



Pirates Attack Port Royal Haunt 2005



*16322 Battlecreek Dr
Houston TX 77095*

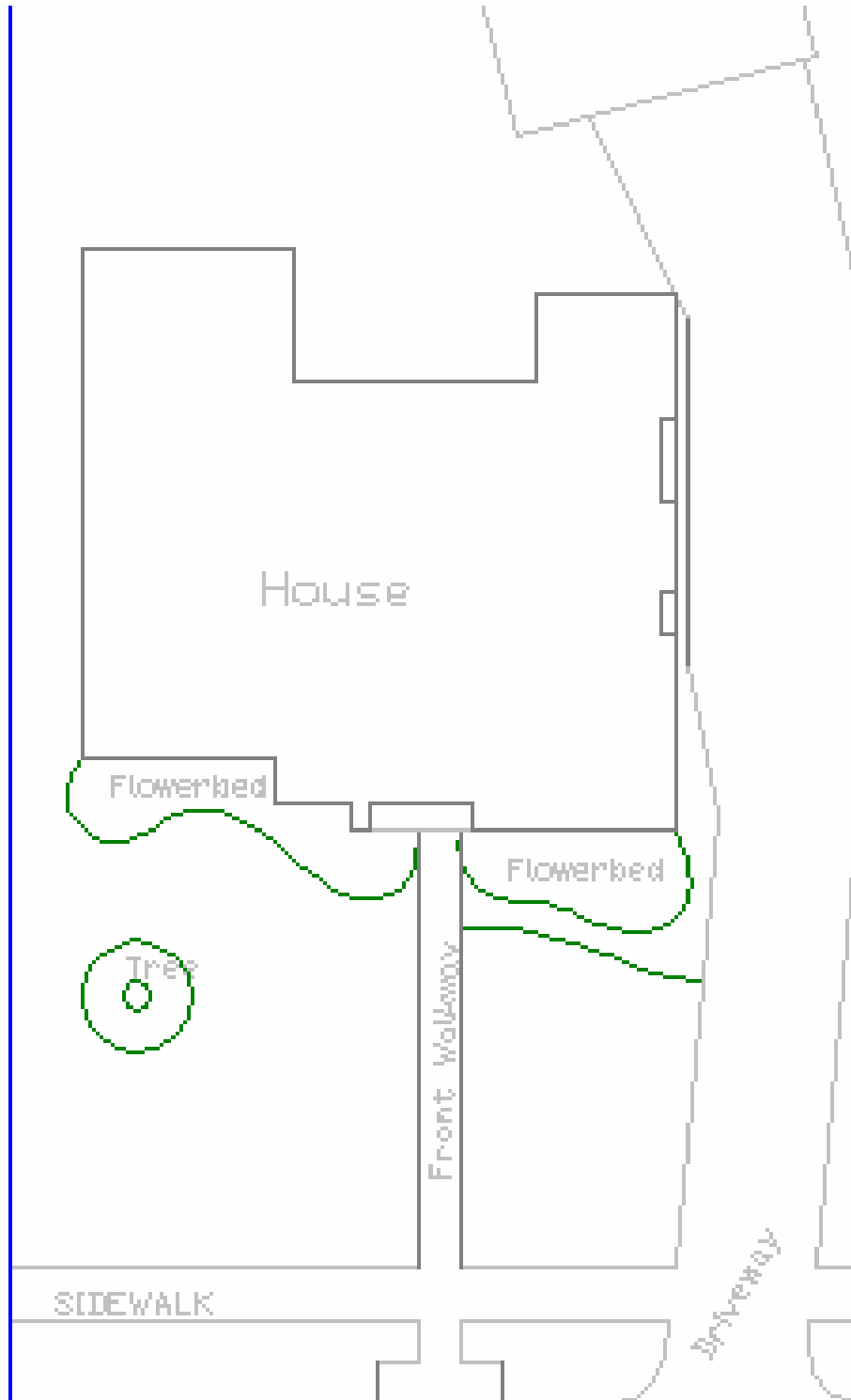
Planned Operating Hours

Friday October 28 7:00 – 10:00 PM
Saturday October 29 7:00 – 10:00 PM
Sunday October 30 7:00 – 9:00 PM
Monday October 31 6:30 – 9:00 PM

