

Costume Quest:

INVASION OF
THE CANDY SNATCHERS



Zac Gorman



Costume Quest:

INVASION OF
THE CANDY SNATCHERS

By
Zac Gorman

Based on the *Costume Quest* world created by
Tasha Sounart and Double Fine Productions



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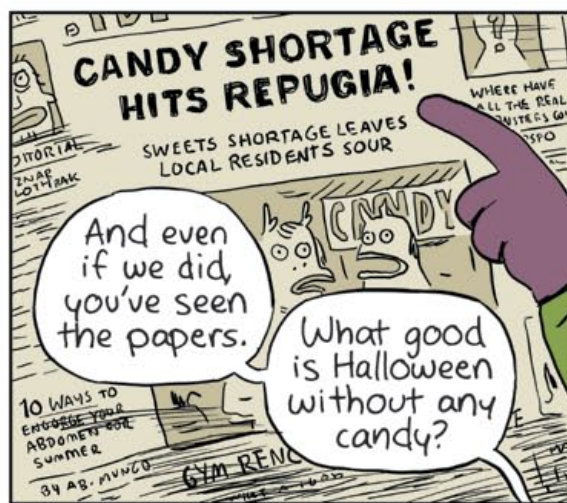
For my mom, for making my Halloween costumes,
and my dad, for taking me to the comic store.

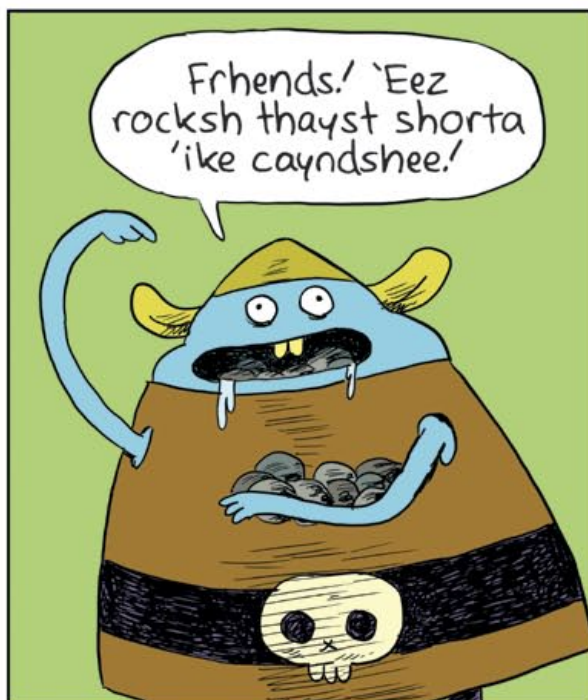
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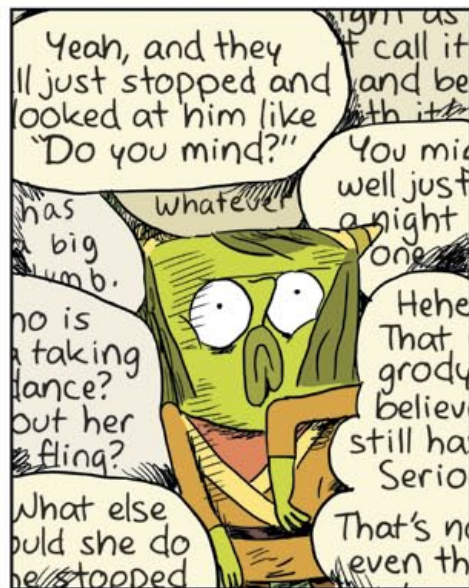


