

INTRO
(in the chute)

Welcome to Dead Man's Gulch. Since the day this town was formed in the mid 1840's, strange and violent things began happening. Over twenty-five years grizzly murders, ghostly apparitions, demonic possessions and other horrible things seemed to happen all the time. Then came October 31, 1869, the last day this town was alive. For some reason Dead Man's Gulch became a ghost town that day. And some believe that what happened here over those 25 frightening years is so horrible that the buildings hold all the awful memories in their walls. And that all the evil townspeople and their victims are trapped here and must relive their gruesome ends over and over for all eternity. You don't believe me, well come along and see for yourself. But, be careful of what you say to the citizens of Dead Man's Gulch. And what ever you do, don't touch the citizens and don't touch any of their property. Most of them don't know that they're already dead.

CAMP FIRE MEDICINE MAN CHURCH YARD

Move by this campsite quietly. These fellows have been at that camp fire for over 100 years. By now, they must all really need that cup of coffee. [The campers look like mannequins. One will move suddenly at your group.]

Be careful of this traveling medicine man. Don't buy or drink whatever he's selling, unless you want to end up looking like him. [Ghoulish medicine man will try to hawk some potion to the group.]

Over there, you can see and hear the church. Legend has it that the beautiful Miss Scarlet was left her at the alter by her lover Beauregard. She was so distressed that she hung herself. And now, she threatens to find him and make him pay for the disgrace her honor.

[Bride may come out with a noose around her neck and threaten one of the males in your group. After the scare, tell her its not her Bearegard and shoo her back toward the Church.]

As we pass the grave yard, you may want to notice something strange about the tombstones. All of them have birth dates. But some of them have no date of death.

BANK

We're now approaching Dead Man's Bank. Let me tell ya, you don't want to fall behind on your loan payments to these folks. They can't help you with Master Card or Visa. But, they do have Pony Express.

[Waiting for script]

BARBER/DENTIST

You know every frontier town had to have a guy to be a barber doctor and dentist. And Dead Man's Gulch was lucky enough to have Doc Painkitis. He is one of the most famous dentists in the west. Some questioned his skill though. He was known for liking his work too much. So keep your mouths away from his pliers and your faces away from his razor.

KEY WORDS to rear guide “[RG's name] **IS EVERYBODY INSIDE?**”

[Stop the group at the far end of the room where knee wall turns. Keep Group up against the knee wall.]

HUNTER'S SHACK

Out here on the plains, many men made their living trapping poor defenseless animals. Of course that was long before these politically correct times. This is the home of Trapper John. But, ya know, we haven't seen him much lately. (knock on door jamb) Hey Trapper John, you in there.

[At this point a bear should come from behind the shack and scare the crowd. A mauled trapper John will also appear.]

[need script]

(As walking away) Well it looks like some animals are not as poor or defenseless as others...

STAGE COACH

(As approaching Stage Coach) And some settlers are more defenseless than they think they are. Seems the new Stage route runs through the local Indian village and the Chief's none too happy about it. Looks like these guys could

use Triple A. A wheel has come off, the horses have run off. [To actors]
What became of your passengers guys? [need script]

SALOON

(Note this room has two parts)

(As approaching and leading group to a through the door). After a harrowing escape like that Frontiers man use to have to calm their nerves at with a drink at the Saloon. [Move Group in to room. Do not let them go down the corridor to the left yet.] [Startle scare, the window above you will suddenly bang open, bar maid will invite you in.] Move group to end of saloon doors on the corridor]

[need script]

(leading group out) I don't know about you, But I guess I'm not that thirsty after all.

PUKING GUY (walk by)

Well here's Clem the town drunk. His Missus. finally decided she'd had enough. This is how he was when she finally caught up with him and shot him in the back. And now here he spends all eternity, without even a chance to sleep it off. Ya know guys, I think I'll go right straight home tonight.