For Info Email: SpookyDad@attail.com or call (713) 202-9146

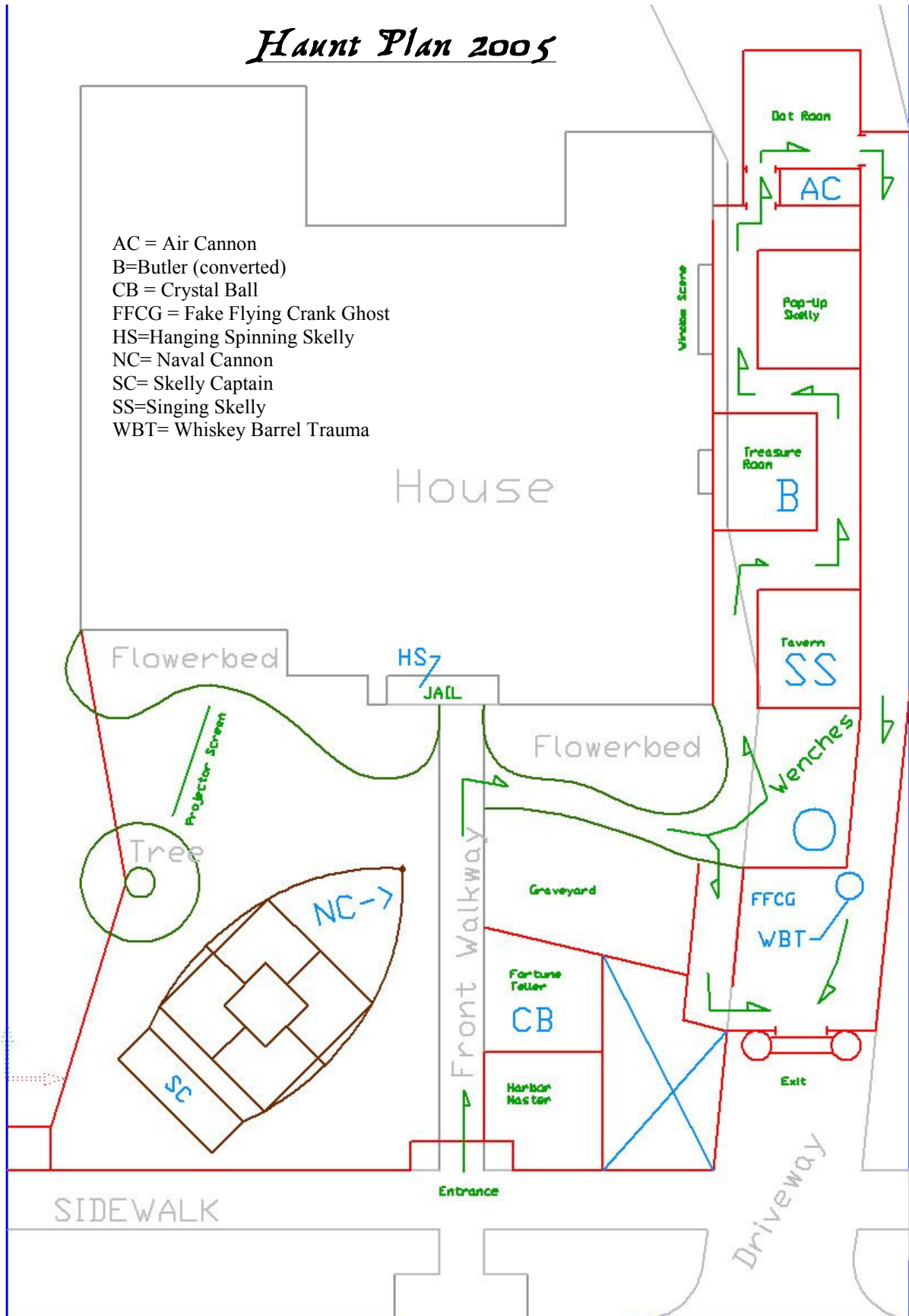
2005 marks the third year of our pirates theme.

The site plan as it looks most of the year:



Haunt Plan 2005

- AC = Air Cannon
- B=Butler (converted)
- CB = Crystal Ball
- FFCG = Fake Flying Crank Ghost
- HS=Hanging Spinning Skelly
- NC= Naval Cannon
- SC= Skelly Captain
- SS=Singing Skelly
- WBT= Whiskey Barrel Trauma



Our Haunt this year is divided into two sections. The first is very open and is intended to set the atmosphere. In the first section is our ship, firing cannon, fortune teller, jail façade and the graveyard. At the end of the first section will be an escape route for the little kids and the tour guides.

The second section is the "scary" part. This will be down the side of the house. It will be a closed in, twisting maze that progresses through 4 room scenes. It will be much darker and spookier.

From start to finish the walk through will go like this: The ToTs will enter the haunt via the front walkway. On their right will be a harbor master's station. This will be a supervisory position to keep people off the ship and other props.

The ship will be on the left and will have the skelly captain at the wheel. The foredeck will have the naval cannon with an actor to fire the cannon. A projector will be aimed at the sails and will project a skull on the sails. Behind the ship another projector will show a ghostly image on the window screen material strung across the yard.

Across from the ship is the fortune teller's position. We have a crystal ball that we can project a talking head on to. Depending on the number of available actors, it may be a live person or a dummy.

The jail will be across the front door of the house. Inside will be the hanging spinning skelly and another bucky. This will be a mostly static display. As the ToTs turn around to go past the graveyard, the cannon crew will fire the cannon ball over their heads.

The graveyard has various gravestones and other décor. The back of the graveyard has a wall with scene setters stone wall and trees. At the end of the graveyard is the part where the path branches. To the right is an escape for little kids and other less brave folks to escape. If we go with tour guides, the guide can leave the party

here and return to the entrance.

The tavern marks the beginning of the scary section. There will be a small courtyard in front of the tavern where wenches and pirates can hang out. Inside the tavern is the singing skelly pirate. He will be leading the singing of pirate songs.

Around the corner is the treasure room. This will have the converted butler holding a lamp over a "hole" being dug to bury the treasure. There will be various crates with treasure in them. We have a large crate that is large enough to hold a child actor. The actor will lift the lid of the crate and pop up.

The next room will appear to be the window scene. This is a static display inside the window of our breakfast room. As the ToTs are looking at this, an actor will trigger the pop-up skelly behind them. This prop will be run with a prop-1 controller. A fog machine will be triggered to fill the room with fog. The wall will fall down while a strobe turns on and a sound is played. Then the pop-up skelly will be triggered to lunge out of the fog.

The next room is the dot room. It is pretty standard with one actor. There will be an air cannon aimed at the exiting ToTs.

There is a long exit corridor back down the driveway. The whiskey barrel trauma will be placed just before the exit. Next to it will be the fake flying crank ghost puppet. This will be the final scare. Just inside the exit will be the treat handout station.