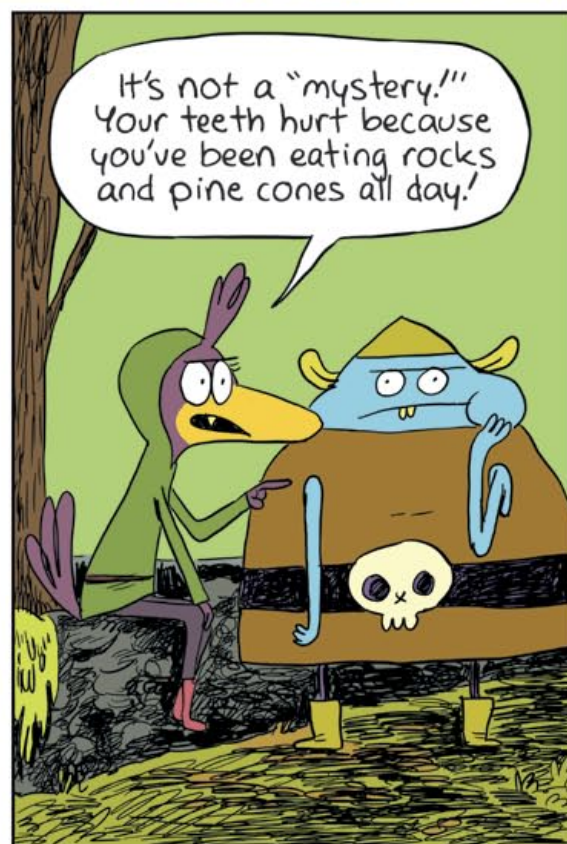




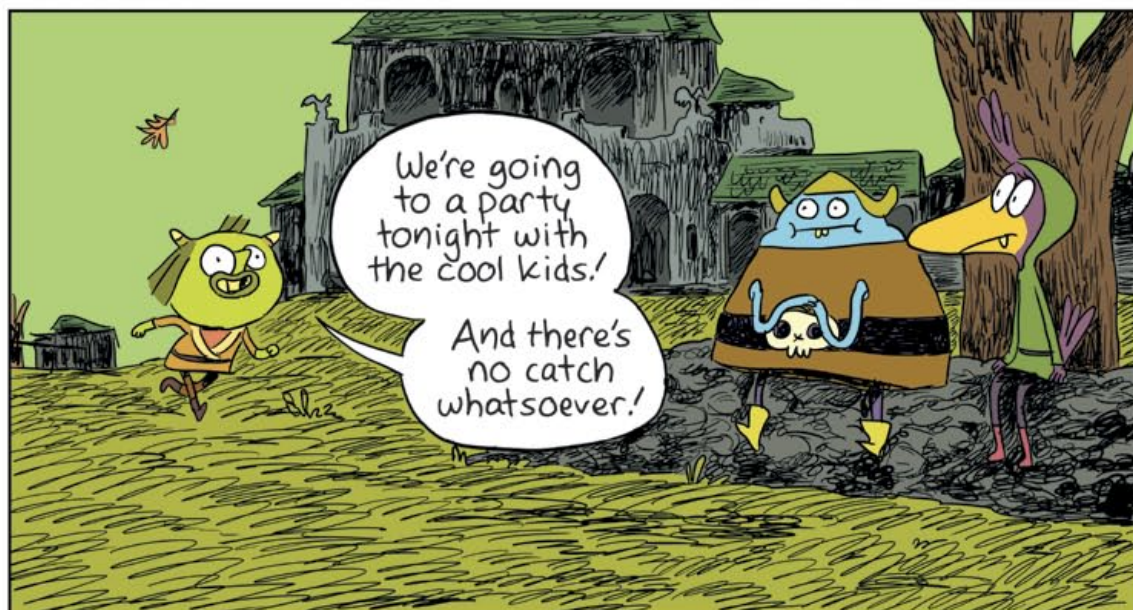












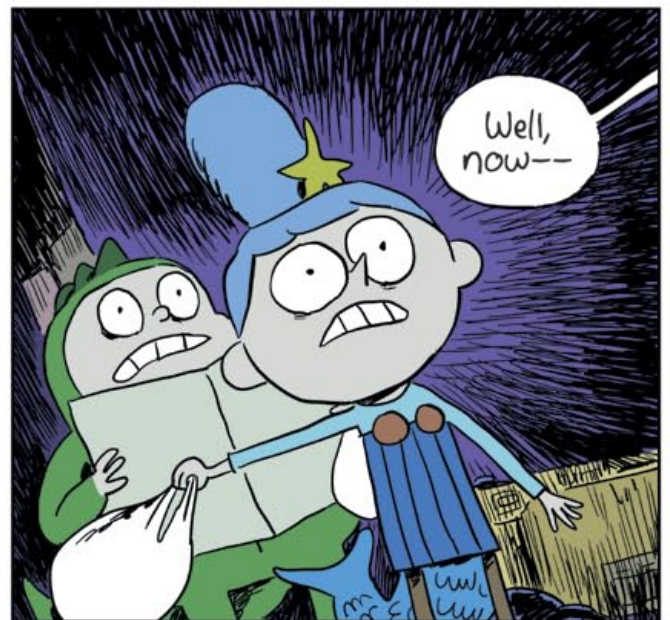


