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HAUNT NATION

A MAGAZINE FOR HALLOWEEN AND HORROR ADDICTS



BEHIND THE MASK

A Q&A WITH THE MAD MASK MAN

AFTER THE GATES OF HELL CLOSE

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it's a killer...



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HAUNT NATION

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WELCOME



One of my latest creations for the graveyard at 1512 Terror Lake Road.

A NEW YEAR FULL OF NEW EXPERIENCES

With the start of a new year I am really excited about what's in store for the e-zine and especially the web site. The web site is going to go thru a minor cosmetic overhaul and we will be introducing a few new features I think everyone will really like. For starters, we are going to add video tutorials, subscriber tutorial submissions area (you will be able to submit and share your creations with the rest of the Haunt Nation) and we are going to add a Haunter's Classified Section, where subscribers can place free advertisements (up to 25 words) to sell their props, list audition times & casting calls...anything a haunter may want to get the word out about. If you want to add photos, logos or additional wording the cost is only going to be \$5.00.

I am really excited to be going on my first trip, in March, to Transworld's Halloween & Attraction Show in St. Louis, MO. I have heard nothing but great things about this convention and feel like a child on Christmas Eve eager to open his presents. I hope to be able to put faces to the many people I have become friends with over this past year and look forward to speaking with each of you and having a great time.

Scare On, Gary!!!

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NEW PARTNER

HELLO FRIGHTENERS!

WOW! If you would have asked me if I ever thought I'd be writing a column in Haunt Nation a few months ago I probably would have said no but then again if you would have asked me if I ever thought I'd have my own Podcast I would have said your nuts! That fact that I'm here doing both now is amazing but it's not without a lot of help and support.

In this my first column for Haunt Nation let me introduce myself and give you some of my haunter backstory leading up to how Fright Radio came to be and what I hope the future holds for the show.

Most of you may now know me as the Radio Reaper but within the haunt community my handle is Grimlock. Why the name Grimlock you ask? Well my path to being a Halloween fanatic with a name such as grimlock (my favorite Transformer growing up) and home haunter really began in October of 2008.

I had just gotten married and my wife and I were planning to host our first ever Halloween party. Me being the type of person who can't do anything on a small scale thought " how cool would it be to do a small walk through for our guests!" With a few store bought props and some carved tombstones we decorated our entire 3 bedroom apartment and turned it into a haunted mansion. Our friends loved it! Around every corner, nook, and cranny laid a surprise for our unsuspecting guests, by the end of the night multiple people told my wife and I we needed to go bigger and one day do something for the public and it was then that my interest and true love for the haunting took flight.

I began researching the industry learning what professional haunts were out there, learning about the industry, vendors and just soaking up everything. I lived, eat and breathed haunting all day everyday.

After more research, an eventual business partner and a relationship with a local non profit emergency squad Grimlock Manor was born! Using my skills in design and marketing I set out with the goal of having 2,000 people come to our haunt in 2009. There were plenty of bumps in the road, long hard work hours but in the end we had

a show that I was proud of and yes, we not only reached but exceed our goal!

Alas, 2009 was Grimlock Manors only full year in production. While we really couldn't have asked for a better turn out the decision was made to turn our attention back to home haunting.

From 2010-2011 we haunted my parents house and turned Grimlock Manor into a large party walk through haunt. During these two years I began to learn more about the entire haunt community and not just the industry. I began to make lots of haunt friends through local make and takes like the NJ/PA Group where I would meet Ghoulsh Cop who you all know from his segment on Fright Radio "The Haunt Rant." My skills as a haunter and prop maker grew through these friendships and my thirst for more was still ever growing.

Finally in 2012 I had my own house and while Super Storm Sandy would ultimately cancel my first Halloween there 2013 brought nothing but delight! We had well over 300 visitors, a few local paper write ups and just a great time over all but as I was working on my haunt for 2013 so was I working in Fright Radio.

I had some experience doing segments on other haunt radio shows and while one segment was enough for me to imagine how hard creating a full show would be it wasn't within my nature not to try.

I began by reaching out to various haunter friends gagging their interests and finally recruited the crew you hear today.

