# 13 Ways to Scare the Hell Out Of People

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### Distraction

Most people think all you have to do is jump and scream really loud to scare a person but this is not the ideal way to do it. The number one method used by a good haunt is to distract you. If we can get you to look over to one side of the room then have a character come out from the other side of the room then we have you because you had no idea it was coming because you think the scare is coming from the distraction that you now have all your attention on. If you have never tried this before test the theory out and see what your results are.

### Sudden Appearance



This can be used as mentioned in the Distraction description where you use them in conjunction with each other. Distract them to look over here then when they look back have your actor/creature standing right there in front of them or next to them. You can use this in conjunction with lighting which is discussed later also.

### Camouflage

This works well for nature settings or rooms with stuff growing all over it or gut lined walls. The concept is to blend in with the natural surroundings. A gillie suit would work for bushes and plant settings where as more elaborate costumes would be needed for blending in with intestine lined walls or cave walls. You basically build a spot around your actor then the suit is made to make it look like it is part of the scenery and then all you have to do is torment your victims.

### Disguise



Following camouflage we have disguise which is the same basic concept but you're making your actor look like he is a fake prop or something he is not within the scene. This allows them to provide a scare by making the victims think it is just a fake prop or something else. I have actually had people freak out over a live actor doing this and the actor never even moved just stayed there and the lady was screaming and freaking out because she said he was real and after a good minute of this finally decided it was just a dummy and moved on but it was

really the actor it provided some long term laughs for the crew.

*Triggers*

I started out haunting using manual triggers where we would activate a prop from behind a wall or a hidden location or by actually triggering it then moving into a scare spot for the actor. Many who start out will see this but once you get into haunting more and learn some of the tricks you will start to use triggers that the victims activate. Motion sensors, step pads and other various triggers setup for a prop activation make the haunt more automated taking a little of the work out of it for you and are great tools. If you have ever been to some of the large haunts across the nation you have probably experienced falling walls, leaping monsters and the like that were activated by you stepping into a room and onto a sensor pad that activated them.

*Saboteur*

A personal favorite of mine is when you have an actor dressed up like a victim just coming through the haunt with others. Have them go out hang out in line maybe have outdoor costumed actors come up and mess with them so everyone just assumes it's another paying patron. However when you get into the haunt you can have your costumed monster's drag this person away and have them freak out and scream and in return provide a extra bit of fear and realism to your haunt for the other victims moving through it.



*Sound*

You can always provide a good scare with some sound effects. A well placed monster growl or metal scraping metal or even footsteps in the right hallway or prior to entering the right room can add a ton of tension and fear for the victims coming through the haunt.

*Lights*
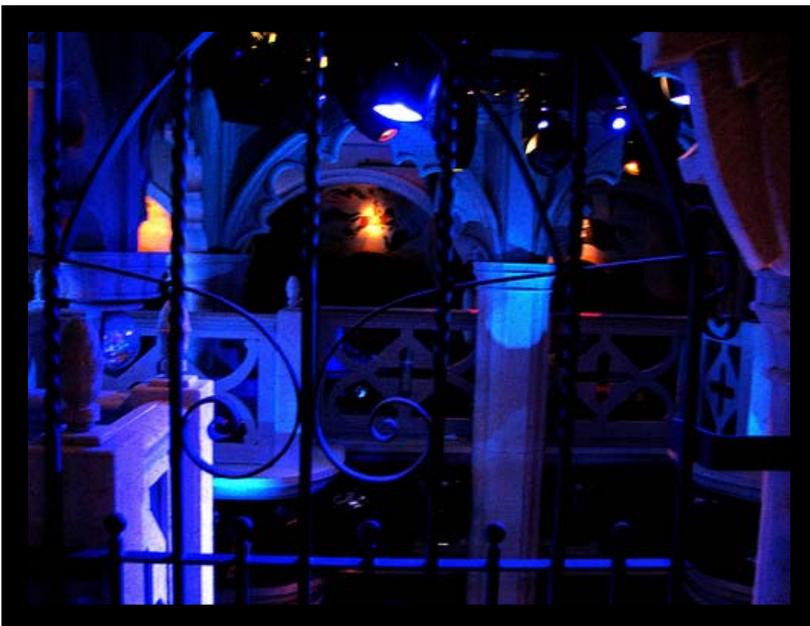


As mentioned earlier with the camouflage section lighting can be used in conjunction with many of these. Drop the lights for a second and have an actor move out into view then have them come back on will scare the hell out of someone. Even better no actor required is to do the same but just have a sound of a growl from a hidden speaker in the scene right in front of the victims

when the lights go out for a second. Lighting can make and break a haunt so pay close attention to it.

### Solo

This has nothing to do with your actors or the haunt but more with the flow of traffic and is a much harder thing to accomplish when you're a larger haunt with a lot of traffic. However if your able to do a solo run where you drive people through your haunt one at a time I assure you they will be scared to hell. Doing something with a group of people is one thing but on your own is a whole other story. I have made friends go through my haunts solo when they came with groups and it is so much fun because they get scared so much more.

### Acting

This is by far one of the biggest things for your haunt when it comes to scaring people. If you do not have good actors performing as the haunt inhabitants then you're almost doomed from the start. A good actor can move and sound so much scarier than someone who is not all that enthused or interested in what they are doing but just want a paycheck. Find quality actors ahead of time and hold try outs and you will see a major improvement in your scares.

### Scare Forward



Simple fact is that anything coming up behind you without you knowing is going to cause you to freak out and move forward and in a haunt that is your purpose because if your scaring from the front all the time then your victims are going backward and out the front door. I have had this happen before and it is a pain so make sure you arrange your scares in a manner that will move people forward. This is the easiest way to scare someone and does not take much, and allows you to torment the victims by making sounds from behind and staying just back enough no one can see them.

### Burst

A little harder of a setup but seeing a monster or crazed person burst out of a wall, door or coffin or crate would scare the hell out of me not only the surprise factor but damn that's not an easy feat to accomplish. Speaking of easy feat this is a much harder thing to perform because it all has to be rigged up so it can be reset so you will need a box or wall that has hinges in all the right places to fling open like someone is bursting out of it or through it, then it's just all up to the actor to put on a good show. Now on a side note a crate or coffin that does not actually burst open but shakes and rattles at the right moment can provide for a good scare.

***Touch!!!*** **WARNING*!!!***

Ok the final great scare relates to the saboteur and scare forward concepts but adds to it that you are laying hands on the victims. Now I am no lawyer and highly recommend you consult a legal expert for warnings and the legal paperwork to cover you in case someone decides they did not like you laying your hands on them in the haunt. Now besides that I love this, I went through one where they were grabbing and pulling at me through walls and stuff and it was just a blast and scared the hell out of me but hey it's a haunt and it's the safest place to get a good scare. Now some examples of this are having a dark clothed actor following from behind reaching out and touching a shoulder or a monster grabbing and trying to lightly pull you back into the darkness and the ideas will go on. However as I mentioned earlier yes this will scare the hell out of a person and so will all the other methods but consult your legal advisor prior to doing anything.



## Disclaimer

I am not a legal advisor and prior to attempting anything mentioned in here you should consult your legal advisor on the restrictions and proper coverage. Also consult the proper technicians for working triggers and other mechanisms to ensure safe operation.

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