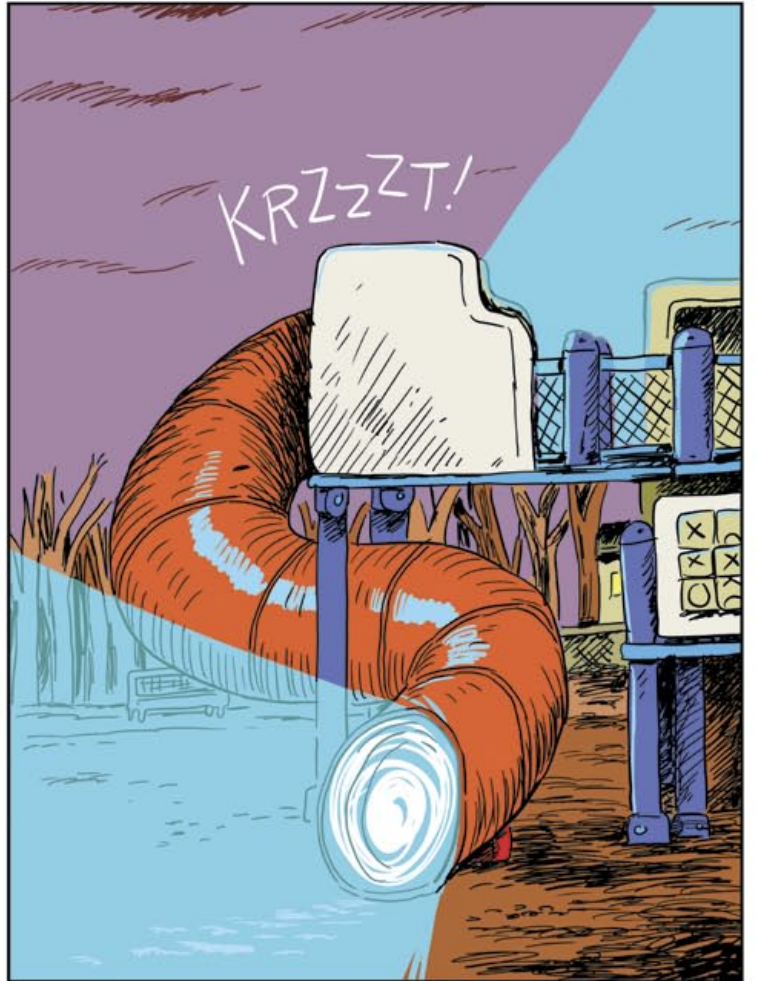




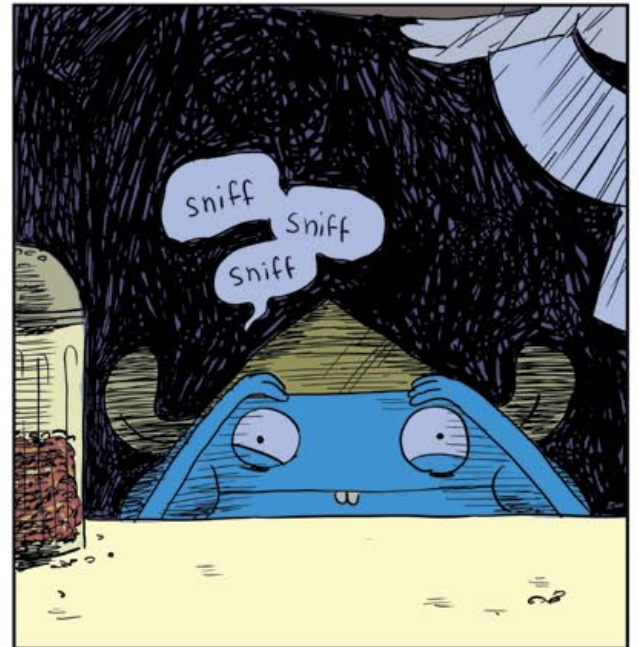
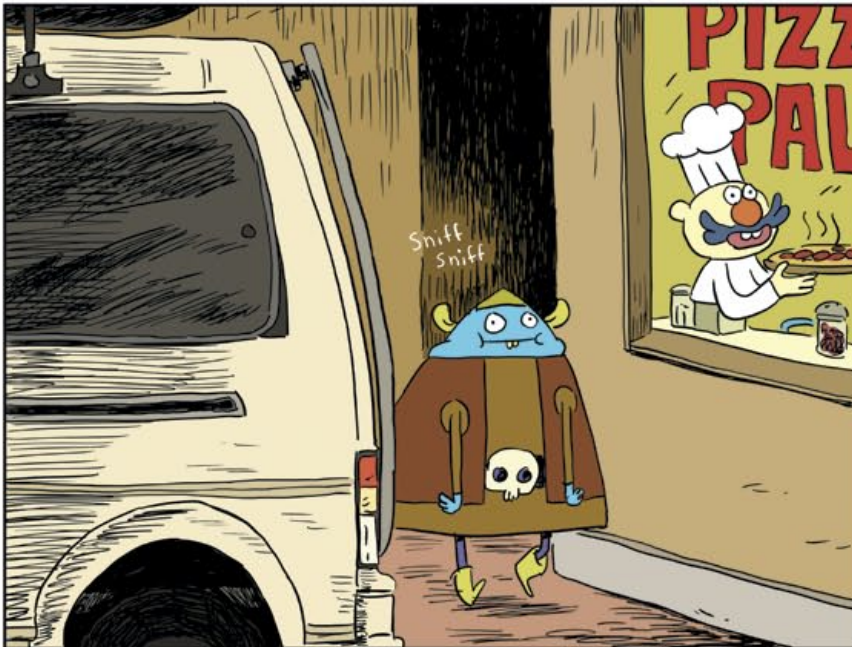
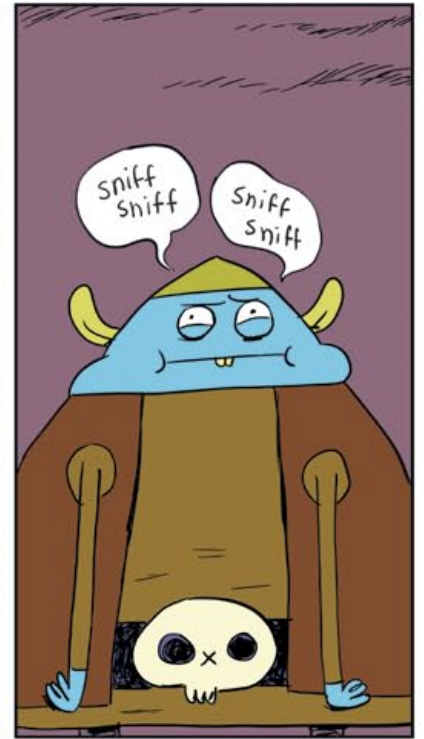


