

## 2004 Foxboro Jaycees Haunted House Script 09/28/2004

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

Stage directions will be in italics.

Key words will be underlined.

**Dialogue is in bold and boxed.**

Guides on deck (Outside the gate)

The time keeper or ticket taker will probably do this, but guides, be ready to do your own group in case we are running too fast. If there are small children in the group, warn the parents that this house is not recommended for small children. If parents insist that the child stay, stoop down to the child's level and explain that this is all make believe. Show them it is only make-up on our faces and that no one will hurt them. If the child asks to leave during the tour, rear guide will lead them out to the concession stand.

(still outside the gate): **Welcome to the 2004 Foxboro Jaycees Haunted House. We're here to tell you the rules. Don't touch any of the actors during the show. They won't touch you. Don't 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'll ask you to hold the shoulder or hand of the person in front of you. It gets very dark in some areas.**

(inside the gate): **I'm glad I found you, I'm (insert name) and this is (insert rear guide name) we've been going around in circles. Something has come to this area and it is bringing all of the evil here. It's like a great big void pulling the evil to it. You can feel it growing every minute. Time means nothing... there is no time to waste. We have to find our way out. If we stay still we will just get swallowed up in this thing and whatever you do, don't touch anything. Come on let's go.**

## **\*Maze\***

**(Before you enter)** I've been stuck in one of these before. These labyrinths are all around the outer edge of the void. I just don't know if we're going in deeper or coming out of it

Direction: A lot of yelling and screaming from people in the maze, join in. You just want to be yelling anything in here to add to the noise and panic. Improvise based on what is going on in the maze.

**(Out of the maze)**

**We made it. That was close. Do we still have everyone? Hey, there's a building up ahead, let's see if we got out or if we're still in trouble.**

## **\*The Swamp of the Damned\* (next to the Church of Redemption)**

There might be someone in the swamp or near it waiting to scare the group.

**On the ramp:** Hey, look at that sign I've heard of the swamp of the damned before. I think this is a church, we might be safe here.

## **\*Church of Redemption\***

**Enter the room, bring group into the main area. When the entire group is in say:**

This should be a safe place.

Skit includes Thor preaching to people, once he says "do you have any last words" candles go out, black light comes on. Niki curses at Thor, lights go out strobe comes on scaring people.

This doesn't look like a safe place, I think we should leave.

## **\*Haunted Mansion\***

**(Outside the room) This looks like a nice house. I'm starving, let's see if we can find some food.**

Enter room take group through the hallway and into the kitchen. It will be pitch dark, very important for the front guide to know when the rear guide has made it into the kitchen area.

I smell something good cookin'.

Skit occurs with Kenny cooking and eventually Gerry coming out of a refrigerator.

**I'm not so hungry anymore, let's get out of here.**

*\*Freddie's Playhouse\**

*(Starting at front fence):* Notice the poem on the fence.

(Front Guide): **Where have I seen this before?** Read poem as words not singing the tune up to 6.

(Rear Guide); Continues with 7 and 8 of the poem, but singing the tune.

**I know this, has someone fallen asleep? Go to the door. If nobody here is asleep, someone inside must be asleep, let's go find them.**

Enter the cabin.

*You will see an actor playing the part of a puppet. I've never seen anything like this before, let's go and find who's asleep. You will see bleeding walls. This house must be alive. Where are we? Turn the corner and you'll see nail marks. These looks like some kind of claw or fingernail marks. Go towards the furnace which will be closed and off. This is starting to look familiar, if I remember the story correctly, this furnace should be cold and there should be a glove inside. I want to check it out, let's open it. Furnace will be powered on. Ouch this is hot, hey, where's the glove it's missing, we need to get out of here. Go towards the bedroom. Krystie, Krystie, wake up, you need to come with us. Krystie tells group she's already awake. Lights turn out Krystie is sucked into the bed, lights turn on Krystie is gone. It's too late for her, let's go, come on everybody. Freddie will chase them out of the room.*

*\*Circus Walk-by\**

Run down circus act which includes a master of ceremonies and some hungry beasts.

(As walking down the ramp of Freddie's Playhouse you will hear beastly growls) **Ahhh!! What was that? Keep together, keep moving. Notice that it's a circus. What's this? It wasn't here last night, it looks like some sort of run down circus.**

General gist of the walk by is to kill time between the 2 cabins. The MC will introduce the beast and show all of its talents. The beast wants to eat the group.

(Once your ready to go to the next cabin) **Goodbye, everyone please stay together.**

*\*Mad Scientist\**

(As you enter) **We are approaching the laboratory in which some say a "mad scientist" resides. I just so happen to know that the professor is not "mad" at all. In fact she is just seriously... insane... corrupted... evil???? People say she's involved deeply in her biochemical studies. Now let's pay an unexpected visit. Cell creature 1 operates swinging hallway light fixtures.**

*Enter deeper into the room it looks like an old basement laboratory, you'll hear squeaking metal and bubbling sounds and music and echoes. As the group turns the first left corner they notice a large rounded lab entrance. In front of them, is a steaming barrel of biohazardous chemicals.*

*Bring group into the lab tunnel portion of the room, make notice that there is someone or something inside the jail cell. Cell creature awakens and tells group it wants to get out. A professor says "Pay no attention". Cell creature gets mad.*

*Take group out of metal tunnel and into professor's laboratory. Professor speaks and shows its work. Skit includes specimen in tank comes out and trades places with professor. Specimen will spray the group with a toxic virus which is really air from a hose above them. Basically when the creature comes after you, Get Out.*

*\*Haunted Portrait Gallery\**

(Outside the Portrait Gallery) **This was the famous Bijou museum but it was closed and condemned years ago.** *Window drops. Bob tells us to come inside.*

Enter cabin into the foyer LB will welcome everybody, proceed through the maze and into the main gallery. You can ad lib about the stuff you see.

