

1998 HAUNTED HOUSE GUIDE SCRIPTS

"THE HAUNTED VILLAGE"

GUIDES: PLEASE USE A SMALL AMOUNT OF GLOW IN THE DARK MAKE-UP ON YOUR FACE. THIS WILL HELP YOU TO MANAGE YOUR GROUP, IN THE DARK MAZE!!! TALK BACK AND FORTH WITH YOUR REAR GUIDE, MAKING SURE THAT YOUR GROUP STAYS CLOSE TOGETHER. SOME OF THE ROOMS HAVE KEY WORDS AND THE HALLWAYS HAVE SOME GUIDE ACTIVATED SCARES. LEARN THE SCRIPT....IT MAKES FOR A MUCH BETTER SHOW!

TOP OF STAIRS

GUIDE: WELCOME TO OLD FOXWORTH VILLAGE, *(INTRODUCE YOUR SELF & REAR GUIDE)* WE'D LIKE TO TAKE YOU FOR A TOUR OF OUR FINE VILLAGE. BUT, I MUST WARN YOU, THERE HAS BEEN A SERIES OF VERY STRANGE HAPPENINGS HERE TONIGHT!! THE SHERIFF HAS CLOSED THE VILLAGE TO OUTSIDERS...SO WE'LL HAVE TO SNEAK DOWN THE BACK ALLEYS TO GET IN. NOW I MUST WARN YOU...THERE ARE A FEW VERY DARK SPOTS TO GET THROUGH.. SO, WE MUST INSIST THAT EVERYONE STAY IN SINGLE FILE AND HOLD ONTO THE PERSON IN FRONT OF YOU AT ALL TIMES. WE DON'T WANT TO LOSE ANYONE IN THE DARK!!! *(LEAD THEM DOWN STAIRS)* AND, YOU MUST ALWAYS OBEY THE CARDINAL RULES OF THE VILLAGE....AND THEY ARE: ALWAYS LISTEN TO THE INSTRUCTIONS OF YOUR GUIDES AND **NEVER**, UNDER ANY CIRCUMSTANCES, TOUCH ANY OF OUR PROPS OR ACTORS.

BOTTOM OF STAIRS

GUIDE: OK, IS EVERYONE HOLDING ON? AS WE TURN THE CORNER AND HEAD DOWN OUR FIRST ALLEY, YOU'LL NOTICE CLEM, THE TOWN DRUNK. PLEASE DON'T STEP ON HIM. IT LOOKS LIKE OLD CLEM IS NOT FEELING VERY WELL TONIGHT. *(OPERATE SOUND SWITCH ON WALL, BRIEFLY, AND MAKE A COMMENT)*

BUTCHER'S SHOP

GUIDE: *(AS YOU TURN CORNER)* WE ARE NOW IN THE ALLEY BEHIND THE BUTCHER SHOP AND I SEE THE BACK DOOR TO HIS MEAT LOCKER HAS BEEN LEFT OPEN *(QUICK SCARE.....MOVE GROUP UP TO CURTAIN)* AS LONG AS WE'RE AT THE BUTCHER SHOP, MAYBE WE SHOULD TASTE THE CATCH OF THE DAY

STAGE COACH (LIT)

GUIDE: *(AS YOU MOVE GROUP THROUGH CURTAIN)* WE'RE ENTERING THE AREA WHERE THE STAGECOACH PASSES INTO TOWN. THESE ARE TREACHEROUS PATHS AND THE PASSENGERS WERE ALWAYS SAFE WITH THE OLD DRIVER. BUT, SINCE THE NEW DRIVER TOOK OVER THE ROUTE, PASSENGERS AREN'T ALWAYS IN SUCH GOOD HANDS.....LOOK! THERE SEEMS TO BE TROUBLE WITH THE COACH!

BLACKSMITH

GUIDE: OUR VILLAGE BOASTS ONE OF THE FINEST BLACKSMITHS IN ALL THE LAND..... WHILE MANY SMITHS MAKE HORSESHOES THIS FELLOW IS FAMOUS FOR HIS SHACKLES AND **LEG IRONS**.

TINKER

GUIDE: NOW EVERY VILLAGE AROUND HAS A TINKER. A TINKER IS WHAT YOU FOLKS MIGHT CALL A TRAVELLING SALESMAN. YOU CAN BE SURE HE SELLS SOMETHING TO CURE WHATEVER'S **AILING YOU!**

FORTUNE TELLER (DARK)

GUIDE: WE HAVE A SPECIAL TREAT FOR YOU NOW.... WE HAVE OUR VERY OWN GYPSY FORTUNE TELLER.... LET'S SEE IF MADAME LYNORRA CAN RAISE **YOUR SPIRITS**

TAVERN (DARK)

