

How To Be Scary

Allen Hopps

Timing –like telling a good joke, timing is everything. Watching your prey and knowing when to strike. Look for guest distraction and position to tell you when to strike.

The Unexpected- Coming out of complete hiding must be done swiftly or out of the view of the audience. The scare comes from the reveal- suddenly you are within threat range.

Distance -is the difference between comedy and horror. Imagine a Bear attack. From 75ft away, watching a bear crawl into a VW bugs window is hilarious. The camera in the car suddenly filled by a bear's head is terrifying.

Invasion of space- The sudden change of distance or the continuous creep into their space is a great way to instill fear

Dread of impending attack- Posing to give an iconic image to the guest. Man in a window, boots under a curtain, silhouette, Statue scare, blocking an exit.

Attack- Works best as a charge. Suddenly and loudly invading personal space, as soon as you reach the guest- back off and retreat or the effectiveness is ruined.

Vulnerability -of the guest (position, focus, size, prep). Look for a moment when the guest has been distracted, written off your hiding spot, looked back to see how far back her friend is, anything that shows their psyche is in a state of change. The transition periods of the brain in-between searching and evaluating are the best time to strike.

Adaptability and knowledge of techniques -(Scares list) Having a technique to pull out of the bag when nothing else worked, or to escalate the fear of a guest is priceless. The days of the haunt one trick pony are over.

Stalking	disembodied lies	foot grab
statue scare	name chant	hand flash
mind invasion	looming	Bark behind
reach throughs	camo scare	Clacker gloves
pop outs	lurking	Shaker can
curtain attack	<i>puff</i>	Slap stick
cloth	2 second suspense	Stretch ball
plastic	overhead startle	Rope trick
curtain startle	foot plant	Knife attack
sliding	mock charge	Share my stuff
drop panel	wall slap	Excited chatter
door startle	spider startle	
wall bang	underglide	

Prop use – It is the skill of the actor to recognize the effectiveness of his props. Always focus on the audience. They will tell you if the clever hand is working or if another approach would be best. Try to use the same prop weapons all the time. Know their range and how they move.

Talking to guests. What to say?

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- Perfect line to say **“I’m going to stab you in the face”**
- Paint a picture with words- make it visual
- Get into their heads- make it personal
- **“I’m going to kill your dog.”** is scarier than “I’m going to blow up the world.”— you can learn about them. **“Your parents said I should kill you.”**
- Patron triggers- look at them, what does that tell you about them, Are they an animal lovers? Their name?
- Phobia fishing: Think of common phobias and find a way to make the patron think of them.
“A spider lives in my ear.”
- Kill them with questions
“Does this smell infected?”
“Where are you parked?”
“Does anyone know you came here tonight?”
“Which pocket would you like to find your teeth when you wake up?”
“What’s your name?”
“Wanna see my pet?”

Character work

- Walk, observe, and interact in order to show your character
- Walk as a master, servant, fool
- Observe as a master, servant, fool
- Interact as a master, servant, fool

- Don’t waste a patrons glance- distill your characters essence into movement and even idleness.

- Maltese falcon example

- Characters-
Why haunt character are better than movie characters
They can adapt to the group in front of them
Name learning
Character of the moment
Talk about Jason and what you don’t see him doing
Part 8 van in road
Movement in the haunt Dynamic

- Character development
Every character should have a name and a story. “nine toed Pete”
Character depth should equate to the length of time they spend with the patrons.

Actor Games to Play

Slow Mo Samurai

String Theory

Safari Game

10 Characters in 60 Seconds

Scare Lines

Teach the HAKA

Sell an Object

Freeze Attack

Push, Pull, Stop, Allow

One Word Game

Zombie/ monster milling- Freeze beast

Zombie Tunnel

Creatures to act and think like.

- Dogs,
- pigs,
- squirrels,
- ducks,

- lions,
- wolves,
- honey badgers
- snakes

- Boars
- Bears
- Crocodiles
- Deep sea angler fish

- Vampires
- Mummies,
- Frankenstein
- Sparkling vampires

- Deranged psychopaths
- Werewolves
- Crazy cannibals
- Killer clowns

- Zombies