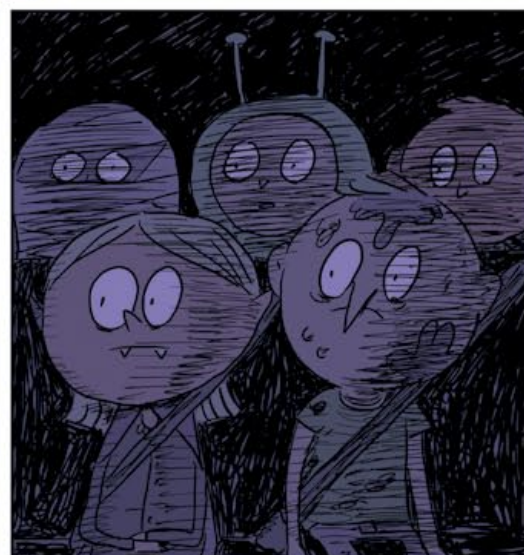










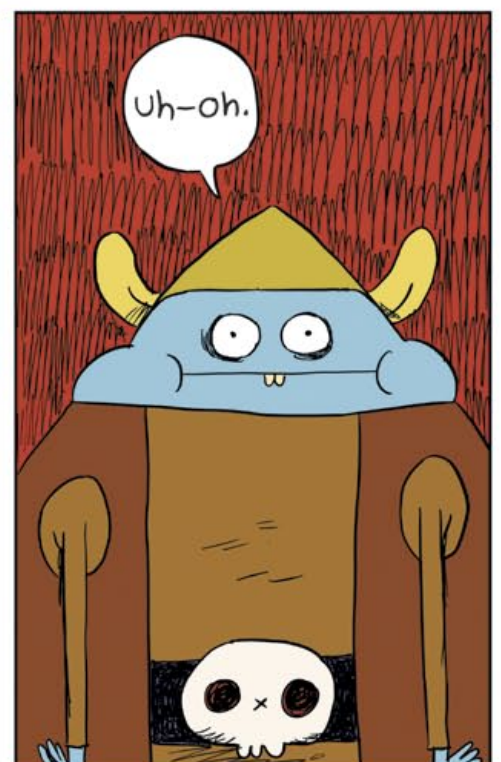








