

Hot Dracula's Carnival

(This is a working title)

Logline

A no-name carnival has just rolled into town, attracting unaware UF students into a trap where they will be helpless to its blood-sucking owners.

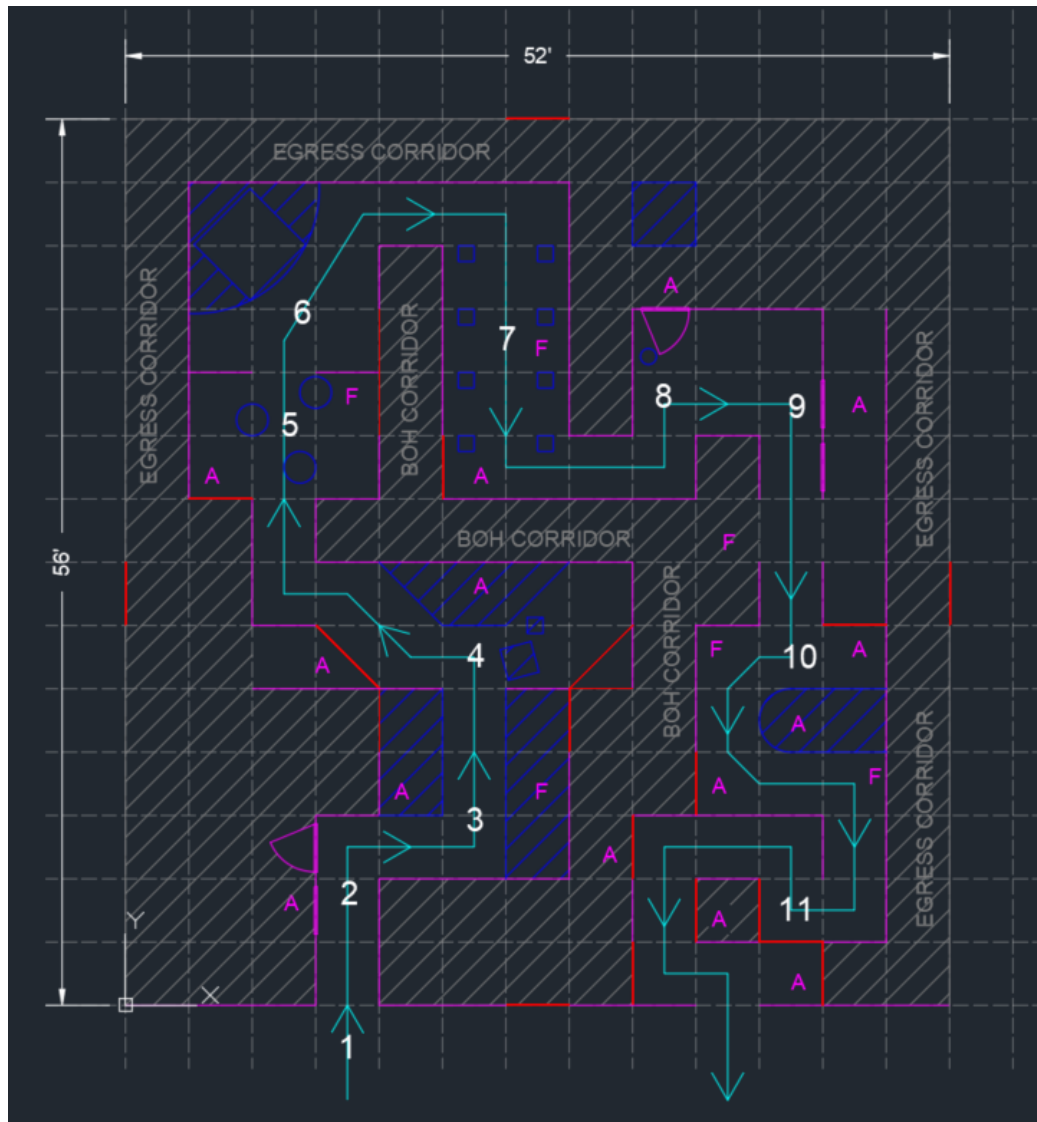
Synopsis

Guests enter through a carnival mouth to the ticket booths, where the attendant will jump out and say admission is free. As they walk into the carnival, booths and games will line the path as the tent facade looms in front of them. Hot Dracula greets guests and welcomes them to the show, but the hungry carnies will chase guests out of the tent into the funhouse.

Inside the funhouse, guests have to navigate both the various obstacles and the hungry attendants. In the last room, guests will see an obviously-labeled exit, but a carnie will block their path and force them into the "back of house" space. Here, a security guard will tell them they are not allowed to be here. Guests will then hear a loud THUD as a victim is slammed against a window. Once the victim is drained, the attacking vampire will wipe her lips and then look hungrily at the guests, chasing them into the VIP room.

The VIP room is currently hosting a vampire after-party for its attendants, but they all turn to the guests as they barge in. Hot Dracula is hosting, and will sic all the vampires on the guests. As they run to leave, they rush into a curtain maze where vampires are attacking from all sides, popping out from behind the fabric. If guests can navigate these back of house spaces, they will be dumped out of the exit of the maze and back into the real world.

Layout



NOTES:

- Numbers correlate with beats (below)
- Letters correlate with scare actors
 - A - Required actors (14 total)
 - F - Flex actors (6 total)
- Line colors:
 - Purple - Show Set Wall Panels
 - Red - Show Set Curtains, for actor travel. Egress pathways TBD
 - Blue - Prop outlines
 - Gray - BOH spaces, including perimeter egress corridor
 - Cyan - Guest pathway
- Haunt is set at a 4'x4' grid

Beats

1. **FACADE** - Guests see a large Coney Island-esque facade, where the main entrance is through the mouth of a Hot Dracula cutout. To the left and right of the figure, the show walls are lined with posters of carnival attractions, including the ones guests will see in the haunt.



