John Wade Theme Park Plan (Happy Hills Homicide 2)



Background:

This plan is formulated and executed by the serial killer John Wade, known better as the Pale Grin. 6 years prior to HHH2, at the end of the first game, John had his killing spree stopped by detective Bryan Powalski and went into hiding. The reason John went on a killing spree in the first place is the fact that he was relentlessly bullied at the school he worked at to the point where a prank on him went wrong and burned down the school with him inside, everyone leaving him to die. He survived, however, and went on to kill as many of the students and teachers that left him to die as possible before, as mentioned earlier, Bryan stopped him.

Important Notes:

Due to the fact that we don't see every step John takes, there will be some speculation but I will stick to the facts as much as I can.

Categories and Colors:

What colors represent what categories:

Light Green - FSIQ, Overall Intelligence, Learning Ability

Blue - Thinking, Reasoning

Red - Emotional Intelligence, Insight, Psychology

Yellow - Social Intelligence, Manipulation, Deception

Purple - Foresight, Setting Traps, Trap Evasion

Light Blue - Planning, Strategy, Tactics

Green - Sensory, Field Skills

Orange - Adversity Capacity

White - Explanations, Additional Details and Exposition.

Setup

John is first seen in the second game during “Act 2 - the Bad”, watching the news of someone copying his first murder from the first game. Maddened at the idea of someone copying him, John sets out to both kill the copycat and get his revenge on Bryan.

John has presumably been preparing for this plan for the last 6 years while he has been in hiding as I find it unlikely he was able to perform the degree of setup that he does in the max week the game takes place in but it is possible so if that is the case you can add some impressive planning formulation speed and preparation to the feat overall. The plan is to lure people to the abandoned theme park in town so he can kill them while ruining Bryan’s life in the process, however it gets expanded quite a bit throughout the game as I'll explain later.

The first step of setup John goes through in this plan is that he actually commits a murder in order to start luring in Bryan, knowing of Bryan’s obsession with him. In this murder, John uses his infamy from his previous killing spree and current status as a bit of an urban legend to get into an arcade as the employee just thinks that he is wearing a cosplay. Once inside the arcade, he sneaks into the back and steals a sledgehammer, using it to smash the employees head against a strength test (one of those you see at arcades). The reason for this is that this murder will convince Bryan that John is back as it isn’t a copycat and fits his M.O of the weapon being used was from the scene and the murder is ironic in some form (this time being a hammer was used to kill someone at a strength test). Doing this ensures that Bryan will investigate the scene and John knows this, therefore leaving a message in blood telling Bryan to come and find him, taunting him. He finishes this part of the setup by using the hammer to write another message in blood higher up on the wall before cleaning it and putting the hammer back where he found it. He does this, anticipating that Bryan will be using the blacklight (seemingly having studied Bryan’s schedule and work) and figuring out that the hammer was used for something other than the murder (in this case, the message), therefore the message left would only be seen by Bryan and no one else, luring him by using his obsession towards John.

(Planning - Preparation, Aim, Coverage, Short-Term or Long-Term (depending on interpretation of when he started the plan)**, Strategy - Efficiency, Alignment, Shielding, Deception - Concealment, Psychology - Insight, Profiling, EI - Understanding,**

Engagement, Foresight - Anticipation, Trap Setting, Field Skills - Info Gathering, Manipulation - Direct, Emotional, Individual, Reasoning - Inductive, Abductive, Causal.

The next thing John does to keep the plan running is that he kills a few more people on the side. We do not get told why he does this but I have a theory. The next thing John does after killing two other people is that he kills Bryan's brother in order to anger him, making it easier to lure him and making him less careful. I think he kills these two others on the side so that it will keep Bryan busy as he will be investigating those murders, giving John the chance to kill Bryan's brother without the chance of Bryan interfering. Now it could also be that, similar to the secondary antagonist of the game, Kenzo, these people are others that escaped John's killing spree from the first game. So this could be a misdirection feat but take it with a grain of salt as it could also be John taking care of unfinished business. Potentially **(Deception - Misdirection, Concealment, Manipulation - Indirect, Logical, Strategy - Shielding, Execution),** Guaranteed **(Foresight - Prediction, Trap Setting, Manipulation - Emotional, Psychological, Psychology - Warfare, EI - Facilitation, Engagement, Field Skills - Multitasking, Info Gathering, Reasoning - Abductive, Causal, Planning - Aim, Invincibility, Strategy - Alignment)**

