

Ghostwalk 101



- **Ghostwalk** is a *historic* event. Actors portray characters from New Bern's long and colorful past who will reveal their stories to you. "Ghosts" appear in **Ghostwalk** in the same historic places they may have been seen in life.
- **Ghostwalk** is *family friendly* with children under three admitted free. It is **NOT** scary, supernatural, or a haunted house.
- **Ghostwalk** is **NEW** every year. Each year different ghosts and locations are chosen. None are the same as the year before. Over the years (26 years) hundreds of spirits from the past have visited for **Ghostwalk**.
- **Ghostwalk** is the major fundraiser for the New Bern Historical Society, a 501(c)(3) non-profit organization. It is **NOT** related to any commercial enterprise.
- The **MORE** the **MERRIER**. **Ghostwalk** is designed to be a fun and entertaining event. Gather your friends and take advantage of group rates.
- **Ghostwalk** is designed as a "park and walk" so wear your walking shoes. Look at your ticket and determine groups of ghost sites. Park in the neighborhood or in city lots (like at Hancock and New Streets), visit the ghost sites in the area, then drive on to the next group of sites.
- **Ghostwalk** is a self paced, self guided tour. Your tickets are good for ALL THREE nights. Do your own **Ghostwalk** at your own pace. Many people do the theaters, Cedar Grove Cemetery and the Attmore Oliver House on Thursday, then split the remaining sites for Friday and Saturday.



- **Ghostwalk** has many opportunities for dinner! Historic churches will be selling such delicious items as chili, pasta, hot dogs, soup and sandwich, turkey BBQ and more. The VeriGood Bakery is in place at the Attmore Oliver House. They are all spelled out on your ticket and on the map. When you are ready for a break, seek out these Ghostwalk goodies!

- **Ghostwalk** is for having fun! Join the crowd, come hear the ghosts tell their stories, enjoy tasty treats, and you may also learn more about your city than you ever thought! But we won't tell!