2. **TICKET BOOTHS** - As guests walk under the Hot Dracula facade, they push through a curtain and enter the ticket booth area. Despite all of the blinking lights adorning the ticket booths, all four of them will appear to be closed and unusable. A drop panel will trigger and a carnival barker will scare guests, informing them that their admission is free. This actor has a door opening to act as a second scare, pushing them out of the scene.



3. **CARNIVAL GROUND**s - To the guests' left and right are carnival games and food booths, framing their view of the large, looming carnival tent facade in front of them. An actor on the left barks food offerings at guests, telling them that they just need a little salt to smell better. The actor on the right hits the Test-of-Strength game with a large hammer, making the bell ding as they threaten guests forward.



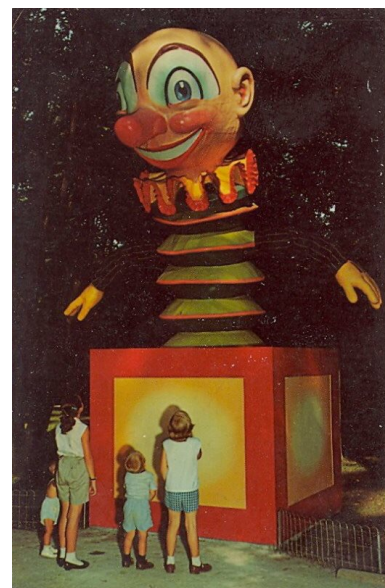
4. CARNIVAL STAGE - Pushing past the curtain, guests are greeted by Hot Dracula. This actor is on-stage and interacting with guests, until the actor from the CARNIVAL GROUNDS barges in and says they're hungry. Hot Dracula gives the okay, and a third actor in the wings behind the guests will pop out to attack, pushing guests into the Funhouse.



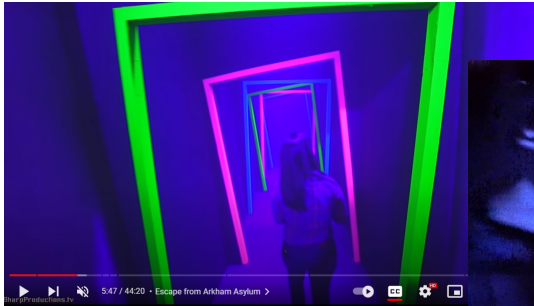
5. OBSTACLE ROOM - Passing a sign labeled "Fantastic Phantasmic Fun House," guests enter a room filled with hanging punching bags, dressed as clowns. As guests move around the first punching bag, they walk closer to the hidden vampire in the corner of the room. When this actor moves towards the guests, they are pushed through the punching bags into the other actor in the opposite corner.



6. JACK-IN-THE-BOX - In the corner of this room, a Jack-in-the-Box is placed on a small stage and is playing its song. However, before the song ends, the Jack pops out "early" and reaches over guests. An actor behind guests pops out from a curtain, lamenting that Jack always pops out early.



7. MIRROR DOORWAYS - Might change for a proper mirror gag. Will return to this later.
Important bit: Guests will see a clearly labeled exit, but an actor will block them and point them towards the BOH part of the haunt.



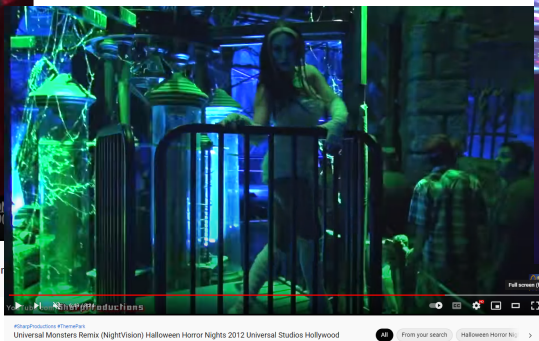
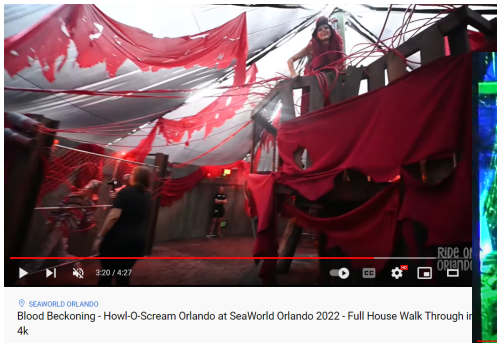
8. SECURITY OFFICE - Exiting the funhouse, guests find themselves in a stark plain back-of-house hallway. Walls are painted like mobile trailers, acting like the office space of the carnival. At a door, guests will see the silhouettes of two people talking, until one realizes that they are there and bursts out of the door, reprimanding guests.



9. **WINDOW REVEAL** - In front of guests, a figure is slammed against a window. A vampire starts draining this figure's blood, but slowly drops them as the actor sees the guests. The actor then addresses the guests, saying they can no longer be allowed out now that they know the carnival's secret. This actor then lunges at the guests, with an optional double-scare from the other side.



10. **VAMPIRE RAVE** - Guests are chased into the VIP room, which is currently hosting a celebratory party for a successful hunt. Flashing lights, dancing vampires, and electro remixes of classical music set the party scene for guests to crash. Hot Dracula notices guests first, then tells his thralls to attack the guests, pushing them through the room.



11. **CURTAIN MAZE** - Fleeing the carnival, guests find themselves in the wings of the carnival tent and being chased by vampires. The walls to the left and right are red curtains, and the alternating lights cast moving shadows that the actors can use to their advantage. The twist and turns of the pathway will disorient guests, but if they are lucky enough they will exit, pursued by vampires.

