

Halloween Experience 2017: Dungeon of the Doomed

SCRIPT FOR VOICE TRACKS RECORDED 26/06/2017

JUNE 2017, JAMES BULLOCK

Included is the script I wrote that was used to record the voice tracks for each scene in the 2017 walk through.

This was recorded in a session with voice artist Darren Altman (www.voiceoverdarren.com) in June 2017. Multiple tracks were recorded for each character, allowing for more variation to the walk through experience.

The result was 16 tracks that were stored as OGG Vorbis files on a series of Adafruit FX flash memory sound boards. These were then recalled by the relevant scene controller.

Scene A (axeman)

*A figure suddenly appears from darkness, behind a window. He holds an axe in his hand. One of the two phrases below is triggered. At the point of the * in the phrase, his head disappears and he tilts forward to show a severed neck. Emphasis on the word 'Traitors!' to give more a shock would be good.*

He is a very menacing looking character, loud and threatening. He will cut your head off if you stay around too long! Booming voice.

**#01A "Traitors! Your fate awaits, here in the dungeon! Try not to * ...lose your head!
(sinister laugh)"**

**#01B "Traitors! Your time has come! Watch your step in the dungeon! * Heads will roll!
Heads will roll! (sinister laugh)"**

Scene B (figure jump scare) (OLDER VOICE?- OLD MAN, BOOMING)

As visitors pass a wire-mesh window, a figure falls down and crashes into it, for a big shock effect. He warns visitors of the dangers ahead. He should be loud and frightening to the visitors.

#02A: "YOU THERE! Mind yer head on falling blades and sharp axes!"

#02B: "DON'T hang around ere! The axeman'll cut yer head off!"

Scene C/D (guillotine) (MANIACAL/VAMPIRICAL, HIGHER PITCH?)

As visitors come round the corner, a man holding a rope suddenly moves towards them (shock effect). Opposite him is a man in a guillotine. The first figure speaks, then after this the blade of the guillotine drops down at speed and cuts the man's head off.

The word 'traitors!' should be made to be very startling, as the figure will suddenly appear in view and it will help to give more of a shock.

#03A "TRAITORS! Who'll be the first to stick their neck out?! (Maniacal laugh)"

#03B "TRAITORS! The guillotine is waiting for you! Chop chop! (Maniacal laugh)"

#03C – Need a voice to come from the other figure (the one held in the guillotine) – his mask makes him look very pained in anticipation so perhaps five seconds or so of whimpering/pleading to the figure speaking above, and shouting no etc. , then a yell as the blade comes down?!)

Scene E: (torturer) (BOOMISH, BRUTISH, LOUD)

There is a figure on a stretching rack, with another figure standing next to him. He holds a wheel that when turned causes the rack to move apart and stretch the other figure.

He should have a menace to his voice. He is trying to turn the heavy wheel to stretch the other figure, so his voice should sound like he is straining and struggling with something heavy.

#04A: "One....more...turn! One...more....turn!"

#04B: "You've got...a nerve! (laugh) This is...BACK-breaking work! (Grunting laugh)"

#04C: A pained scream/yell that would come from the bloke being stretched. Can be silly (doesn't need to sound too distressing!)

Scene F (gallows) (DEEP VOICE, MYSTERIOUS)

A figure stands on a platform holding a lever. There is another figure hanging in a noose above trapdoors. The standing figure speaks one of the three phrases below. He then pulls the lever. The trapdoors below the hanging figure open and it drops through.

This is a very sinister figure, sounding older but still scary. He should come across as menacing and threatening.

A slight pause in the ... gap of each phrase , to build suspense before the drop.

#05A: "Don't...hang around!"

#05B: "Drop in....any time!"

#05C: "Let me...show you the ropes!"

#05D: Series of short, deep laughs to cut onto the end of the phrases.

Scene X: (rat catcher figure, charity collection)

To one side of the exit is a short figure (the rat catcher) He holds a rat by the tail in his hand, and there are others on him too (as though he is overrun with them!) There is a pipe nearby with a slot and when coins are dropped in, he moves and one of these phrases will trigger.

He has a cheeriness and is not menacing like the other characters. He is very pleased that someone has donated money to him.

(BOGGART, IMPISH, MORE CHEERY)

#06A: "Well well well... ANOTHER one that's escaped the dungeon!! Well, YOU can leave with yer head held high. Or at least.....with yer head! (laugh)"

#06B: "Oh you're a generous soul, you are! Anyone else? Come on, don't be shy! Me and my rats here will take the lot! (laugh)"

#06C: "That's it! Spare ME some dosh...and the axeman'll spare YOU...for now (laugh)!"

#06D: "That's right, drop it all in....where all these rats can't get at it! (laugh)!"

#06E: "Generous AND fearless! Now what about your friends?... Or didn't they make it this far? (laugh)!"