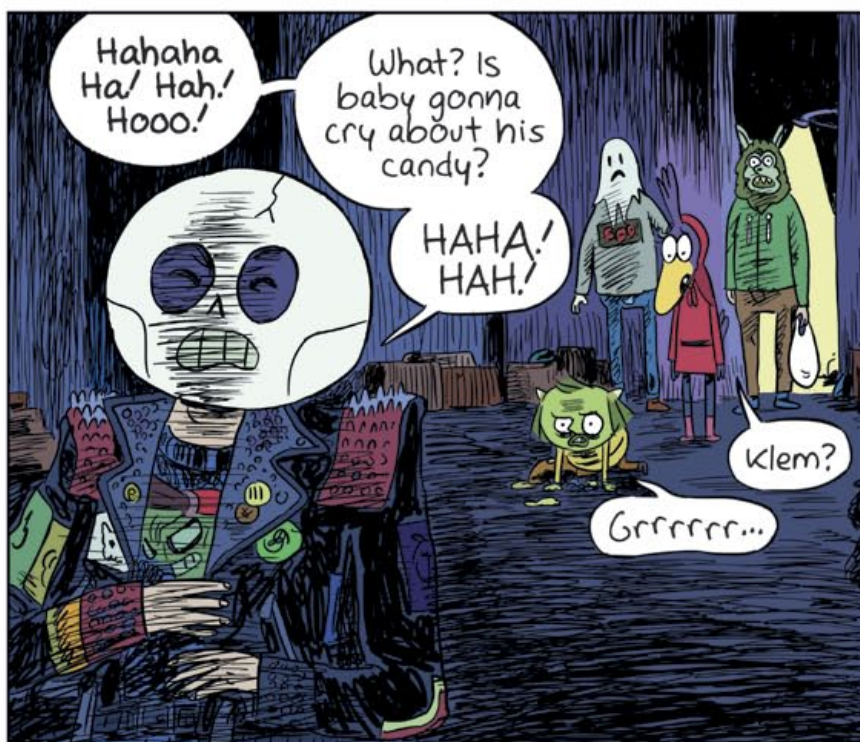






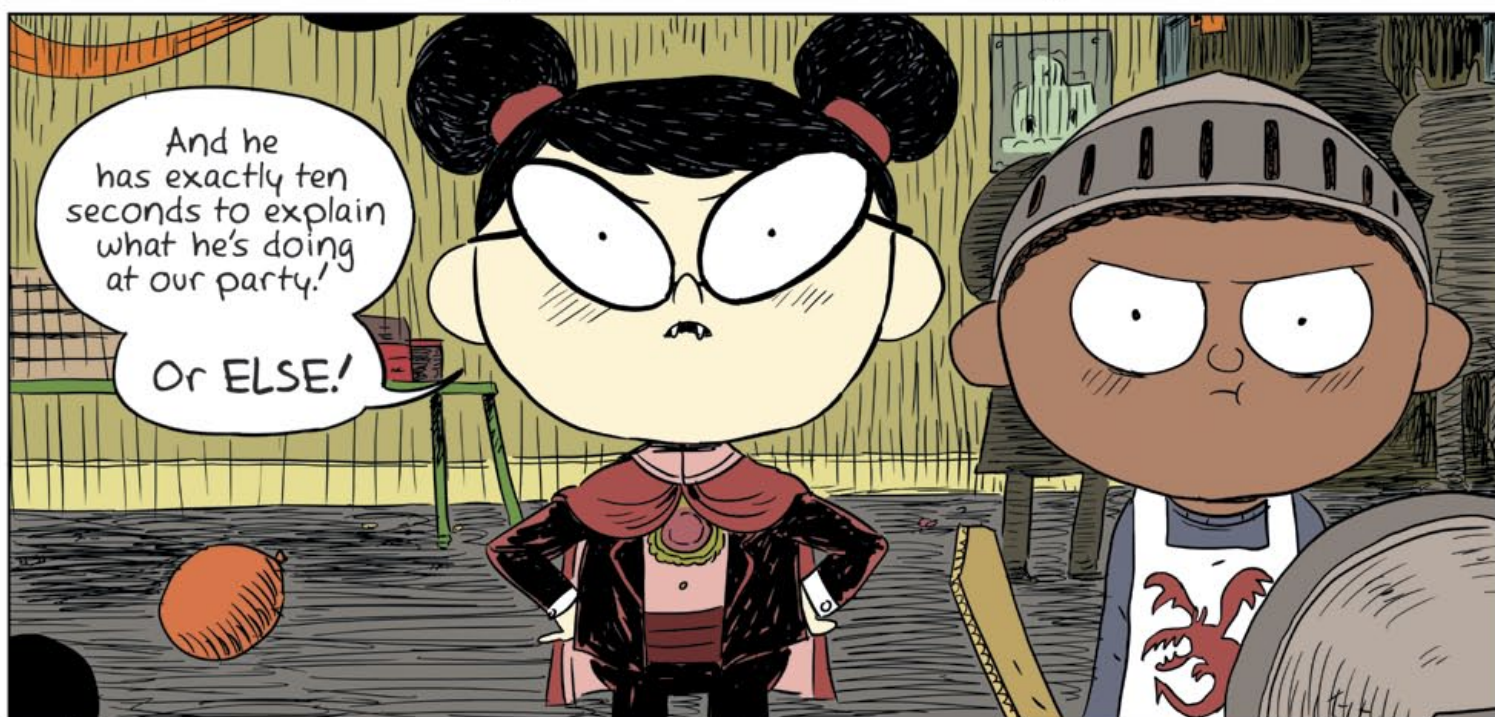
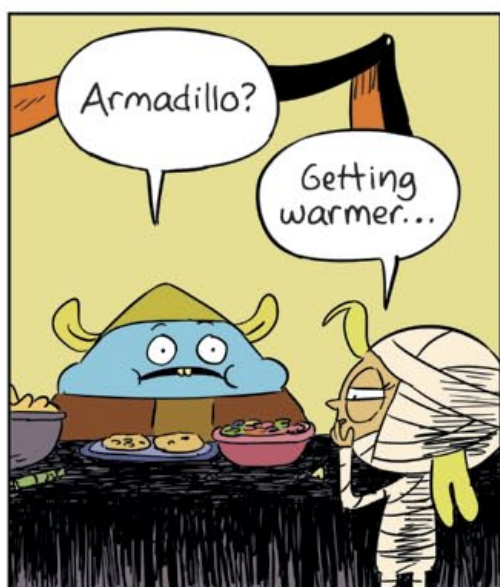










