out of the city. What do you do?

- ▶ You've coped this long – you can make it the rest of the way. What could be down here? There's nothing to eat. Except... you wish you hadn't had that thought. (LCM)
- ▶ The darkness is too much. You need to get out of here. Get out, back up to the street. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

As you make your decision, you hear a loud crash behind you. You jump and spin round. A ceiling tile has collapsed. Was that a shape slipping behind those shelves? What do you do?

- ▶ Run! Back the way you came, out to the street. (LCM)
- ▶ Run! Head to the back exit. It's further from that collapsed tile. (HCF)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You wanted to spend some time browsing but as you walk through the mall, you become more and more nervous. As you pass the empty stores, you start to hear a noise – part whispering, part clicking. The power is off so nothing should be moving. It occurs to you that barricades can be built to keep things in, as well as to keep things out. You grab the first pair of jeans and T-shirt you see, ready to get out of here. As you do, you see a shadow move in the corner of your eye. You spin round. You don't see anything there. What do you do?

- ▶ You wanted clothes. You have clothes. Run. (LCM)
- ▶ You've seen nothing – who knows what noises empty malls are supposed to make? You need to calm yourself down. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

There's plenty of bottled water left. It looks like someone may have camped out here – they've used some of the water to clean up but there are some dark red stains remaining. You drink some water and grab some bottles to take with you. As you do, you notice some more stains. These look like something has been dragged further into the store. What do you do?

- ▶ You don't get a good feeling about what's happened here. Head to the exit. (LCM)
- ▶ You still need food; you have no idea how long it's been since you've eaten. Try to find some food. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

The streets are eerie without the noise of people and traffic. You hear sounds but the echoes make them hard to identify. It's a long walk and the sun is starting to set. You turn a corner and see a flicker of movement through the windows of a crashed car. You turn back just in time to see a shadowy shape dart into the broken window of a store. What do you do?

- ▶ It's getting dark and the shadows are getting longer – you're probably just seeing things. Still, maybe it's best to move a little faster. Start running. (LCM)
- ▶ Maybe it's best to get off the streets. There's a metro station just ahead. (HCF)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You reach the cottage as the sun sets. It's empty but there is still some food and drink in the cupboards. It's been a weird day – even though you haven't caught a clear glimpse of anything, you can't shake the feeling that something has been following you. You push furniture up against the doors and windows before you go to bed.

- ▶ You drift off to the gentle sound of leaves rustling against the windows. (HCF)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

The inside of the supermarket is gloomy. It's lucky you stop to let your eyes adjust because someone has dug a large pit just in front of the door. There are spiked posts at the bottom and scratches up the walls. You walk past carefully and into the store, keeping your eyes peeled for more traps. What do you do?

- ▶ Look for something to eat. (LCM)
- ▶ Look for something to drink. (HCF)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You stand still, taking deep breaths, calming yourself. In, out. In, out. As you start to relax, you see another flash of movement to your left. You spin round quickly but slip in a puddle of... something? You fall to the ground, hitting the back of your head as you do.

- ▶ The light fades as you lose consciousness. Is that clicking noise getting louder? (LCM)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You wake in a hospital bed. You don't remember how you got here, but you've got a feeling of *déjà vu*. Have you been here before? The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt. There's another smell too – it reminds you of freshly dug earth.

You stand up and look around. You're wearing a hospital gown and you feel sore. There's a row of puncture marks down your side – the sight of them makes you anxious and weak but you can't remember why. You can't see or hear anyone. What do you do?

- ▶ This is weird. There must be someone here. Look around the hospital. (LCM)
- ▶ This is creepy. Maybe there's been some sort of emergency? You should leave. (HCF)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You step out of your room into the corridor. It's darker to the left, so you head right. You pass room after room but see no people – no staff, no patients, no bodies. You can't see much more out the window but it doesn't look like there's been an evacuation. There are cars in the parking lot but not on the road. What do you do?

- ▶ If there's no one here, you'll have to look somewhere else. Head outside. (HCF)

Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

You keep going, just putting one foot in front of the other. For the last ten minutes there's been a circle of light in front of you and it's getting bigger. Daylight! The tracks continue at the bottom of a cutting but the city and the darkness are behind you. You scramble up the banks to look around. Everything looks peaceful. There's a cottage in the distance. What do you do?