-Chris and Jeff Davis of the Davis Graveyard, two wonderful Haunters with amazing knowledge and know how. - Ghoulsh Cop, a great friend, prop maker and a guy who isn't afraid to take a deeper look into what makes our industry and community tick. - The Toy Haunter AKA Cory of Columbia Manor. A passionate haunter who not only loves Halloween but collects everything to do with the holiday. - Mike Mellilo AKA Dr Mythsonian. Probably one of the best sculptors I know and prop makers. - Mr. Chicken. A brilliant Special Effects artist and whiz at projection effects. - Miss Mischief, our beautiful bringer of all haunt related news and yes The Radio Reapers wife! - And finally our newcomers The Boneyard Creep & Grim Ghost. Both of these guys have the biggest Halloween Hearts and passion I have ever seen.

Now while Fright Radio is only 4 episodes in I feel great about where we are with the show and the content we are bringing our listeners. We aim to put the fear in your ear each and every month and keep doing our best to break new grounds. For example our partnership with Haunt Nation that landed us right here right now writing to you!

For Fright Radio it's all about giving back and sharing the joy that we have experienced on our long road in this industry and great community. Haunters are the best people I know and I'm proud to be called one. I'm looking forward to what this year will bring for the show and I can't wait to keep working with Haunt Nation to continue to spread the fear!
The Radio Reaper~



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HACK A CHRISTMAS PROP CONTEST WINNER



PAUL HALLENBECK OF MADCITY HAUNT TAKES TOP PRIZE

We at Haunt Nation Magazine are proud to have the winner of last year's Hack A Christmas Prop contest, Paul Hallenbeck from Madison, WI. give us some insight to his killer animated reindeer prop hack. Paul's prop was the overwhelming favorite among the judges.

When I first heard about the Haunt Nation Magazine "Hack a Christmas Prop" contest I was excited to give prop building a try. I had never built a prop before aside from small knick-knacks I had put together for Halloween Parties in the past.

Recently I had been following a lot of haunter guides & tutorials and I had read some posts about people hacking motorized Christmas decorations so I was eager to try it for myself. Since I didn't have a lot of knowledge about animatronics or motors this seemed like a good place for me to start.

For my prop build I began with a Christmas reindeer lawn decoration that moved it's head from side to side. I

purchased the Reindeer from a thrift shop and it turned out to be in desperate need of repair before I could start building my prop.

I began my design with a sketch of the reindeer and tried to visualize how pink foam would fit around it in order to change it's shape into that of a werewolf. I decided that changing the look of the neck, back and legs was the most distinct way to make my reindeer closer resemble a beast.

I added the pink foam for the body using Gorilla Glue to attach the foam pieces to the metal frame of the reindeer and then Loctite Foamboard Adhesive for building up more layers of pink foam. I used clamps during this process to hold the different layers in place while the adhesives set.

For the face I used a combination of cardboard and foam in order to sculpt more difficult shapes that I would later build up with paper mache techniques.

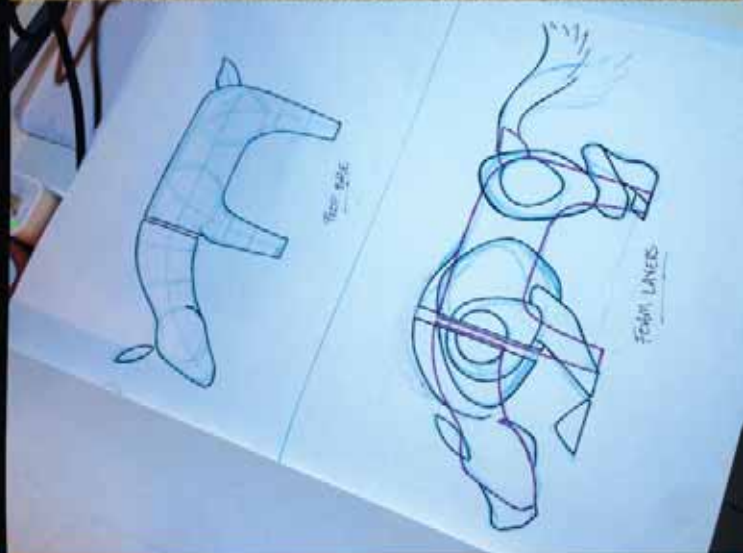
Once the body had taken shape I started to sketch out muscles for the werewolf. I looked online for inspiration and came across pictures of dogs with something called a "myostatin deficiency" which caused the animals to grow insane amounts of muscle. Some of these animals almost resembled werewolves and provided great inspiration for my design.