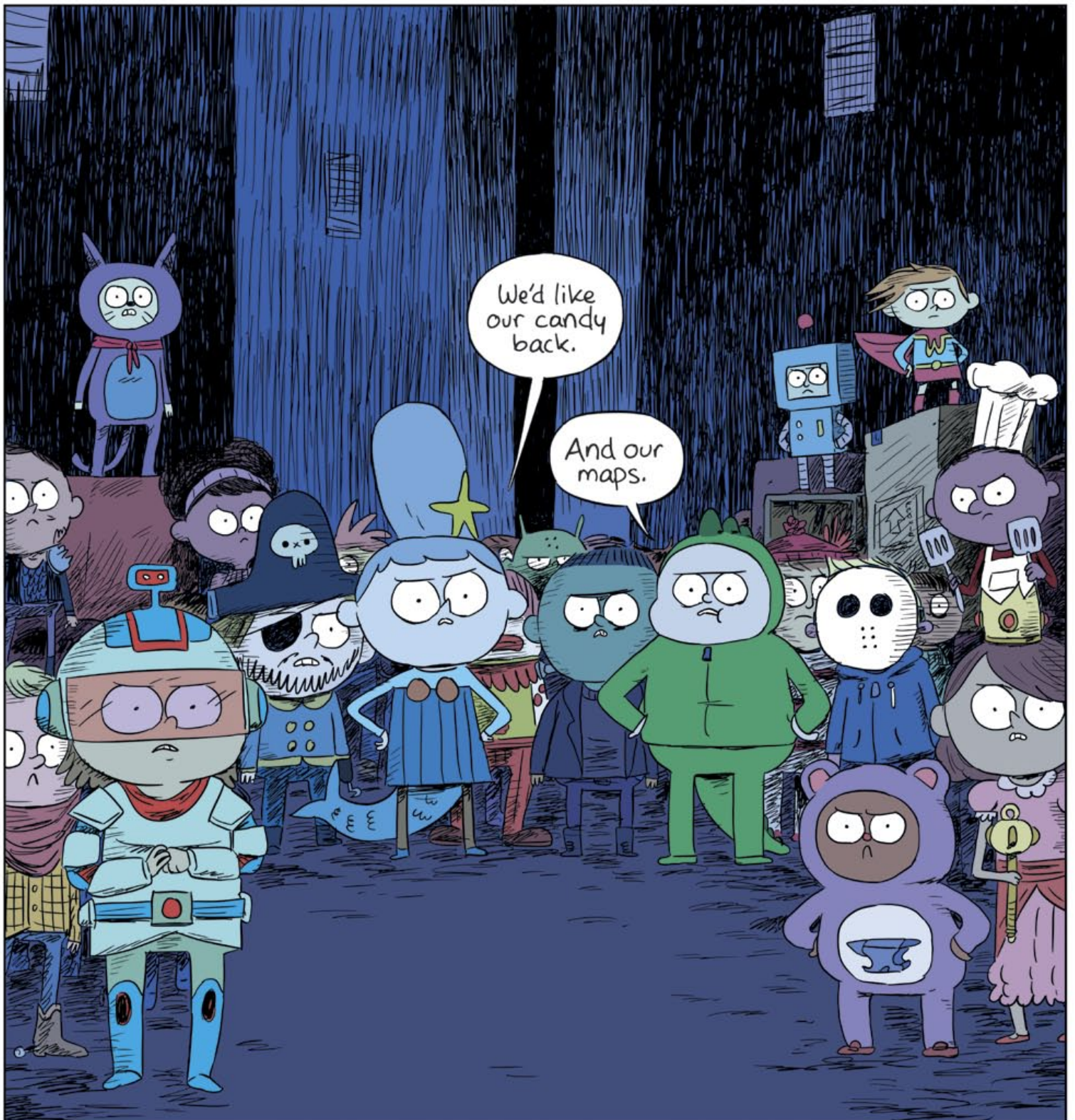












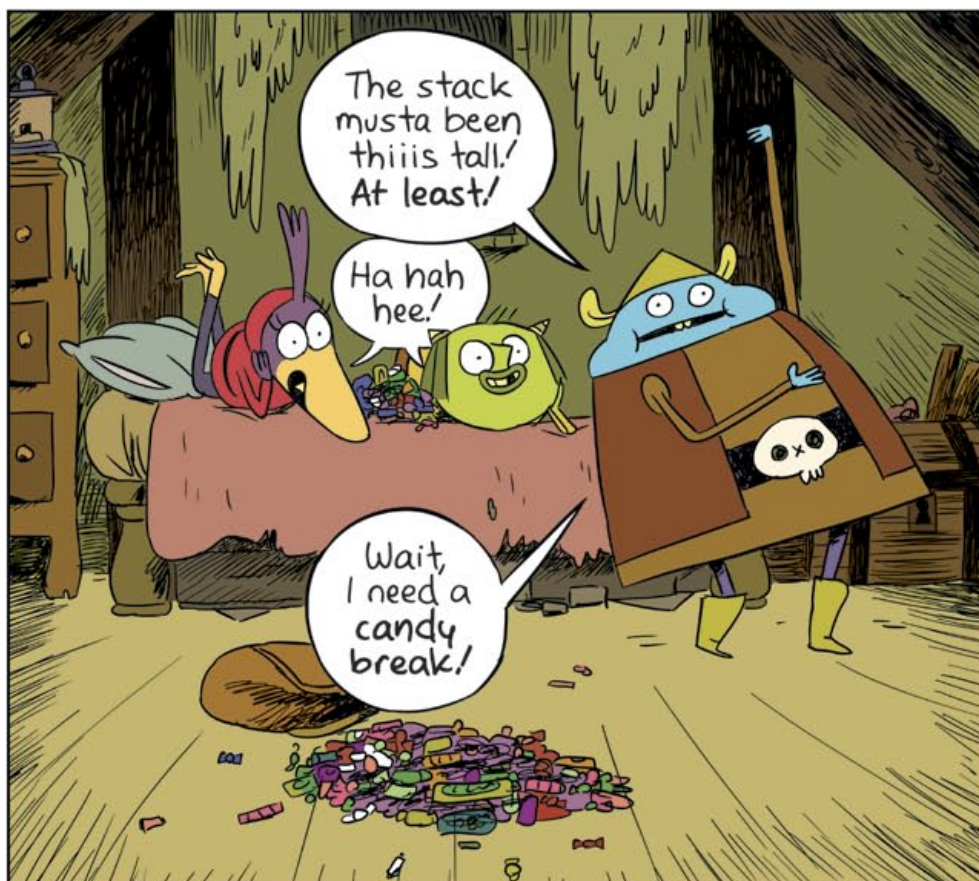
















AFTERWORD

By
TASHA SOUNART

HALLOWEEN has always been my favorite holiday. Not because of the scary parts (I was always more on the trembly side) but because of the creativity behind it. Halloween is the one day of the year when everyone can run around as whatever they want to be, whether it's something scary, cute, powerful, or funny. People allow themselves to try on new personas that could be completely different from how they are in everyday life.