The next thing John does is go to the Channel 6 news building. Why he does this is unknown but I, once again, have a theory. When John enters, he spies on the reporter, Dalton, and finds out that he is the copycat killer from the start of the game. John's response of "I found my copycat" doesn't explicitly make it clear if he figured it out beforehand and that is why he is here or only just now learned it while overhearing Dalton. My theory is that John noticed how Dalton was seemingly desperate to get news considering how fast he arrived at previous murder locations but, most suspiciously, he was at the scene of the copycat killing nearly immediately after the police, as if he knew something had happened there and that, from these ideas, John figured out that Dalton is the copycat and that is why he went to the Channel 6 news building.

Potentially **(Reasoning - Deductive, Inductive, Abductive, Causal, Analogical, Thinking - Logical, Convergent, Associative)**

Once inside the building, he sneaks around the set that Dalton and his coworker had set up to fake a John Wade murder for the news. He turns on the TV, luring Dalton's coworker to it. The coworker is also off guard at the moment as he believes that the Pale Grin (Dalton) won't actually kill him. It is possible John kept this in mind. John sneaks up on the coworker and kills him by smashing his head in with a live camera, streaming the

murder to the rest of Happy Hills. He leaves a message for Dalton to come to the theme park an hour and a half before Bryan. This is John manipulating Dalton into a situation where he will be more useful to John. There are two things here that John is using to make Dalton go to the theme park. The first is Dalton's obvious need for a good scoop. He was willing to impersonate a famed serial killer and murder someone just to fabricate a news story. John is giving Dalton this on a silver platter by having the real killer inviting him. The second is the fact that, since John live streamed his murder, the police are guaranteed to be at the Channel 6 building soon where Dalton will be alone and dressed up as the Pale Grin/John, obviously pointing him out as the copycat killer and being arrested, if he doesn't go to John. The fact the time is different from Bryan's message is no coincidence either, as this will allow John to take care of Dalton before Bryan even gets to the theme park. **(Foresight - Prediction, Trap Setting, Strategy - Alignment, Fortitude, Efficiency, Logistics, Building, Flexibility, Planning - Intricacies, Preparation, Deception - Concealment, Manipulation - Psychological, Logical, Indirect, Psychology - Insight, Profiling, EI - Perception, FRI, Thinking - Critical, Linear, Logical, Holistic, Reasoning - Deductive, Abductive)**

This is where I have to go over another character in the game, William "Tombstone" Carpenter, a retired soldier who worked with Bryan in the army. The two important things you need to know about William is that 1. He is John's biological father, even though he doesn't know that as John is John's adopted name after he was moved to a foster family, and 2. He wants to kill John because John killed his sister and William's daughter, Madison, in the first game. The reason this is important is that, like with Bryan and Dalton, John leaves a message for William to come to the theme park on Halloween, same time as Bryan. What's interesting here is the location of the message. John leaves it at his adopted fathers abandoned cabin, where he has been hiding these past 6 years. William does in fact find this message through the process of getting himself arrested so he could speak with John's stepbrother, Martin, who was framed by John for the murder of their father, getting the location of the abandoned house and staging a prison break to get out of there and get to the shack where he sees the message. The only possible explanation i can see here for John to leave the message for William in that spot is that he was able to deduce and predict every element of what William did to find the shack, all while there is no indication John knew for sure that William was after him, meaning he anticipated even that with no concrete evidence. It is possible that John purposefully restarted his spree with the intent of luring William into the plan as he could've been stalking him for those six years and understood how he would react to John's reappearance.

(Foresight - Anticipation, Prediction, Trap Setting, Thinking - Critical, Linear, Non-Linear, Holistic, Associative, Reasoning - Deductive, Inductive, Abstract), Possibly **(Manipulation - Indirect, Emotional, EI - Understanding, Facilitation, Psychology - Profiling, Insight, Strategy - Complexity, Planning - Preparation, Coverage, Intricacies)**

Sidenote: There are a few more kills John performs in the game but since they don't relate to the actual plan, I will be ignoring them for this document.