After sketching the muscles onto the foam with a Sharpie, I heat carved the details into the foam panels. During this process I learned two important things: A hot wire cutter is good for cutting shapes out of flat foam panels and a hot-knife is better suited for sculpting 3D foam props. It also goes without saying that you should only heat carve foam in a well ventilated area.

After the foam was carved, I painted the entire prop with Drylock and then applied newspaper strips dipped in Drylok using a paper mache process. I used additional strips of paper balled up and molded into shape to create details like wrinkles and lips on the face and then covered them in mache strips once they were dry to ensure that they stayed in place.

The eyes were built from recycling LEDs from a previous year's Halloween costume and a Tupperware container was mounted inside the prop to act as a water resistant box for an internal speaker. The teeth and claws are made from a modeling clay called Sculpty which can be baked in a normal oven in order to create small, hard pieces for your props. Sculpty can be fragile depending on it's thickness so I used thick wire inside the teeth and claws to reinforce them.

I wanted to create creepy human looking hands for the prop but ran into an issue with lumber splitting if I cut the pieces too small and then tried to drill into them. In order to get around this I decided to make the palm of the hands from PVC pipe pieces and used green yard stakes





for fingers which I was able to cut with a hacksaw and then bend into shape with pliers.

Once the Drylock and paper mache had hardened over night I painted the prop using a brown exterior latex paint that I poured into several bowls to lighten and darken with black and white exterior paints. This allowed me to paint more depth on the face and body than if I had only used one shade of brown.

To finish the prop I used Stanley extra strength glue sticks with my glue gun to attach fur that I had picked up at Jo-Ann Fabrics. The fur was applied in several layers to add depth and conceal a gap in the neck that allowed for the head movement.

I am very happy with how this prop turned out and if I had to change anything about it I would have researched some building methods that allowed the prop to be lighter since the weight of the head puts a slight strain on the motor. But I have run the prop for hours while testing it and have not had any problems.

I want to thank Haunt Nation Magazine for hosting a really fun and cool contest and say thanks to everyone in the haunt community for sharing their knowledge of prop building. Without it my prop could not have been built. Thank you!

** Editor's note: I just wanted to take a moment again to thank all of the submissions we received, everyone of you are extremely talented and we are grateful that you took the time during the holiday season's to build and enter your remarkable hack's. And to our sponsor's & judges of this contest without your support, this contest could not have happened.*

Our sponsors: Froggy's Fog, Bloody Mary's Make-Up; Make To Die For, HaunTopic Radio, HauntsFX and Halloween Haunt Calendar's

Our Judges: Chris Markgraf, Froggy's Fog; Bobbie Weiner, owner Bloody Mary's Make-Up; and Brian Foreman, founder at ScaryVisions.

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BEHIND THE MASK



A Q&A WITH THE MAD MASK MAN

By Gary Berger,
Owner, Haunt Nation Magazine
& DBGgraphix

Recently I was able to sit down and talk with the sick and twisted mind behind the Mad Mask Man (MMM) and find out how he creates and what inspires some of the most insane designs I have seen in a long time and I am extremely grateful that MMM took some time out of his very busy schedule to talk with me.



When did you get started making masks?

I created my first mask in December 2012, but I didn't start my Facebook page and begin selling them until March 2013. Since then I filled over 140 orders and currently I am on a 2 month back order since all of my masks are made-to-order. I don't keep a stock of them on hand.

What fuels your twisted mask making?

Mainly Black Metal music, mostly Swedish and Norwegian bands.

I heard your masks have made it into a couple of movies?

Yeah, the movies are *Everybody Dies* and *Evil Inbreed* but both are still in production and a few bands have ordered masks and use them on stage, they are: Squirrelly Arts (USA), Ermiha (Canada), Bile of Man (South Africa), SGF (USA) and then I did masks for a bunch of guys in bands but they don't wear them on stage: Zornheim of Dark Funeral, Martin Donnelly of Advent Sorrow, Alvaro of Watain, Seregor of Carach Angren.

How long does it usually take to create a mask?

I have five basic designs some one can pick from, when they decide what type of coloring scheme they want it will usually take me around 2 weeks to complete one. Of course if someone wants a complete custom mask and not one of my original five designs it will take longer.