As a child, I always thought the setting of Halloween would make a very cool game. There were just so many things I loved about it — the exploration of the darkened neighborhood with a pack of friends, the brightly lit pumpkins on all the doorsteps, the slight smell of smoke coming from the chimneys, the crunch of fallen leaves underfoot. Oh, and there was always the intense candy trading session that followed. For the entire year afterward, I would carefully ration out my candy so it would last me until the next Halloween. Of course I would have to hide it from my sister, who would go through her candy in a couple of days. Sometime around the age of 11, after I had received my beloved NES, I remember drawing a group of little pixelated characters trick-or-treating. Years later, at Double Fine, I got the opportunity to actually see my idea come to life, which was simultaneously stressful and awesome.

During the project, a few things were very important to me: I wanted to keep the tone of the game funny, warm, family-friendly, and sincere — much like the *Peanuts* specials I loved while growing up. I wanted parents to be able to play the game along with their children, since this was the type of game I would have loved to play as a kid.

I also wanted the game to emphasize the contrast between the kids' more mundane, "normal" suburban lives, and the epic, powerful world of their imaginations. My mom would hand-make the costumes for my sister and I, so I wanted to include that crafting aspect in the game — the transformation of ordinary objects into costume pieces. Later in life, I would continue to construct my own elaborate outfits each year, even though I never learned how to sew (the glue gun is my friend). One of my proudest moments was in my 20s, when I won a contest at work with my homemade "garden gnome sitting on a hill" costume.

Another central idea in the game was that every character (boys and girls) had the ability to wear any of the costumes. As a tomboy growing up, I was often teased for liking “boy stuff.” But on Halloween, I could be whatever I wanted, whether that was a space warrior, a magician, a unicorn, or a clown. Kids have fun exploring all sorts of identities and scenarios and shouldn’t have limitations placed upon their imaginations.

After *Costume Quest* was released, a single page comic based on the game started making the rounds on Twitter and made its way to Double Fine. This is how I was introduced to the quirky and charming art of Zac Gorman. (I still want a print of that comic, by the way.) Zac’s art style and sense of humor mesh perfectly with the game’s universe, so I can’t think of a better match for the graphic novel. In this book we get to explore more of how the Repugians experience the world — what would monster children think of Halloween and trick-or-treating?

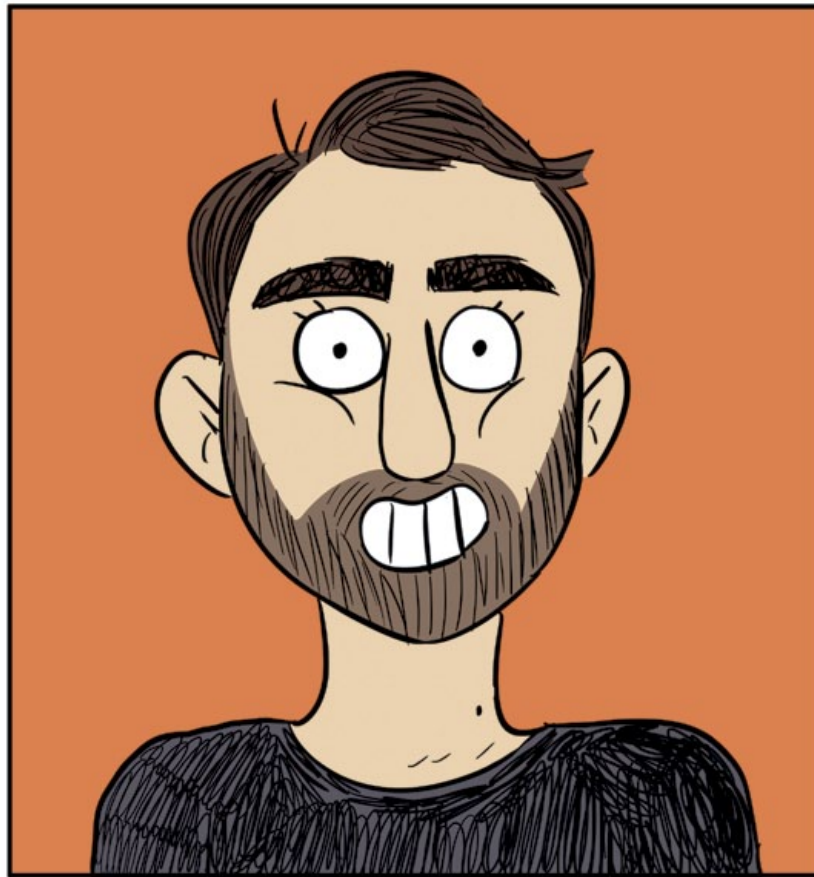
Now that I have a son of my own, I’m so excited for him to experience everything I loved about Halloween growing up and can’t wait to play the games with him. It’s really awesome to see the *Costume Quest* universe continue to be explored, through both the game’s sequel, and Zac’s own interpretation of the world and the new characters he’s created.

