

# Foxboro Jaycees 2001 Haunted House Guide Script – Revised 10/15/01

- ◇ Talk back and forth with your rear guide, making sure that your group stays close together.
- ◇ Know the keywords, which activate some of the scares. Learn the script – it makes for a much better show.
- ◇ Thank you very much for being a guide!

Guide dialogue is surrounded by a box like this

Keywords are designated in guide dialogue like this: <<<KEYWORD>>>

*Direction: Stage Directions look like this and are not dialogue.*

## **START OF TOUR**

GUIDE: Welcome to the Foxboro Jaycees Haunted House! My name is [n] and this is your rear guide [n]. We are known as the travelers. In the late 29<sup>th</sup> century, right on Foxboro Common, Jaycee archaeologists were thrilled to discover the tomb of the great king Inky Minky and his greatest treasure, the Stargate – an amazing device used to travel through time and space!

Tonight, you will accompany us through that Stargate as we travel through the ages. We will witness ghostly apparitions, eerie events, and the forces of darkness as we watch history unfold! But don't dare touch any of the people or objects you see -- the slightest change might erase our existence!

As your reward for your assistance, at the end of the tour you may take a quiz about our journey and be entered in a nightly raffle for a \$50 gift certificate from the Lafayette House restaurant. So pay attention to the details as we take our tour! Now... Let's enter the Stargate through the maze of lost souls!

## **THE STARGATE MAZE**

*Direction: Walking through maze will take at least one minute. Front guide, feel free to say whatever you like, but remind the group that they are now traveling through time. At the end, say:*

GUIDE: Something's wrong! The Stargate has malfunctioned! We're not where we're supposed to be!

## **KEEPER OF LOST SOULS**

*Direction: After Keeper skit, someone will join the group here – this person is from the Vampire cabin and will be the victim. DO NOT CALL ATTENTION TO THIS NEWCOMER, just let them join the end of group in front of the rear guide.*

## **CHATEAU DE VAMPRIS VAMPIRES**

*Direction: Outside.*

GUIDE: The Stargate has transported us to the year 1701, in France. Do we dare enter the realm of the queen of the fallen angels?

*Direction: Enter. Walk to the line on the floor. Rear guide must close the door.*

GUIDE: <<<**I HAVE A REALLY BAD FEELING ABOUT ALL OF THIS**>>>

### **TORTURE CHAMBER**

GUIDE: We're now in medieval times, where torture was the solution to every crime from stealing to witchcraft to dressing funny! The accused were burned! They were crushed! They were put on the rack!

*Direction: Bring group to door past window. Enter. Guides, make sure no one touches the water in the fountain. Do not take group past wall or they won't be able to see skit.*

GUIDE: We now enter the torture chamber, the place where the worst criminals met a <<<**HIDEOUS FATE**>>>

### **MAUSOLEUM**

GUIDE: With all those executions going on back there, these people needed their own mausoleum! Let's take a walk through the burial ground and try to find the caretaker, Madame Bijou.

### **MINE**

*Direction: Outside.*

GUIDE: We have a problem -- the Stargate's main power source is almost drained. But fortunately, there's a mine just ahead, rich in the needed element. But they say the mine is haunted.

*Direction: Enter.*

GUIDE: Let's enter the mine and try to dig out some <<<**UNOBTAINIUM**>>>

*Direction: It's pronounced un-ob-tay-nee-um.*

### **GALLOWS**

GUIDE: We've traveled to the early 19<sup>th</sup> century, where the condemned were hanged at the <<<**GALLOWS**>>>

### **EDGAR ALLEN POE'S CRYPT**

GUIDE: The year is 1849, and we're here at Edgar Allen Poe's crypt. He wrote some great horror classics including telltale heart and the pit and the pendulum. Let's go see his great works brought to life -- perhaps we'll even see the legendary <<<**RAVEN**>>>

*Direction: Once inside, move group up ramp. Tell tall people to watch their heads – the ceiling is low as you go up the ramp! Rear guide must be standing beyond glow-marker so that coffin can come out of window.*

REAR AND FRONT GUIDE TO MARK: What did you do to the old man?

### **WALK BY – DAWN OF TIME**

GUIDE: The Stargate is taking us way, way, way back to the dawn of time!

### **PREHISTORIC CAVE**

GUIDE: This cave leads all the way to prehistoric times. Problem is, none of the previous explorers ever returned! Let's see if we can make it through.

*Direction: Enter cave*

GUIDE: Everyone stay together, there are rats and spiders in here!

*Direction: Keep group to left wall to be hit by "rats." Bones are here.*

GUIDE: Do not touch the bones, they are cursed!

*Direction: Keep group along the RIGHT WALL as you enter main area.*

GUIDE: I'm starting to think we'll never make it out of this <<<CAVE>>>

*Direction: There is a pterodactyl flying by as you exit the cave. Improvise something like, "Well, it looks like we're out of prehistoric times..." (and the pterodactyl comes flying by) "...whoa! Maybe not!"*

### **SMALL BOAT**

GUIDE: During the 17<sup>th</sup> century, ships coming to the New World were a tempting prize for pirates.

### **PIRATE SHIP**

*Direction: Stay to right as you enter. You are standing on a raised floor that will drop the group a few inches down. Guides may want to stay off the raised floor.*

GUIDE: ...and one of the most treacherous of all the pirates was the Dread Pirate Wesley. We're arrived at Port Primrose where it looks like his ship has <<<RUN AGROUND>>>

*Direction: When you exit, front guide stop at painted white line for shark/body. Also, to get to the spaceship, walk through the white sail, not around it.*

### **SPACESHIP**

*Direction: Stage directions for this room may seem long but are absolutely necessary or the room will not work. Paul Lanza has asked that you PLEASE learn the directions. Guide dialogue is minimal.*

**GUIDE:** We've all heard the story of the Roswell UFO crash, so we've traveled back to 1947 to see what really happened for ourselves.

*Direction: IMPORTANT Line group up on gravel. STAY OFF THE RAMP!!!! Stay on the gravel or you will be hit as the hatchwaydoor comes crashing down! Keep hands and feet away from the rails or they will get shmooshed! Guide, make sure group can see but keep them off the ramp!*

**GUIDE:** Can anyone see inside the <<<SPACESHIP>>>

*Direction: The spaceship hatchway will come crashing down, and the escapee will come running out, screaming about how his friend is still inside*

**GUIDE to escapee:** C'mon, we'll save your friend!

*Direction: 1) Put the escapee second in line and enter the spaceship. 2) The escapee will be yanked back through the large sliding front door by aliens quickly, and the right wall will close in. Then it will go dark. LASER LIGHT will go off. 3) This light is guide's cue to lead group through secret door.*

**GUIDE:** Look, I found an escape hatch! Follow me!

*Direction: Front guide leads group through secret escape door on left into little maze and into containment unit. There will be misted water here. Turn right and lead your group along the containment unit wall. Position yourself to block the opening in containment unit, and allow group to file in. Steve as werewolf will join the group, unnoticed. Rear guide-stand in front of him so group doesn't see him. Do not say KEY word until you are sure that the group is out of the maze and in the containment unit.*

**GUIDE:** Everybody stay calm, I think we're <<<SAFE>>>

*Direction: Paul will do initial welcome. Lead group into main area for skit. When Paul displays severed head, skit is over and leave.*

### **CEMETERY**

**GUIDE:** We've reached the end of time, where all that remains is death! Stay close - I will try to save you souls!

### **CHAIN SAWS**

*Direction: Guide: Say goodbye, thanks for visiting, come back again, tell your friends, Happy Halloween, remember to take survey if interested, etc.*