What do you like to do when your not creating a mask?

My wife and I love to paint really sick and twisted dolls. She goes by StichWitchDolls and she is amazing at it. (*Haunt Nation* will be interviewing her for the March issue.)

Where can someone get one of your masks?

I don't really go to the conventions or have a web site. So, if someone wants to order one all they need to do is go to my facebook page, www.facebook.com/MadMaskMan75 and message me.



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haunted attraction national tradeshow & convention

CONFERENCE SPOTLIGHT



a breath, the relentless HAuNTcon schedule continues Friday night with the Kick-off Haunt Tour of the 5 element haunted event ScreamWorld. The Haunt Tours continue on Sunday with tours of Kingwood Asylum and Heart Stopper Fright's 3 Haunts and again Monday night with tours of Creepy Hollow Haunted House and Fearshire Farms.

SEMINARS AND WORKSHOPS

By David Ruzicka

Screams fill the night and frightful sights are seen through the dark, chilly air of... January? HAuNTcon 2014, Sponsored by Darklight Precision Lighting, teams up with the Halloween & Party Expo and moves to January 23rd through 28th at the George Brown Convention Center, Houston Texas!

"HAuNTcon," an acronym for the Haunted Attraction National Tradeshow and Conference, is an expo and convention "Designed by Haunters, for Haunters" of every age and level of experience. Open to the General Public, HAuNTcon brings people who love Haunted Houses, Halloween and scaring people together for a fun-filled four days and nights of Haunt Tours, Education, Tradeshow and Networking, rounded out by a Haunted Garage Sale and the Annual HAuNTcon Costume Ball.

Each year, HAuNTcon moves to a new city and in 2014 will team up with the Halloween & Party Expo; over 350 booths filled with wholesale costume and party vendors. Both tradeshows will be under one roof and for the first time, HAuNTcon attendees (over the age of 18) will be allowed free admission to the exclusive Halloween Industry's Wholesale Buyers Show with no additional qualification.

Hordes of eager attraction owners and Haunt fans from across the US and around the world are converging on Houston Texas for this action-packed event.

HAUNT TOURS

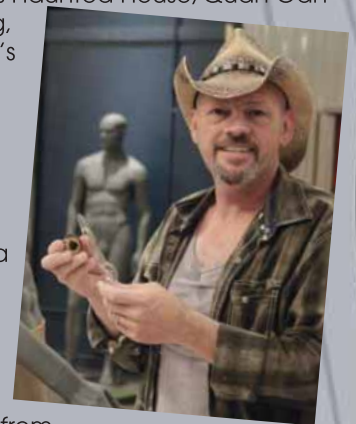


HAuNTcon literally hits the road running on January 23rd with the "2 Day Pre-show Haunt Tour," a bus tour of Houston's best and most unusual haunts and attractions. While some attractions will be staffed with actors in full October mode for your "fright-tainment," attendees will also get a once in a lifetime opportunity for a close Haunt operational look during backstage lights-on tours. Preshow tour tickets includes transportation, meals and tours of a lucky 13 diverse offerings; from the famous Texas Haunt complex Phobia to Zombie-themed laser tag to the National Museum of Funeral History, and this is only the beginning, there are 15 more attraction tours scheduled during the run of the actual Conference. Without time to even catch



Haunter Education is a key component of HAuNTcon and classes begin early Saturday morning, running through Monday afternoon. Included in the price of show admission, over 50 hours of Education is offered during the 3 day tradeshow. Creative Sessions, Business Seminars, Hands-on Workshops, Make Up and Product Demonstrations are all designed to provide cutting edge information and tips and tricks to show attendees ways to do what they do better, faster, easier and cheaper. The comprehensive educational program includes sessions on Haunted House Marketing and Business Plans, Cheap Scares and Haunted House Design, Actor Training and Character Development, Prop Building and Set Design, Makeup Demos and Mask Making. Whatever an attendee's interest or weakness, the HAuNTcon Education program will fill the need.