LIVERY STABLE

[On the ramp] Well I can see from the sign that we've reached the Livery Stable. It's run by old man Hickey. Since this is a Ghost Town, now. You never find any horses here any more. But, it's not hard to find a couple of **horse's butts**. [Hickey will bang open the window and obviously have a retort for your insult, so try your best to resist talking over him.]

KEY WORDS [Once group is inside] OOO, Ol' Man Hickey. I thought you had no horses here. That smell is either a dead horse or the ruthless outlaw Black Mark.

[need script and stage directions]

Well I guess we're better off walking. Lets move on.

SMOKE HOUSE (walk by)

Who knows

LITTLE HOUSE ON THE PRAIRIE

Well ya know on the Frontier, the men folk often had to go off on the range for days at a time. And sometimes the women folk can get pretty lonely. (open door and as you go in) Cassie, the Lady of this house, is one of the loneliest. As a matter of fact, she often said there are days she's so lonely, she could commit suicide.

[need script]

Well gang lets not hang around where we're not wanted.

MINE WALK BY

Well aren't we lucky, we found the Lost Mine. I was wondering where I left this thing. Nah I'm kidding, they call it the Lost Mine because that's where I lost my last group. They went down without me because personally I wouldn't go in there for anything. {To the most nervous person in your group] [name] you think you could do me a favor a go in there find my last group and bring them out before I get in trouble? (Don't let anybody walk in). [At this point depending on staffing, somebody may come out of the mine. If so, say to miner) "Get back in there. Your dead. You can't be out here with the living. Now, go back in there and bring me back my lost group.

FORT BLOOD

Out here on the plains sometime the only law around is the good old US Cavalry. Here we are at Fort Blood. [Window will open and Trooper will tell you to get inside because the Indians are attacking. Once group is all in the fort.] Well I guess now that we're inside we'll be **SAFE**.

[nothing will happen until you say **SAFE**. And after you say **SAFE**, skit will start whether you're finished or not.]

TRAIN STATION

Well here we are at the train depot.

[As you come out a ticket taker will start the skit.]

JAIL

This room has two parts)

(going up ramp) You know, with all the strange happenings going on every good citizen should report to the Deputy Sheriff. But, they've all been out hunting down the most deadly and frightening killers of all time. Lets see can anybody read this here sign? I can't read. But, I think it says jail. [As you open the door the sign will fall down toward the group. [Bring the group into the Deputy's Office. Rear Guide should send the Group in alone and remain outside the door unless the Group is unruly.]

[Once inside the Deputy's Office. Point at the wanted poster.] Well there he is Colonel Lee Johnson, the meanest varmint that ever strapped on a gun. They say he used to eat his victims while they was still alive. OOEE A Hundert Thousan' Dollahs Reeward. Keep yer eyes open for this guy if you want to git rich. Hey I wonder where everybody is. I guess I'll try to find the Sheriff. [Go into next room, leaving group behind all alone. The walls will move in on them and the ceiling will open. The Deputy will come get them.

[After the group moves into the Sheriff's office, several quick scares and a shooting will occur. Lead the group out of the cabin, where the escaped criminal will scare them again.]

EXIT CHAIN SAWS

If we have the staffing as you leave the Jail area and start up the path, one or two ghouls will jump out with old fashioned hand pruning saws and make a lame attempt to scare the front of the group. Guide should stop. Look at the ghouls and put your hand on his shoulder sympathetically.

[To the ghouls] Sorry. This is the 1880s and hand saws just aren't scary. You'll have to wait fifty years or so until the chain saw is invented. You'll like chain saws. Chain saws are scary. You can run along, now. [Ghouls walk away dejectedly.]

[Guide leads the group on. Up the top of the walkway the chain saw person will come out.]

Well I guess this means that we're back in the 21st century. Thank you for touring Frontier Fright. Watch your step on the way to your car. And tell your friends about us. We're dying to meet them, too.