

**SEAWORLD ADDS WARNING LABEL TO HOWL-O-SCREAM® 2013**  
*FOUR HAUNTED HOUSES, THREE SCARE ZONES, TWO CREEPY SHOWS AND ONE BIZARRE BAR – YOU CAN'T FIND THESE 'SCARE TACTICS' ANYWHERE ELSE IN TEXAS!*

SAN ANTONIO (Sept. 12, 2013) – SeaWorld® San Antonio, known for its kid-friendly attractions and shows, will not be suitable for the stroller crowd after 7 p.m. because of its scarier- than-ever 2013 **Howl-O-Scream®**.

This year at SeaWorld's annual Halloween event, the park will feature four new haunted houses, three terrifying scare zones and **Blood Thirsty**, a brand-new vampire bar. The scare level will become too intense at 7 p.m. and is not recommended for children under the age of 13.

Howl-O-Scream begins Friday, Sept. 27, and runs Fridays and Saturdays through Oct. 26, plus Sunday, Oct. 13. Guests can purchase an exclusive nighttime ticket for admission into the park after 6 p.m. for \$25 and brave all four haunted houses, endure chilling scare zones, ride screamin' roller coasters and see the Halloween-themed shows. This exclusive nighttime ticket can be purchased online at [Howl-O-Scream.com](http://Howl-O-Scream.com) or at the park. Howl-O-Scream is included for SeaWorld Fun Card, Annual Pass and Platinum Pass Members.

The event's newest house, ***Prey: Where the Hunter Becomes the Hunted™***, takes guests through a deeply wooded area on an evening hunting trip where they soon find out that they are the ones being hunted. Some of the most demented attractions are back by popular demand with horrifying new twists. In ***Den of the Departed: Zombie Takeover***, the dreaded Voodoo Queen has banished the Pumpkin King and brought her servants to terrorize all who dare to enter. In ***Frightmare Forest***, corpse creepers emerge from the shadows to bring their guests' nightmares to life. And, in ***S.O.S. Maze: Clowns in Control***, members of the Smiley Face Clown Gang have taken control of the carnival and are looking to convert people into their twisted way of life.

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Also new to Howl-O-Scream is the addition of a vampire-inspired bar, **Blood Thirsty**. While there is no cover charge, guests can pay to get “fanged” so they can blend in with the undead before trying some of the various vampire-inspired concoctions. Some of the signature drinks include Frozen Fangaritas, Blood Martinis and White Blood Cell Zinfandel.

Additionally, SeaWorld will have two food trucks with a variety of affordable food options. Guests also can leave with scary memorabilia by purchasing exclusive Howl-O-Scream merchandise at **The Raven’s Perch** gift shop.

Howl-O-Scream is not complete without returning favorite shows like ***Shamu’s Rockin’ Creepshow***, where Shamu® and companion killer whales put a thrilling twist on some favorite Halloween tunes, and the ***Jack is Back*** show featuring Jack-O-Lantern and his minion dancers, with a few ghoulish surprises in this song-and-dance spectacular.

To experience Howl-O-Scream VIP-style, guests can purchase the **Face Your Fears Tour**, which includes a behind-the-screams look of ***Frightmare Forest***, the opportunity to get “fanged” at **Blood Thirsty**, Quick Queue passes for front-of-the-line access to all haunted houses and reserved seating at ***Shamu’s Rockin’ Creepshow***.

During the day, families can enjoy a kid-friendly Halloween experience with trick-or-treating throughout the park from 1 to 4 p.m. and daytime shows including ***Clyde and Seamore’s Monster Mixup*** and ***Countdown to Halloween*** at Sesame Street® Bay of Play. Young guests can also hop aboard the **SeaWorld Express**, a festive Halloween train ride located next to Nautilus Amphitheater.

Guests wishing to visit Howl-O-Scream, Christmas and daytime SeaWorld activities, should purchase the 2014 Fall for Free Fun Card that allows unlimited admission now through Dec. 31, 2014 online at [Howl-O-Scream.com](http://Howl-O-Scream.com).

**About SeaWorld**

SeaWorld Parks & Entertainment inspires millions, through the power of entertainment, to celebrate, connect with and care for the natural world. The Company has been creating innovative entertainment experiences that blend imagination with nature for more than 50 years and is best known for its 11 U.S. theme parks, attractions that hosted more than 24 million guests in 2012 and include the beloved SeaWorld®, Busch Gardens® and Sesame Place® brands. The parks offer guests a variety of up-close experiences, from animal encounters that invite exploration and appreciation of the natural world, to thrilling rides and spectacular shows. In 2011 SeaWorld Parks & Entertainment began expanding its popular brands into media and entertainment platforms to connect people to nature and animals through movies, television, and digital media; plus began developing new lines of licensed consumer products.

SeaWorld Parks & Entertainment employs more than 21,000 people nationwide.

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