Tasha Sounart

Tasha Sounart (formerly Harris) is an animator and game designer who lives in San Francisco with her husband, son and two cats, Mr. Peterson and Snoopy. She was project lead on the game *Costume Quest*, which released in October 2010.



www.tashasquestlog.com • @tashascomic



Zac Gorman is a cartoonist from Detroit, Michigan raised on the sacred suburban triumvirate of video games, cartoons, and comic books. He's the creator of the popular webcomic *Magical Game Time* and has worked on several animated television series as a storyboard artist and character designer. Zac currently resides in Chicago with his far more talented wife and a furry little monster who most people mistake for a cat.

magicalgametime.com • zacgorman.com • [@zacgorman](https://twitter.com/zacgorman)

Zac would like to thank Suzy for her love and affection, Gabe, Greg, Tim and everybody at Double Fine for their trust and encouragement, Charlie and the Oni team for all their hard work, Fangamer for their enthusiasm, and finally, Mom, Dad, Austin, Dave, Jason, and Erin for all their support along the way.



Trick-or-treat your way into these delicious video game goodies by Double Fine Productions!

COSTUME QUEST

PC, Mac, Linux, Xbox 360, PS3, iOS, Android

Rated E10+

COSTUME QUEST 2

PC, Mac, Linux, Xbox One, Xbox 360,

Playstation 4, Playstation 3, Wii U



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we take our costumes off--

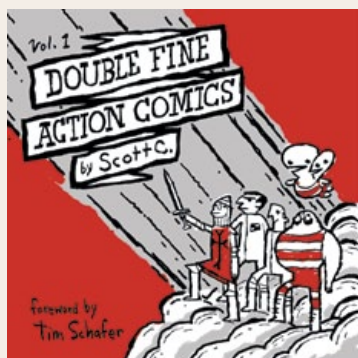


-- and you can see us--

-- as we see ourselves.

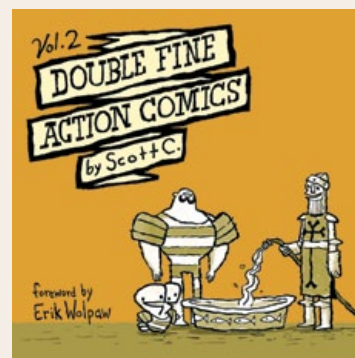


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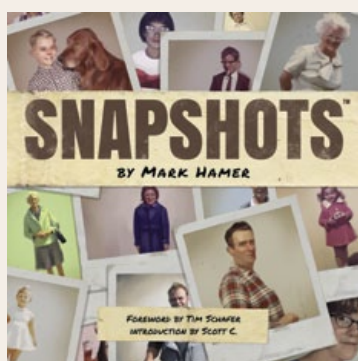
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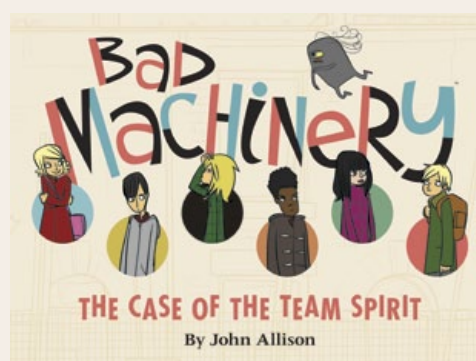


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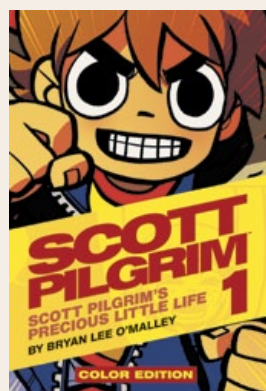
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"Let me tell you how Zac and I wrote this book together.

I wrote everything inside of this one blurb, and Zac wrote all the stuff outside of it, with the exception of any other blurbs. No, it wasn't 50/50, but no great collaborations are. Do you think Lennon and McCartney quibbled about how many notes they each wrote per song? Zac may have come up with the story and the new characters and put all the words into their mouths and then did all the drawing and stuff, but who can measure how much you will be thinking about this blurb while you are reading the book, and how that context will frame the content that comes afterwards? How many angels can fit on the head of a pin? And how many of those angels are mine, and how many are Zac's? Only a jerk would count. I know that's not you. So please, just relax, and enjoy this awesome book!"

– Tim Schafer, writer of blurbs

KLEM and his pals aren't the most popular Grubbins in candy-starved Repugia, but Klem's hoping that will change once he brings a hoard of candy back from the human world. After all, it's Halloween, so there's candy everywhere! Unfortunately, there're also bullies everywhere, ready to steal all of Klem's sweet, sweet loot. Will he and his friends make it out alive, or are they doomed to an eternity of sugar-free torment?

From the deliciously magical world of hit video games *Costume Quest* and *Costume Quest 2*, Oni Press presents an adorable Halloween-themed graphic novel from Double Fine Productions (*Broken Age*, *Psychonauts*) and comics superstar Zac Gorman (*Magical Game Time*)!

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