

Foxboro Jaycees 2002 Haunted House Guide Script – Revised 10/5/01

- ◇ *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. Stage directions may seem long but are absolutely necessary or the rooms will not work. PLEASE learn the directions. Guide dialogue is minimal.

GUIDES ON DECK

Direction: The time keeper or host will probably do this, but guides, be ready to do your own group in case we are running too fast to do it this way. If there are small children in the group, warn the parents that this house is not recommended for small children. If parent insists that the child stays, stoop down to child's level and explain this is all make believe, show them it is only make-up on our faces, and that no one will hurt them. If child asks to leave during tour, rear guide will lead them out to the concession stand where they can get complimentary mini-haunt passes..

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...

Direction: A lot of yelling and screaming from people in maze, join in. You just want to be yelling anything in here to add to the noise and panic. (Much like last year, improvise based on what's going on in the maze))

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

GRANDMOTHER ON PORCH / SWAMP

Direction: There will be a rocking chair rocking on the porch with no one on it. There may be a silhouette of an old woman behind the rocking chair on the wall.

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

Direction: Come to swamp

*This is where we throw patrons who
Don't listen to us, in the swamp.*

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

Direction: Outside.

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...

Direction: Skit goes on, once the old woman is killed and the dolls move to and from the crowd with a strobe going on. SLOW STROBE is guide's cue that the skit is over.

GUIDE: 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?

Direction: Enter. Walk people into the hall. This is a maze keep bringing them through until you get to the main room.

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

Direction: Skit occurs, exit. There is a loud buzzer in this room.

GRAVEYARD

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

Direction: There will be a tomb blocking your way.

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.

Direction: You are going to walk by Dave's hearse. Point out headstones / views of graveyard.

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.

Direction: Rear guide Shut door behind you. Keep an eye on the people walking through this room. There is a lot of valuable, breakable things in it.

This is a maze. In the last hallway the curator will head to the door but will ask the people to move to the right wall.

At this point the front guide should walk past the crowd on the left side also pushing the crowd to the right wall. The rear guide is to stop by the doorway with the glass front with the creature in it.

Guides keep to the left wall as much out of the way as possible. The control room needs to be looking at the curator at the other end of the hall and you don't want to be in front of the glass because that is where the monster is coming out..

Scene happens as follows: lights go out, hear glass break, lights go on people see broken glass door where the creature was, but the creature is now gone. Lights go out, people hear heavy breathing and air will hit the back of their necks. Lights go on and a very tall creature is towering over them.

(VERY IMPORTANT: REAR GUIDE KEEP AN EYE ON THE CROWD AT THIS POINT. THEY ARE GOING TO BE FRIGHTENED AND MAY PUSH AT THE VERY TALL CREATURE. THE PERSON IN THE SUIT WILL BE ON STILTS AND HAVE A MASK ON. HIS BALANCE WON'T BE THE BEST. PROTECT HIM.)

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

Direction: Rear guide be sure to shut door on the way out

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.

Direction: Butcher comes out and does script. Once blood is squirted on window...

GUIDE : We better get out of here, I think Uncle Frank has gone crazy.

There is a Button on
Uncle Frank's Fence to U.S.S ENTERPRISE
Tell Star Trek you're ready to come in.

we need to get out of
here lets take the
shuttle craft

GUIDE: One of every wife's nightmares is that her husband will become a Trekkie...
{SARCASTIC} you know, space, the final frontier.

Direction: Once inside, move group up ramp. Tell tall people to watch their heads – the ceiling is low as you go up the ramp!

GUIDE: These trekkies really need to <<<GET A LIFE>>>

They will tell you when skit is over.

GUIDE Once you are outside: 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

Direction: DO NOT mention monsters under the bed – that's the scare.

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>>>

Direction: Bob scare. Sandy comes out and tells you to follow her through her closet, you will bring the group through a maze (have group hold onto one another). Once you're in the bedroom form a semi-circle around the bed. It's really dark, you will have to walk backward holding the front person in line and feel the wall to your right. This will bring you around the room and around Bob so the scare can be affective.

GUIDE: <<<WILL WE EVER FIND VERONICA?>>>

Direction: When the monster comes out from under the bed it is time to leave. Bob will be following the group outside to continue the scare.

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.

Direction: Some people are terrified of clowns. If someone in the group can't go through this room, Rear guide will lead them around the cabin and rejoin group on other side.

Walk through the clown's mouth there should be someone speaking to the group on your right. Front guide gets pulled into the house.

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

Rear guide: (ONLY IF TAKING SOMEONE AROUND THE CABIN): Your crazy if you think I'm going in there!

Direction: Clown will open door and beckon group into the house. He will lead them through the hallway. Once they are in the final hall, the front guide open the door and step into the room. Pull the door shut behind you so that you are in the hall with the people.

GUIDE: Where have you been? I've been looking everywhere for you. Now stay with me.

Try to open the door but act like it's stuck. There will be sparks going on above the heads of the people. Then open the door and Head toward the exit door but stop just inside on the painted clown feet.

GUIDE: I know the exit is around here somewhere...

Direction: The clowns will come out and do there skit, when the third clown jumps out that is your cue to leave. Open the door and pull crowd through, the clowns will be pushing from behind. Stop by the VW bug

GUIDE: I haven't seen one of these in years...

Direction: Clown jumps out. Move along, barrels fall, get to next skit (this is where the rear guide will meet the group if he/she did not go into the clown room.).

THIS OLD HOUSE

Direction: A red light on the porch is a signal not to go in the house yet.

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.

Direction: Open the gate and start to move toward the house.

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.

Direction: (A face should appear in the mirror) Keep the group moving

Someone is going to jump out of the floor of the porch to your left, and start yelling and jabbering. Bring them into the house, make mention of all the different animals. Walk through the spider webs

GUIDE: I hate spiders.

A snake will be projected at you and several other things are going to pop out. It is important to keep them moving. The last part of the room is someone behind a glass door. The floor is going to roll slightly, the ceiling is going to drop, and the lights are going to go out.

The person behind the glass door is going to move the glass so that when the lights come on he will be with the crowd. (Front guide make sure you are standing in the corner near the exit door. You are going to block the view of someone pulling a piece of wood to make the floor roll) (Rear guide, it is important to stand just inside the door in the opposite side of the room from the front guide to the right, make sure you are not in anyone's way. Also make sure the people are not right next to the glass.) Once the monster is in the room with the people start to heard them out. Both front and rear guide yelling on the way out:

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

Direction: Outside.

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

END TUNNEL

Direction: Move people up path.

**GUIDE: Look out, there's a lot of wild animals out here too. Stay close....
Do you get the feeling like your starting to wake up?**

Direction: Into tunnel

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

There will be a button by the exit door. Once you say "wake up" press the button, it will sound an alarm clock noise. Lead the people up the path.

EXIT

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