\*\*\*Make sure everyone stays to the right and away from the moving wall.\*\*\*

There will be a second scare of a dropping window that can happen as the group passes by.

\*\*\*Please watch that no one is leaning over the knee wall where they could get hit by the moving wall. If anyone is in danger LB will tell them to step away from the art.\*\*\*

LB will show the exhibit "the cry" and there will be a vibrator, darkness, strobes and the moving wall after the moving wall get out.

**\*Walk-by (Ruined Campsite)\***

**Looks like something really bad happened here. Livingston expeditions... I've heard of the Livingston Company, I wonder if it's the same thing. They were on the cutting edge of technology, time travel, that type of stuff. If you need to waste time, talk about the CEO of the company Sara Livingston and how she disappeared not to long ago, but that this campsite looks like it has been here for a very long time. Look a mineshaft. Let's see if we can find some clues as to what happened at this camp.**

*\*Mine/Cave\**

(Enter and bring group to the end where the wall sticks out, rear guide shuts the door, a TV. will come on with a warning from Sara Livingston and then an invitation from Legion who tells the group that the door is locked and now they have to "come into the cave":),  
Front Guide asks rear guide to check the door. Rear guide says it's stuck and can't get it open.  
Front Guide: **Come on there's no other way. Follow me.**

As soon as you get into the main cave tell everyone to look at the jewels in the gargoyles eyes and the front guide starts to reach for them. Sara's ghost will appear behind the crowd.

Rear Guide: **Look it's Sara.** Front Guide turns so the group will turn too. Sara warns us to get out. Front Guide: **She can't hurt us now, let's get the jewels and go.** Lights will flash evil laugh and Legions voice will say "Yes, try and take the eyes, join me." Lights go out when the come back on Sara will be in front of the crowd, yelling to get out and find the time machine to go home. Front guide finds the door, rear guide helps push everyone out.

**\*Walk-by between 6 & 7\***

After leaving the cave you'll enter into a small maze with vines, someone will be reaching out for feet in two spots then you come to a bridge and a swamp. Bill will attack you when you cross the bridge.

*\*Time Machine\**

(Outside the cabin, standing under the sign, point up at it): **Look. It's the time machine that Sara was talking about.** *When you cross under it with the group, the sign will fall. Get them into the time machine.*

\*\*\*This may change, but in the time machine there will either be, buttons to push or a voice recording in order to get to the date you want to get to.\*\*\*

(Inside time machine) **Let's see where this gets us. We want to get to 2004 Foxboro, MA.** *Press buttons for the correct date. Doors will open and there will be a jungle in front of us. I don't think this is where we want to be.* A dinosaur's head will appear and water will squirt at the crowd from its mouth. **Oh no, spitters watch out for the acid.** *Doors shut. Let's try that again. I want to get home 2004 Foxboro, MA. Doors open. Oh no a medieval torture chamber, this time machine must be broken, come on we have to get through it. There's a rack an iron maiden and look over here... a hanging. Tom will be one of the guys hanging there and will at that point look at the crowd and growl. Lights go out a strobe will go on, Legion will be in the groups face. Front guide and rear guides get group out. Group will walk through a time tunnel, finally taking them home.*

As you start to walk up the path there maybe a chainsaw.

\*Exit\*

- **Say your thank-you's, come back again.**
- **Visit the membership booth**
- **Buy a t-shirt and some food/drinks at our concession stand**

## Cabin 5 (Lauren and Bob) Haunted Museum

*Group comes to steps of Museum.*

Guide: This was the famous Bjiou Museum, but it was closed and condemned years ago.  
<KEYWORD

*Window drops (FIRST SCARE).*

Bob: "Why are you standing outside? Come in. Come in. See the priceless art treasures!" *(Closes window)*

*Group comes in. Foyer is dimly lit with just a bit of fog and some freaking good sound FX.*

LB: "Welcome to my museum. It's been 84 years since anyone has come to see my private collection. Follow me and please don't touch the artwork or the artifacts."

*They proceed through the maze (sound FX and fog) to the **main gallery**. (In awe of all they see of course.) LB or guides can ad-lib stuff about how great the treasures are. Guides make sure they stay to the right and away from the moving wall of death.*

*Melissa (or someone else) opens bang window (second scare) can happen any time group passes by; no keyword.*

Melissa: "She said don't touch those paintings! Stay to your right and keep away from the artwork!"

*(Melissa (or other person at window) should be in make up and continues to stare at group – their main purpose is to ensure that the group is not in danger from moving wall of death. Guides please watch that no one is leaning over knee-wall where they could get hit by the moving wall of death*

*When group is in main gallery, LB turns to them and begins speech. If anyone is in danger of being hit by moving wall of death she will yell at them to step back away from priceless art.*

LB: Now I'd like to show you our most priceless exhibit, "The Cry," by Edvard Munch. Isn't it beautiful? There's TRUTH BUT NO LOGIC <KEYWORD THAT MEANS, ALL ARE SAFE, MOVE THE WALL NOW

*Vibrator. Darkness. Strobes. Vibrator Off. Moving Wall of Death.*

*Get Out!*