- ▶ It must be getting late. Head towards the cottage. (LCM)



Highest Common Factor and Lowest Common Multiple – Choose Your Own Adventure

Highest Common Factor and Lowest Common Multiple

Choose Your Own
Adventure

Each card continues the story – you have to consider the options and choose which to take. Once you've decided, find the highest common factor (HCF) or lowest common multiple (LCM) of the numbers given in the top-right corner of the card. Click your answer in the list to go to the next card.

Start

Card 1

2, 12

You wake in a hospital bed. You don't remember how you got here, but something's definitely not right. The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too, unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt.

You stand up and look around. You're wearing a hospital gown but you feel fine and you can't see any evidence of scars or surgery. You stick your head out of your door. You can't see or hear anyone. What do you do?



- This is weird. There must be someone here. Look around the hospital. (LCM)
- This is creepy. Maybe there's been some sort of emergency? You should leave. (HCF)

Answer Options:

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720

900

You walk back towards the exit, carefully checking out each corner and empty store front as you go. The whispering is getting louder, but you see nothing and you reach the exit safely. This time, you look at the barricade more carefully. The planks are nailed to the outside of the door, not the inside. You should have noticed that on the way in. You keep to the middle of the street, away from the buildings. What do you do?

- You need food and drink to keep up your strength. Head to the supermarket. (LCM)
- You don't want to spend the night in the city – you want open space around you. Head to the country. (HCF)

Answer Options:

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900

Card 3

6, 9

For the first time, you see signs of a struggle. A barricade was built across the front doors, but now it is broken down and there are dark red stains on the ground. What were they trying to keep out? You step in through a gap in the wooden boards and stand quietly, listening and watching. Thankfully, the huge windows in the roof let in plenty of light. You see and hear nothing. What do you do?



- The end of the world is no excuse not to look good. Head to a high-end clothes store. (LCM)
- This is the time for practicality. You'd feel safer with a baseball bat. Head to the sports shop. (HCF)

Answer Options:

1	2	3	5	6	7	8	10	11	12	15	18	21	22	24	27
30	32	36	42	48	50	63	72	75	90	162	180	630	640	720	900

Card 4

21, 14

You sprint towards the front door. You hear a scratching noise behind you but you don't look back. The trap! You remember at the last second – taking a leap and just clearing it. As you make it to the street, you hear more crashes from inside the store. You need to get out of the city. What do you do?



- Keep away from the buildings but keep running. (LCM)
- Go through the metro – it's the most direct route. (HCF)

Answer Options:

1	2	3	5	6	7	8	10	11	12	15	18	21	22	24	27
30	32	36	42	48	50	63	72	75	90	162	180	630	640	720	900

Card 5

25, 10

You look towards the shadow and see... a shadow. There's nothing there. You walk around the store and see nothing weird, but the noise is getting louder and there's a new smell in the air, like freshly turned dirt. It's making you nervous, so you head back to the street. This time, you look at the barricade more carefully. The planks are nailed to the outside of the door and not the inside. You should have noticed that on the way in. You keep to the middle of the street, away from the buildings. What do you do?

- You need food and drink to keep up your strength. Head to the supermarket. (LCM)
- You don't want to spend the night in the city – you want open space around you. Head to the country. (HCF)

Answer Options:

1	2	3	5	6	7	8	10	11	12	15	18	21	22	24	27
30	32	36	42	48	50	63	72	75	90	162	180	630	640	720	900

Card 6

You step out of your room. In front of you, silhouetted by the window, is a black shape. You feel like it's looking at you. It rushes forward, almost faster than you can see. Darkness envelopes you.

THE END

Start Again

Card 7

100, 90

You start running. You're seeing more movement now, but never more than a flicker on the edge of your vision. You choose the turnings that feel safest. One last corner and there in front of you is the hospital. Has something been herding you back here? Across the street is the hospital metro station. You run straight for it.



- As you reach the top of the escalators, the darkness seems to rise up to meet you. Your vision blurs and you lose consciousness. (LCM)

Answer Options:

1	2	3	5	6	7	8	10	11	12	15	18	21	22	24	27
30	32	36	42	48	50	63	72	75	90	162	180	630	640	720	900

The main route out of the city takes you through a tunnel. You're dreading the dark but, as you approach, you see that the entrance is blocked. It almost looks like it's been done on purpose. What do you do?



- You didn't want to go underground anyway. Stick to the surface streets, even if it takes longer. (LCM)
- With the tunnel blocked, the quickest route is the metro. (HCF)

Answer Options:

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Card 9

60, 90

You wake in a hospital bed. You don't remember how you got here but you've got a strong feeling of déjà vu. Have you been here before? The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt. There are other smells too – earth and fresh blood.



