

# HANSEL AND GRETEL - HAUNTED HOUSE MAZE

## Attraction Concept:

### SUMMARY:

- Visitors would take the role of Hansel and Gretel.
- The experience is geared for teens and adults.
- Guests must enter the maze in groups of two.
- The experience places guests in the house of candy, while escaping from the witch!
- The maze would use physical sets, projections and scents.

### ATTRACTION QUEUE:

- The queue would begin with a winding path through a dense forest.
- The path wanders past small brooks, over bridges and through cave tunnels.
- Story elements will be found along the trail, including Gretel's basket of bread.
- The forest soon reveals a large house made of candy, nestled amongst the trees.
- At the end of the queue is the last chance to exit. A raven perched on a branch warns everyone about the experience ahead.

**Raven Spiel: (Caw) Cowards are smart, take the simple way out! (Caw) Candy is not always sweet! (Caw) Stay away from that sweet smell!**

### SCENE 1 : THE CANDY HALL

- Bread crumbs guide guests through the maze.
- Upon entering the house, we can hear the witch's voice offering us candy.

**Witch: My little dears, go ahead. Eat all the candy. (pause). Go on, have a bite!**

- The entrance hall has an overwhelming scent of chocolate and sweets.
- This section of the maze is a hall of mirrors.
- Guests twist and turn around giant pieces of candy.
- A large slide made from a Lolli-Pop stick is the only way out.

### SCENE 2 : TRAPPED!

- The slide leads to a circular room with no clear way out!
- The witches cackle can be heard.
- Guests soon realize they are trapped in a large bird cage!
- The doorway to the cage is locked.
- Guests must work together to solve a puzzle that unlocks the door.

### SCENE 3: ESCAPE THE HOUSE

- You've done it! You are free from the cage, but the witch has noticed!
- Entering a dark hall, guests must feel their way around.
- The path is constantly turning in different directions.
- Guests can hear the witch's footsteps behind, in front and all around them.
- Brief flashes of light reveal the witches shadow on the walls.

### SCENE 4: DINNER TIME

- Entering the witch's kitchen, guests now come face to face with the witch!
- She is stirring her cauldron, getting ready to throw the guests inside.
- The witch sings a haunting song about how to prepare the perfect child stew.
- In the center of the room is a large closed furnace.
- Smoke can be seen seeping through the cracks of the furnace doors.
- Just as the witch finishes her stew the furnace opens! Guests walkthrough.

### SCENE 5: FIRE ESCAPE

- Once inside the furnace guests are engulfed in smoke and heat.
- They travel down a long tunnel.
- The witch's laugh is heard over and over.
- Suddenly, daylight! Guests have exited the maze.

### SCENE 6 : THE FOREST

- Guests now find themselves outside in the forest once again.
- A path brings guests through the forest, and back to the entrance.

### SPECIAL EFFECTS:

- Queue : Guests hear the sounds of owls and occasionally laughter of children.
- Scene 1 (Candy Hall) : Scent of chocolate and sweets.
- Scene 3 (Escape the house) : Blow cold air on guests backs, to create a chill.
- Scene 4 (Dinner Time) : Digital projection of the witch. Scent of the stew.
- Scene 5 (Fire Escape) : Fog with red lights. Scent of coal burning.