GUIDE: *(AS YOU BRING GROUP IN)* OF COURSE, NO TOUR WOULD BE COMPLETE WITHOUT A STOP AT THE LOCAL WATERING HOLE!! I'D LIKE TO WELCOME YOU TO THE OLD **VILLAGE TAVERN**.
(SCARE INVOLVES PIANO COMING AT CROWD... BE SURE TO KEEP GROUP FROM GETTING TOO CLOSE)

SCARE CROWS (DIM LIGHT)

GUIDE: *(AS YOU ARE LEAVING SALOON)* WE ARE GOING TO TAKE A WALK THROUGH A FIELD AND DOWN TO THE PUMPKIN PATCH. ON OUR WAY YOU WILL SEE SOME OF THE VILLAGES FINER SCARE CROWS.... PLEASE REMEMBER NOT TO TOUCH!! ***(THERE WILL BE ONE OR TWO SCARES)***

PUMPKIN PATCH (DIM LIGHT)

GUIDE: *(TIGHT AREA, KEEP GROUP TOGETHER)* JACK-O-LANTERNS ARE VERY POPULAR IN THESE PARTS... THE LOCAL 6TH GRADERS HAD A PUMPKIN CARVING CONTEST. DIDN'T THEY DO A NICE JOB? ***(MIDDLE PUMPKIN WILL JUMP OUT AT CROWD)***

CORNSTALK FIELDS (LIGHT ON)

GUIDE: *(AS YOU WALK IN)* LET'S TAKE A WALK OVER TO OLD JEB MULLIN'S PLACE. THEY SAY HIS FARM GROWS THE SWEETEST CORN IN THE WHOLE **COUNTY!**
(THERE WILL BE AN ILLUSION FOLLOWED BY A SCARE FROM BEHIND)

MAYORS OFFICE (DARK)

GUIDE: (THERE IS NO 1/2 WALL, SO KEEP THE GROUP ON THEIR RIGHT HAND WALL) WE ARE APPROACHING THE VILLAGE GOVERNMENT BUILDING. THE MAYOR HAS BEEN INVOLVED WITH A SCANDAL LATELY WHICH MIGHT BE WHY EVERYTHING IS SO CRAZY AROUND HERE. LET'S SEE IF WE CAN ARRANGE A MEETING WITH THE **MAYOR**.
(THERE WILL BE AN ACT AND SCARE WITH ANOTHER SCARE LEAVING)

THE UNDERTAKER (LIGHT ON)

GUIDE: (AS YOU ENTER ROOM) WELL, THIS HAS GOT TO BE ONE OF THE BUSIEST GUYS AROUND HERE LATELY! I'D LIKE YOU ALL TO MEET OUR VILLAGE **UNDERTAKER**

HALL/AIR BLOWER

GUIDE: (TO REAR GUIDE) DID EVERYONE GET OUT OF THERE IN ALIVE ?AFTER SMELLING THAT UNDERTAKER, DOES ANY ONE NEED A LITTLE FRESH AIR??? (ACTIVATE BLOWER VALVE OR SWITCH WITH LEFT HAND, RIGHT AROUND CORNER....MAKE SURE YOU SHUT IT OFF AFTER ONE OR TWO SHOTS)

THE FARM (DARK)

GUIDE: (ON THE WAY DOWN HALL) WE'RE GETTING VERY CLOSE TO FIXUMS FARM. MR FIXUM IS NONE TO FRIENDLY AND HE DOESN'T LIKE VISITORS.....NONE OF THE VILLAGERS LIKE HIM....BUT THEY DO SAY HE HAS QUITE A BIG **GREEN THUMB!**

CANDLESTICK MAKER (DARK)

GUIDE: (WHILE ENTERING) WELL, YOU'VE MET THE BUTCHER, WE DON'T HAVE A BAKER.....BUT WE SURE DO HAVE A **CANDLESTICK MAKER!**

CEMETARY

GUIDE: (ORGANIZE GROUP AT TOP OF STAIRS) YOU KNOW, EVERY OCTOBER FOR THE LAST 10 YEARS WEVE HAD A BUNCH OF PEOPLE COME AND VISIT US HERE. AND EVERY YEAR AROUND THE MIDDLE OF NOVEMBER, WHEN WE CLEAN THIS PLACE UP WE'VE FOUND A DEAD BODY. AND EVERY YEAR WE BURY THAT BODY RIGHT HERE. BUT LET'S NOT TALK ABOUT DEATH...LET'S TALK ABOUT LIVING..WE ARE ABOUT TO GO OUT TO A GOOD OLD-FASHIONED TENT REVIVAL..... WHERE YOU ALL CAN BE SAVED!

TENT REVIVAL MEETING (COURTYARD)

(HOPEFULLY AN ACTOR FROM THE COURTYARD WILL COME TO THE BACK DOOR AND TAKE YOUR GROUP TO THE COURTYARD)