You're wearing a hospital gown and you feel sore. There's a fresh scar on your stomach and a series of puncture wounds on your side. You feel like you should be concerned but you're too exhausted. You stand and nearly collapse – you have to catch yourself. The skin on the back of your hands is thin and pale. You can't see or hear anyone. What do you do?

- There must be someone here – you need help. Look around the ward. (LCM)
- You don't know why but you don't feel safe. Leave as quickly as possible. (HCF)

Answer Options:

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You head towards the sports shop. Your shopping list is simple: tracksuit, baseball bat. As you walk through the mall, you become more and more nervous. You can hear a faint noise from the empty stores you pass – part clicking, part whispering. It occurs to you that a barricade can be built to keep something in, as well as keep something out. You wish you hadn't thought of that. You get to the shop and grab a tracksuit and a hockey stick – it's not a baseball bat but it'll do. As you do, you see a shadow in the corner of your eye. What do you do?

- You've got what you came for and you feel safer with a weapon. Time to go. (LCM)
- You still don't know what's happened and you feel safer now you have a weapon. Look around. (HCF)

Answer Options:

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You sprint towards the back door. You think you hear a scratching noise behind you but you don't look back. As you reach the checkouts, you see the door is open – you were worried it wouldn't be. You're about to step through when the floor collapses beneath you. Another trap! You hit the ground and lose consciousness. After a moment, you wake up and look up towards the top of the pit, outlined by light from outside. At least this one didn't have spikes. As you sit up, a black shape blocks the top of the pit.

- You try to scream but nothing comes out. (HCF)

Answer Options:

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You leave the hospital and cross the street. Little changes as you walk. No people, no cars, no noise, no power. You spot a newspaper blown into a corner and pick it up. The headline reads "Army failing to hold back the ..."; water has smudged the last word. Hold back what? The date at the top of the page is 4th May 2020 but that doesn't tell you much – you don't know today's date. What do you do?

- You don't know what's happening but you do know you're hungry. Go to the supermarket to find food. (LCM)
- Whatever the army failed to hold back, you don't want to face it in a hospital gown. Go to the mall to find clothes. (HCF)

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You're definitely not the first one here. All the fresh food is gone and what cans are left have been slashed open – their contents eaten. You finally find a tinned sandwich that no one has been desperate enough to eat. As you search, you hear scrabbling from the ceiling. Rats? It seems to be getting louder. What do you do?

- What would rats be doing in the ceiling? What food is left is down here. This is creepy. Head for the exit. (LCM)
- You still need to find something to drink, and there's no guarantee you'll find any outside. Head for the drinks aisle. (HCF)

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You tuck the clothes under your arm and run for the door of the mall. There's more movement – you look that way. The next thing you see is a bright flash of light as you run head first into a pillar. You collapse to the ground.

- The light fades as you lose consciousness. The whispering gets louder. (LCM)

Answer Options:

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Card 15

4, 6

You wake in a hospital bed. You don't remember how you got here but you've got a feeling of déjà vu. Have you been here before? The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt. There's another smell too – it reminds you of freshly dug earth.



You stand up and look around. You're wearing a hospital gown and you feel sore. There's a fresh scar on your stomach – for some reason, the sight of it makes you anxious. You stick your head out of your door. You can't see or hear anyone. What do you do?

- This is weird. There must be someone here. Look around the hospital. (LCM)
- This is creepy. Maybe there's been some sort of emergency? You should leave. (HCF)

Answer Options:

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What were you thinking? This was a terrible idea. You knew this was a terrible idea. It's dark. There could be anything in front of your outstretched arms as you walk along the tracks. You can hear rats scrabbling in the darkness. You know there are rats down here but your imagination makes them bigger, more aggressive. By some miracle, the battery-powered emergency lights are still on, giving you a faint trail of breadcrumbs to follow, but they're not bright enough to light your way. They just seem to make the darkness darker. You reach the next station. Two more stations before you're out of the city. What do you do?

- You've coped this long – you can make it the rest of the way. What could be down here? There's nothing to eat. Except... you wish you hadn't had that thought. (LCM)
- The darkness is too much. You need to get out of here. Get out, back up to the street. (HCF)

Answer Options:

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As you make your decision, you hear a loud crash behind you. You jump and spin round. A ceiling tile has collapsed. Was that a shape slipping behind those shelves? What do you do?



