

INTRO/HOST/TIME KEEPER/GUIDE: Welcome to the 2002 Foxboro Jaycees Haunted House. We are here to tell you the rules: Do not touch the actors at any time during this show, they will not touch you. Do not touch any of the props. Please watch your language in this house; there are children around. Please shut off any beepers or cell phones. At times we will ask you to hold the shoulder of the person in front of you; it gets very dark in some areas. Your guides will be with you in a moment.

THE TOUR...

GUIDE: Did you ever have a dream that was so scary that you woke up screaming? What if you couldn't wake up? What if you couldn't tell the difference? My name is NAME, and I am going to take you through horrific nightmares. Behind you is NAME. It's his/her job to push you through. Don't worry... he/she can't hurt you {PAUSE FOR EFFECT}, after all, nothing can hurt you in a dream... can it? Well if it can, it will only hurt for a moment... Now... When I tell you to hold on to one another for dear life, do it. Our journey takes us to very dark places and if you don't want to be stuck in the nightmare... you'll do as we say. Shall we begin?

THE DREAM VORTEX

GUIDE: This is the Dream Vortex that will start our journey into the next level of your nightmare; it may be a little confusing, but just relax and let yourself go... {{whisper}} Come on name of person in group come play with us...

GUIDE: Something's gone wrong! We're out of control! What kind of nightmare have you dragged me into?

GRANDMOTHER ON PORCH / SWAMP

GUIDE: Oh look, my grandmother is waving hello to all of you...

GUIDE: I hate this. I can't control my dreams and I keep reliving this part of my life. This is where I murdered my family.... Um, I mean, this is where my family all accidentally drowned, after I stabbed and shot them and um.... {PAUSE} Oh, look, the doll maker's workshop!

EVIL DOLL MAKER'S WORKSHOP

GUIDE: We are about to enter the doll workshop of an elderly woman. Some people say she's a bit crazy, and is extremely obsessed with her hobby, but she takes it very seriously. Lets see what she's working on these days... (skit happens) I think we better get out of here.

MAUSOLIUM

GUIDE: Here is a mausoleum. These days, when people die, they are either buried in the ground or cremated. But some of the older families still have their own mausoleum - that's a building where they keep the corpses above ground in vaults. You know your not supposed to walk among the dead? Do we dare enter?

GUIDE: We've entered the <<<REALM OF THE DEAD>>>

GRAVEYARD

GUIDE: To get out of this nightmare, we have to walk by this graveyard at night. REMEMBER--I told you that it was forbidden to walk among the dead. Stay on the path

FRONT GUIDE: We're going to have to go through the graveyard.

REAR GUIDE: We can't! You know it's cursed. Remember what happened last time!

Front Guide: We have no choice, it's the only way out.

GUIDE: Oh look, another one who is going to be joining us in our nightmare, forever.

NIGHTMARE MUSEUM

GUIDE: Our next stop is the Nightmare Museum. That's the curator in the doorway.

BOTH GUIDES: Let's get out of here, it's loose...

BUTCHER SHOP

GUIDE: My Uncle Frank was a butcher. His shop is right around the corner. I wonder what he has on special for today... We better get out of here, I think Uncle Frank has gone crazy.

U.S.S ENTERPRISE

GUIDE: One of every wife's nightmares is that her husband will become a Trekkie... {SARCASTIC} you know, space, the final frontier... These trekkies really need to <<<GET A LIFE>>> ... And you thought William Shatner was a bad actor...

ORGAN GRINDER

GUIDE: Oh look a cute organ grinder. Wait a minute, those are bones he's grinding. Let's move along.

VERONICA'S ROOM

GUIDE: This is Veronica's house. Her father is very angry with her. He can never find her when it's bedtime. Can you imagine what kind of nightmares live in little girl's <<<MINDS>>>

GUIDE: <<<WILL WE EVER FIND VERONICA?>>> GUIDE: Let's get out of here!

FUN HOUSE

GUIDE: This is the fun house, you may not think it's very fun. This is where the clowns play!

REAR GUIDE: Ahh that's not supposed to happen...

REAR GUIDE (ONLY IF TAKING SOMEONE AROUND THE CABIN): You're crazy if you think I'm going in there!

GUIDE: Where have you been? I've been looking everywhere for you. Now stay with me. I know the exit is around here somewhere...I haven't seen one of these in years...

THIS OLD HOUSE

GUIDE: Every town has at least one abandoned house with ghost stories, including this one. Several people died in this house. A boy was murdered on that very front porch. A few people tried to live here since but they never lasted very long. I'm sure there is nothing living in there now but a bunch of wild animals.

GUIDE: The last owner put these mirrors in before he disappeared. He said that if a ghost sees his reflection he would be caught in the mirror forever, we just thought he was a crazy old man.

GUIDE: I hate spiders.

BOTH GUIDES: This place is falling apart, let's get out of here!

GUIDE: Wait, what's that smell? Do you smell that?

END TUNNEL

GUIDE: Look out, there's lots of wild animals out here too. Stay close....

Do you get the feeling like your starting to wake up?

There's a light at the end of the tunnel, **I think it's time to wake up!**

EXIT

Direction: Guide: Say goodbye, thanks for visiting, come back again, tell your friends, Happy Halloween, etc.