

1993 JAYCEES HAUNTED HOUSE IN FOXBORO
SCRIPT FOR FRONT GUIDES

WELCOME FRONT GUIDES. There are many who say that being a front guide is the hardest job in the Haunted House. Most of them, however are other Front Guides. The rest of the people who are stuck in rooms all night, or are otherwise un-named maze monsters, ticket takers, parking lot attendants, and countless others of the work force really think that you, for better or worse, get to be the stars of the show. . So if there's any truth to any of this thinking, you are nevertheless the people who are responsible for providing the great show to the customers that so many people took so many hours to build. In short, no matter how much anybody did, you are all that the customer will see. You become, to them, THE HAUNTED HOUSE. It is your job to present this Haunted House, and while you are certainly encouraged to add all that you can through your performance, it is your foremost job to MOVE people through this house and to present the script that follows. Learn it, Have fun with it, and give them a great show!

ALL FRONT GUIDES WILL BE PUT INTO A ROTATION FOR EACH NIGHT'S PERFORMANCE. REMEMBER YOUR ORDER. WHO YOU FOLLOW. AND BE READY WHEN IT'S YOUR TURN. DO NOT EXPECT THE TIMER TO COME LOOKING FOR YOU. KNOW WHO YOU FOLLOW AND WHEN THEY PICK UP THEIR GROUP, GO BE READY TO PICK UP YOUR GROUP.

The timer will be calling for all groups to enter the house and will tell you when you should leave. The house is being timed on the basis of when each group leaves, not on the basis of when YOU think the group ahead of you has enough head start. When you are given the signal from the timer, YOU LEAVE. Following is a set of instructions you should give to your group as they enter the house. Some guides like to give these instructions at the top of the stairs leading into the tunnel, some guides give these instructions as they start down the tunnel into the maze. If you want to give your instructions before you leave, get your group quickly and give your speech. But, when the timer says GO, you GO!

INTRODUCTION

Introduce yourself and your rear guide. It is important for the group to know that YOU are in charge of their tour, and that there is a Rear Guide who will be responsible for pushing the end of the group along to assure that everyone stays together. It is the job of the Front Guide to get the Rear Guide to work with you by repeating the words you are saying so that the end of the group gets to hear everything, and to be sure that the entire group has moved into each room before each skit is started. FRONT AND REAR GUIDE - TALK TO EACH OTHER, BE SURE YOUR GROUP IS TOGETHER!

ALL GUIDES SHOULD BE IN THE PRACTICE OF WALKING BACKWARD THROUGH THE HOUSE SO THAT YOU ARE ALWAYS SPEAKING TOWARD YOUR GROUP. AS SUCH, ALL INSTRUCTIONS YOU GIVE YOUR GROUP RELATING TO TURNING DIRECTION WILL BE THE OPPOSITE OF THAT WHICH YOU ARE ACTUALLY MOVING YOURSELF.

ENTER THE HOUSE

Give some rules. . . Nicely, but let them know you are the boss.

- 1) Don't touch the actors or props
- 2) Follow my voice and listen to all my instructions
- 3) Hold onto the person in front of you
- 4) As needed - Let them know that good behavior is expected of them. Without incited a problem, obtain control of your group right from the start!

TUNNEL

"FOLLOW ME DOWN THE TUNNEL AS WE HEAD BACK IN TIME TO OLD ENGLAND"

Start down the center of the hall, but as you pass the small red and yellow lights on YOUR left, tell the group to KEEP TO THE LEFT (actually your right if you are walking backwards as I told you to do already.

MEAT WAGON

Wagon is about 30 feet past lights as you pass bottom of the tunnel and start upward. As you pass the cart, you say,

"WHAT IS THAT SMELL."

STREETS OF LONDON

"WE'VE GONE BACK IN TIME 150 YEARS AND WE'RE ABOUT TO WALK THE VERY STREETS WHERE JACK THE RIPPER ONCE ROAMED. WALK SINGLE FILE AND STAY TO YOUR LEFT."

Move forward toward park bench at end curtain. . . Neck slashing scene with man running away.

"OH NO, ITS JACK THE RIPPER HIMSELF, LET'S GET OUT OF HERE."

BRIDGE

"WE TRAVEL EVEN FURTHER BACK IN TIME AS WE CROSS THE BRIDGE LEADING TO THE CASTLE OF KING HENRY VIII"

HENRY VIII

As you approach the room you say
"HAS ANYONE HEARD OF THE STORY OF CRAZY KING HENRY AND ALL OF HIS WIVES. KING HENRY HAD A SPECIAL WAY OF DEALING WITH ONE OF HIS WIVES IF THEY NO LONGER CURRIED HIS FAVOR. ENTER WITH ME NOW THE COURT OF KING HENRY AND HIS SOON TO BECOME .. LATE QUEEN."

When King speaks and asks what should be done with the Queen Guide says

"OFF WITH HER HEAD" Rear guide repeats the words of the front guide "OFF WITH HER HEAD"

At end of scene, exit around the corner.

GRAVE DIGGERS

Move around the wall, stop group in front of low wall.