The next relevant thing to happen for the plan is that Bryan finds a girl named Amanda who is partially responsible for the fire that started John's killing spree in the first game. Due to that, she allows herself to be captured by the police so that she can be protected from John. There is no indication that John had been planning on involving her in this plan but from here on out, she plays an important role in it, so I assume that this shows John can easily alter his plan for outside influences like these. The next step of the plan (now) is to kidnap Amanda from the police as he somehow (maybe by stalking Bryan) knows that she has been taken to the station. The way he does this is by murdering an officer and stealing his riot gear, which hides his entire body. He then sneaks into the police station, deceiving the guards into thinking he is "Hank" and then he identifies where in the building Amanda is. While doing this, he comes across Bryan and is even able to deceive him, even though Bryan has had an obsession with catching John for the past 6 years. John steals the keycard required to open the armory from the Sergeant and steals some infrared goggles, smoke bombs and a combat knife. After doing this, he approaches where Amanda is and, using the smoke bomb, goggles and knife, is able to kill all the guards guarding her except Bryan, as he wants to save him for later. Amanda, hearing the commotion outside, escapes through the ventilation but John is able to predict this and catches her off-guard downstairs, seemingly having grasped the layout of the station quite well as he later is able to make it to the roof from a different way then Amanda despite being just behind her. Amanda is seemingly able to outrun John and gets into a van with a few other officers but, unbeknownst to them, John is already in that group, still disguised. It is even possible that he intended for her to outrun him so that he could grab her while in the van which is exactly what happens after the van drives off. Kidnapping Amanda gives Bryan even more incentive to go after John on Halloween and John will use Amanda later to torment Bryan.

(Deception - Acting Skills, Mass Deception, Concealment, Bluffing, SI - Integration, Field Skills - Info Gathering, FRI, VSI, Strategy - Flexibility, Execution, Shielding, Alignment, Planning - Formulation Speed, Intricacies, Preparation, Foresight - Prediction, Trap Setting)

Now before we move on to the actual execution of the plan, there are a few things John does off-screen that I need to mention.

- He kidnaps at least 7 people and forces them to wear bomb collars that he seemingly made himself. **(Manipulation - Mass, Direct, SI - Leadership Crystallized Intelligence, VSI, Thinking - Logical, Concrete, Field Skills - Knowledge Application)**
- He rigs a carnival gun to have spikes extend from the handle if you hit the wrong target. **(Crystallized Intelligence, Thinking - Creative)**
- He places sharp objects inside of a mascot suit.
- He sets up a duck in the tunnel of love to go into a saw contraption that he built. **(Thinking - Logical, Creative, Concrete, Crystallized Intelligence, VSI, Field Skills - Knowledge Application)**

And now we will get to the main event as everything before this was just the setup. **(Planning - Preparation, Coverage, Intricacies, Strategy - Complexity, Length, Logistics, Building, Alignment)**

Halloween Night - The Theme Park Plan

The first event of the night is that at 7:00 PM, Dalton arrives according to John's message. It's off-screen but John knocks him out and ties him up for later. Next is what happens at 8:00(?, we don't get an exact time but Bryan could've arrived earlier than the time his message said and William isn't here yet, despite his message saying the same time). John sets up Amanda in a cage, baiting Bryan into trying to open it, only for John to sneak up behind Bryan and knock him out. He then ties Bryan to the previously mentioned duck and, when he wakes up, he forces him to try to unplug the correct wires to stop the duck moving, otherwise he will be cut in half. Bryan succeeds at this but as he gets outside, John forces him to play another game, this time a carnival shooter game with the previously mentioned rigged gun. This has the effect of potentially injuring Bryan, probably to make it easier to kill him later. The third and final game John forces Bryan to play is that he has tied up Dalton and, in order to save Amanda, Bryan has to gather pieces of the Mascot Suit mentioned earlier and put them on Dalton, killing him. This is meant to put even more pressure on Bryan's conscience after taunting him with the deaths of Madison and his brother. John tells him to have fun, referring to the FUN message next to the tunnel where the parts are. Bryan does eventually do it, much to John's delight, and he is able to save Amanda. Bryan sends Amanda out of there so that he can go after John but as soon as the split up, John goes back on his word and kills Amanda, leaving her body for Bryan to find later, all to torment Bryan even more. **(Prediction, Trap Setting, Manipulation - Indirect, Direct, Emotional, Psychological, VCI, EI - Understanding, Facilitation, Engagement, Psychology - Warfare, Deception - Bluffing, Fabrication)**

