

Initial Thoughts/Ideas for 2024

Spooky Route and Scary Route

Spooky Route: (All Ages) no Tour Guides, visitors move at their own pace through candle-lit pathways of specters, ghosts, and sea monsters in a family-friendly atmosphere

- Route will begin on the side of the Planetarium with a candle-lit pathway
- Route will weave around back of planetarium, through Mary Greenman Lane, and around the Back of George Greenman house to back side of Buck
 - Essentially Pumpkin Walk route
- Route will end at back of Buck

Scary Route: (Recommended 12+) Five (5) Tour Guides “spirit” visitors through a route filled with haunted and chilling phantoms, shipwreck victims, and sea monsters in a terrifying escape from the darkness

- Scary Route begins past Stone’s Store
- First stop into Reading Room to get accustomed to characters in costume, will hear the rules of the tour
 - Tour Guides will then maneuver groups out of Reading Room and through the tour route
 - Tour will go through back of Clift Block, around LSS, past Australia Beach, around to the Lighthouse, through the back of the Ropewalk and through
 - Tour will end at Shipsmith once out of Ropewalk
- Verbiage/Rules for Scary Route:
 1. The Scary Route within Mystic Seaport Museum’s **(Insert Halloween Event Name)** is not recommended for children under twelve (12), or anyone who has any condition that is made worse by fear or anxiety. Our Spooky Route is appropriate for all ages!
 2. Please *do not touch* any of the Tour Guides or Actors within our routes.
 3. Please *do not run* during the duration of your time in our routes. This is for your safety, as well as the safety of our Tour Guides and Actors.
 4. Both our Scary Route and Spooky Route are outdoors. Please dress accordingly.

Casey’s Rules for Haunts:

- **No smoking or open flames of any kind.**
- **No food or drink allowed inside the attraction.**
- **No video or photography allowed without written approval of the attraction.**
- **No running or rough housing inside the attraction.**
- **Do not touch anything, including props and especially actors.**
- **No alcohol or mind altering substances of any type are allowed.**
- **No weapons of any kind (even toys/props)**
- **Be scared, but be safe.**

Meeting House: Storyteller inside telling spooky stories? Great, large space, with lots of capacity, would hold a lot of people

Charles W. Morgan Haunted Ship Experience: (All Ages) two to three (2-3) drowned/deceased sailors haunt the decks of the *Charles W. Morgan*, and they are looking for a few new crew members to join them! Experience their spooky preparations for a voyage that will never come to pass.

- Battery-Op Lanterns on Board in strategic locations

Village Open:

- Burrows: Seance
- Print: Spooky Cards/Souvenirs
- Nautical Instruments: Shipwrecks and Storms, Navigation
- Bank: Monies/Pirates
- Coop: Coffins? Admiral Nelson in his barrel?

Barriers:

- Between Stone's Store and Reading Room
- Table Barring Scary Tour Route
- End of Tour Route needs some form of "no entry" point - before Shipsmith?
 - Ex. "You've reached the edges of the living world. Please Turn Back. Only ghosts inhabit here"

To: [REDACTED], 5/22/2024

In addition, I would love to get some signs printed for the exit of our tour routes, as well as for the other locations that we may want to block off for our Halloween Event (i.e. pathway to south end/shipyard, end of tour routes, etc.). I think 4 or 5 of these signs would work:

- 1 for the pathway to the south end (between Reading Room and Stone's)
- 2 for Exit of the Scary Route
- 1 for Exit of the Spooky Route
- 1 extra- just in case we'd like one somewhere else

I thought they could say something along the lines of: "You've reached the edges of the living world. Please Turn Back. Only ghosts inhabit here"