"I WONDER WHERE HENRY PLANTED ALL OF THE WIVES HE GOT RID OF. I HEARD THAT ON THE OUTSKIRTS OF LONDON HE HAD A FAVORITE CEMETERY"

After scene, exit to hallway.

"THESE MUST BE THE SKELETONS OF THOSE BURIED IN YEARS PAST, STAY CLOSE WITH ME NOW OR YOU TOO MAY END UP IN THE YARD OF THE DEAD BONES."

After bones shake, keep group moving and say you are going to move forward to the days when Old London had a shortage of fresh meat. But there was always a good barber with a sharp razor who with his wife had a great family business idea.

SWEENEY TODD

Move group across the room. There is only a rope, no knee wall.

"PERHAPS YOU KNOW OF THE MAD BARBER OF FLEET STREET, HIS NAME WAS SWEENEY TODD. HE GAVE THE BEST SHAVE IN TOWN, OR MAYBE YOU ONLY NEED A QUICK CUT."

After scene, move group to next area. Say he doesn't seem to have

many repeat customers. But his wife knows how to treat the ones that have gotten there last cut from Sweeney

MEAT FREEZER

"EVEN DURING THE GREAT MEAT SHORTAGE, MRS. TODD ALWAYS HAD PLENTY OF FRESH MEAT PIES FOR SALE. PEOPLE COULD NEVER FIGURE OUT WHY SHE WAS BUSY IN THE CELLAR ALL DAY... WAS SHE COOKING, OR JUST KILLING TIME."

Exit to hall

HALL OF DOGS

"WE ARE ENTER THE PART OF OLD LONDON WHERE PACKS OF WILD DOGS HAVE BEEN KNOWN TO WANDER. STAY VERY CLOSE TOGETHER LEST YOU BECOME TONIGHTS MEAL."

Trip activation button at will. Move into Jekyll room

DR. JEKYLL

As you lead into room tell story of the renowned Dr. Jekyll. His theory was that man had two souls, one good and one evil. He set out to find a potion that would remove the evil and leave the good. ... as you have your group in front of the set you say

"BUT AS YOU MAY HAVE ALREADY HEARD, SOMETHING WENT WRONG"

Woman appears at doorway and starts scene. After scene, lead group to other side of 'laboratory'

MR. HYDE

"COME ALONG WITH ME. I CAN LEAD US INTO THE DR'S. LABORATORY TO SEE WHAT HAPPENED TO HIM

IT LOOKS LIKE SOMETHING HAS GONE WRONG WITH THE DOCTORS EXPERIMENT."

After scene, lead group out of room and across the hall

CATS AND RATS

Lead group across the grate and tell them that they are entering East London, the seedier part of town. There is filth in the streets and the rats have been known to be bigger than the cats.

As you walk them across the grate, use the switches at will.

THE LATE NIGHT PUB

Pass through curtain and tell group they are definitely in the worst part of town where they need to stay very close together. Guide enters pub alley where s/he motions crowd to hurry around corner. Guide stays at doorway and lets group pass ahead.

"WE ARE ENTERING THE ALLEYWAY TO THE LATE NIGHT PUB, MOVE UP CLOSE TO THE DOOR SO THAT NO ONE ENTERS ALONE"

After window scene, lead group around the corner and tell them to move up close to the fireplace. Have them fill in the room and not stay in single file. Front and Rear Guides stay in the back of the room.

When all are in the room say,

"THE PUB LOOKS EMPTY."

After scene lead out saying,

"LET'S LEAVE, WE'RE NOT WELCOME HERE AFTER ALL."

Lead into skeleton room.

SKELETON ROOM

"THIS IS WHERE ALL OF THE OTHER PATRONS OF THE LATE NIGHT PUB HAVE FINALLY ENDED UP."

GALLOWES

"ENTER ~~AND~~ FIND YOURSELVES WITNESS TO THE VERY SPOT WHERE OLD LONDON'S MOST TREACHEROUS CRIMINALS WERE FINALLY BROUGHT TO THEIR RIGHTFUL JUSTICE. IT COULD BE NO OTHER THAN THE LYNCHING BLOCK."

scene

As group is led down hallway, mention that the cold they feel could only mean that they are leading to HAWTHORNE HILL, the site of Old London's largest cemetery.

FUNERAL CART

"HERE THE ONLY PASSENGERS WHO ARRIVE ARE ONE WAY RIDERS ON THE HEARSE OF THE LONDON'S MOST WELL KNOWN UNDERTAKING FIRM, DEWEY, CHEETAM & HOWE."

scene

Move out the door to courtyard
COURTYARD.

Gather group at bottom of ramp.

"WELCOME TO THE STREETS OF KENT. THERE HAVE BEEN A LOT OF
STRANGE THINGS GOING ON LATELY SO WE HAVE ASKED FOR A CONSTABLE
TO WALK WITH US. GOOD EVENING CONSTABLE."

After constable leads group around events in courtyard and
someone comes at crowd, guide says

"HURRY ACROSS BRIDGE, when water squirts, THE RIVER THAMES
(pronounced Tems) IS ANGRY WITH OUR BEING HERE, HURRY ACROSS."

Continue to lead group around path, past scares and up stairs.