At 8:30, William arrives at the theme park and John, having predicted where William would come from, had prepared a message saying "FIND ME" at the hall of mirrors. He had also set up his collar bomb prisoners in and near the mirror hall and given them knives and guns, telling them to kill William. Using the mirrors, John appears all around William without revealing where he really is and taunts William using the death of Madison and William's wife as well as revealing to him that he is William's son that went into foster care after his wife died. The reason John wants revenge on William is because his wife/John's mom was abusive to him and William was too ignorant to do anything about it. John therefore killed his mother by pushing her down the stairs which caused William to send him into foster care as he viewed John as a threat to Madison. John still holds a grudge about this over 15 years later. This causes William to shoot the mirrors, ending with him revealing an exit that he follows John through, straight to where John's

hostages are waiting to attack him. After taking care of the hostages, John surprise attacks William but lets him go. He does this for two reasons. 1. To show that he could kill William whenever he wants and 2. The final stages of the plan require William to be alive. While talking to William, John does refer to himself as a monster, showing that he does understand what he is doing and his conviction about it but also a monster created by William's actions and ignorance. John also continues to guilt trip William over how William did nothing about his wife's abusive behaviour towards John and that the foster father John had after William abandoned him did the same. He ends the conversation by pointing out William's hypocrisy of calling John a murderer when William has killed several people in his pursuit of John as he leaves to advance the plan to its final steps.

(Prediction, Trap Setting, Manipulation - Emotional, Psychological, Direct, Strategy - Alignment, EI - Facilitation, Engagement, Realization, Psychology - Warfare, SI - Self Awareness, Reasoning - Causal)

Afterwards, William and Bryan meet up while both of them are looking for John and group up as they both have the same goal. John knows that he cannot take on both of them at once but knows that he can use the layout to split them up further ahead. Using the environment to sneak past them, he opens a gate and, as they run after him, he closes it so that Bryan makes it through while William doesn't, splitting them up and setting the stage for the finale of the plan.

(VSI, FRI, Field Skills - Risk Assessment, Fluid Intelligence, Strategy - Shielding, Flexibility, Execution, Efficiency, Reasoning - Abductive, Numerical, Thinking - Logical, Critical)

The Finale

Having split them up, John sets up the rollercoaster to hit Bryan right after he finds Amanda's corpse and knocks him, unconscious, into a bouncy castle to buy time for John's final tactic. He doubles back to where William is and turns on several screens with an image of Bryan, drunk and unconscious, at a bar. John reveals to William that six years ago, on the day when Bryan was supposed to be protecting Madison from John, he was actually getting drunk at a bar. John uses this, along with his previous guilt tripping to turn William against Bryan with the intention of them killing each other so that either both of them die or one of them dies so John can finish the other off. Considering that this happened 6 years ago, John took these images that day and had planned to use it on William when he was at his lowest point and waited to do it for 6 years, showing incredible patience and preparation. If this succeeds, John will, in this one plan, have gotten rid of every single person who he wants dead, his father, his copycat, the people responsible for his burning and the detective that got in the way. Having set the stage, John waits at the location where both men are heading based on the routes John has forced them into. William arrives first and attacks John but he reacts quickly, turning off most of the lights and attacking William from the shadows until Bryan arrives. As John had planned, William tries to kill Bryan but Bryan manages to fight him off and they both pull guns on each other. They fire at the same time but William seemingly misses while Bryan hits. William dies but it is revealed that he actually shot into the shadows where John was. John stumbles out and collapses to his knees as Bryan points his gun at John's head. Despite the fact that he got shot and is about to be killed by the person he hates most, John stays calm and taunts Bryan about how everyone he tries to protect (Madison, his brother, William and Amanda) dies and that, in the end, Bryan will succumb to alcohol and depression. Bryan shoots John in the head several times, killing him for good but, as John predicted, Bryan spends the rest of his days in a drunken depression. This fulfills the secondary goal of ruining Bryan's life, even if it came at the expense of John's own.

(Trap Setting, Prediction, Manipulation - Individual, Direct, Emotional, Psychological, EI - Facilitation, Perception, Management, Psychology - Insight, Warfare, Strategy - Alignment, Efficiency, Execution, Effectiveness, Flexibility, Planning - Long-term, Aim, Invincibility, Contingencies, Reasoning - Abductive, Abstract, Thinking - Logical, Abstract, Holistic, Adversity Capacity - Impulse Control, Stress Tolerance, Pain Tolerance, Mental Fortitude)