- Run! Back the way you came, out to the street. (LCM)
- Run! Head to the back exit. It's further from that collapsed tile. (HCF)

Answer Options:

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You wanted to spend some time browsing but as you walk through the mall, you become more and more nervous. As you pass the empty stores, you start to hear a noise – part whispering, part clicking. The power is off so nothing should be moving. It occurs to you that barricades can be built to keep things in, as well as to keep things out. You grab the first pair of jeans and T-shirt you see, ready to get out of here. As you do, you see a shadow move in the corner of your eye. You spin round. You don't see anything there. What do you do?

-
- You wanted clothes. You have clothes. Run. (LCM)
 - You've seen nothing – who knows what noises empty malls are supposed to make? You need to calm yourself down. (HCF)

Answer Options:

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There's plenty of bottled water left. It looks like someone may have camped out here – they've used some of the water to clean up but there are some dark red stains remaining. You drink some water and grab some bottles to take with you. As you do, you notice some more stains. These look like something has been dragged further into the store. What do you do?

- You don't get a good feeling about what's happened here. Head to the exit. (LCM)
- You still need food; you have no idea how long it's been since you've eaten. Try to find some food. (HCF)

Answer Options:

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The streets are eerie without the noise of people and traffic. You hear sounds but the echoes make them hard to identify. It's a long walk and the sun is starting to set. You turn a corner and see a flicker of movement through the windows of a crashed car. You turn back just in time to see a shadowy shape dart into the broken window of a store. What do you do?



- It's getting dark and the shadows are getting longer – you're probably just seeing things. Still, maybe it's best to move a little faster. Start running. (LCM)
- Maybe it's best to get off the streets. There's a metro station just ahead. (HCF)

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You reach the cottage as the sun sets. It's empty but there is still some food and drink in the cupboards. It's been a weird day – even though you haven't caught a clear glimpse of anything, you can't shake the feeling that something has been following you. You push furniture up against the doors and windows before you go to bed.

-
- You drift off to the gentle sound of leaves rustling against the windows. (HCF)

**Answer Options:**

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The inside of the supermarket is gloomy. It's lucky you stop to let your eyes adjust because someone has dug a large pit just in front of the door. There are spiked posts at the bottom and scratches up the walls. You walk past carefully and into the store, keeping your eyes peeled for more traps. What do you do?



- Look for something to eat. (LCM)
- Look for something to drink. (HCF)

Answer Options:

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You stand still, taking deep breaths, calming yourself. In, out. In, out. As you start to relax, you see another flash of movement to your left. You spin round quickly but slip in a puddle of... something? You fall to the ground, hitting the back of your head as you do.

- The light fades as you lose consciousness. Is that clicking noise getting louder? (LCM)

Answer Options:

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Card 24

54, 81

You wake in a hospital bed. You don't remember how you got here, but you've got a feeling of déjà vu. Have you been here before? The lights are off and there are none of the reassuring beeping and hissing noises you'd expect. The smell is wrong too; unless their disinfectant is supposed to come with the faint smell of something rotten and something burnt. There's another smell too – it reminds you of freshly dug earth.



You stand up and look around. You're wearing a hospital gown and you feel sore. There's a row of puncture marks down your side – the sight of them makes you anxious and weak but you can't remember why. You can't see or hear anyone. What do you do?

- This is weird. There must be someone here. Look around the hospital. (LCM)
- This is creepy. Maybe there's been some sort of emergency? You should leave. (HCF)

Answer Options:

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30	32	36	42	48	50	63	72	75	90	162	180	630	640	720	900

You step out of your room into the corridor. It's darker to the left, so you head right. You pass room after room but see no people – no staff, no patients, no bodies. You can't see much more out the window but it doesn't look like there's been an evacuation. There are cars in the parking lot but not on the road. What do you do?

-
- If there's no one here, you'll have to look somewhere else. Head outside. (HCF)

Answer Options:

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You keep going, just putting one foot in front of the other. For the last ten minutes there's been a circle of light in front of you and it's getting bigger. Daylight! The tracks continue at the bottom of a cutting but the city and the darkness are behind you. You scramble up the banks to look around. Everything looks peaceful. There's a cottage in the distance. What do you do?



- It must be getting late. Head towards the cottage. (LCM)

Answer Options:

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Wrong answer

Go back