Instructors include haunt industry notables such as Michael Burnett of Halloween Horror Nights, Drew Edward Hunter of Sally Industries, Nick Wolfe of Evil Twin FX, D'Ann Dagen of Hangman's Haunted House, Quan Gan of Darklight Precision Lighting, and Adam Pogue of Froggy's Fog. This year HAuNTcon has even reached out beyond the pool of industry experts and brought in Houston Fire Marshal Todd Mitchel to offer a seminar on Fire Safety and amusement park media expert Julie Dion of Dion Marketing to speak about Media Buys and Sponsorships. Roy Wooley, RJ Haddy, Tom Devlin, Tate Steinsiek and Laney Chantal, all stars from the Syfi Channel hit show FaceOff will also be offering workshops, makeup demos and mask making classes throughout the show. As if all this was not enough, after the tradeshow closes, HAuNTcon offers a set of All-day Hands-on Workshops, Tuesday January 28th.



BUY AND SELL

Coinciding with the Education, HAuNTcon 2014 offers a "Cash and Carry" Tradeshow Saturday through Monday. Attendees can make sure to get products in time for Halloween 2014 by getting a head start on purchasing and placing orders for the latest Haunting

HAUNTCON 2014

DISTORTIONS

products and services. Quality Haunt Vendors like Darklight Precision Light-

ing, Distortions Unlimited,

Little Spider Creations, Spookyprops.

com, VFX Creative Studios, AEO Studios, Inc., Froggy's Fog, DWN Productions, 1313 FX Fright Zone and Halloween Productions/Hauntworld, Inc. to name a few, will be selling the latest in animations, makeup and props; many at wholesale prices. On Sunday afternoon, hundreds of attendees will line up in advance for the Annual HAuNTcon Haunted Garage Sale. This dark themed bargain hunt is a crowd favorite and everyone can join in the selling frenzy by purchasing a table for a minimal fee.

CELEBRATE

However, HAuNTcon is not all Haunt Tours, Education and Tradeshow, the show's signature event is a massive Costume Ball. This upscale party on Saturday night gives people who are normally working on October 31st a rare chance to get into costume and celebrate Halloween with friends and family. Haunt owners, actors, makeup artists and Halloween fanatics from around the world will be in attendance for an evening of partying, networking and ghoulish fun.

Sponsored by Froggy's Fog and Houston Press, this year's spooktacular will ensure that frightfully decked-out guests celebrate the industry in style, with party favors, a t-shirt toss, prom photos, a Texas Bar-B-Q buffet, free beer and soft drinks. A DJ and a dance floor will be present to keep the festivities rocking throughout the night. (costumes are suggested but not required). Even those unable to attend the full conference, can join macabre-inclined individuals on this must-attend "preeminent social event on the Haunting Calendar."



INVESTMENT

Haunters eagerly anticipate HAuNTcon each year for its Education, Haunt Tours, Networking and Show Floor. From its first year in 2004, HAuNTcon has listened to attendees and exhibitors, and made changes to tailor the conference to what the haunt industry needs. If you own, operate or work for a Halloween event, Haunted Attraction, Home Haunt, or even just the dream of having

one someday; if you're a haunt actor, makeup artist, prop builder or just love Halloween, attending HAuNTcon is THE best investment you can make towards fulfilling your Haunting dreams.

Start the fright year off right and join other like minded Haunters from around the world for an unparalleled not to be missed off-season Halloween experience. If it's scary, educational, exciting, thought-provoking and festive all at once, it can only be "HAuNTcon."

Additional details and registration options are available at www.hauntcon.com or by calling 972-951-5100. Tradeshow, Education and Costume Ball are at the George Brown Convention Center. Hospitality room and all Haunt Tour Transportation leaves from the Crowne Plaza Houston Downtown.



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AFTER THE SEASON

AFTER THE GATES OF HELL CLOSE...

By Jason Attic, Owner, The Devils Attic, Louisville, KY

November 1st 2013 12:31 AM.....the gates of hell come to a close after yet another year of terrifying our guests at The Devil's Attic haunted attraction. 2013 marks our 4th season of providing Louisville KY with a truly theatrical experience to live out ones horrific nightmares. Every year as we close our doors its like the day after Christmas for us haunters. We prepare all year for 6 weeks (16 to 17 nights for us) of operation by constructing and designing new scenes and props, developing new costuming, training the actors, and executing a guerilla style marketing plan which all comes to an abrupt end ...then haunt depression sets in.

As for myself I typically crawl into a dark dungeon away from all human contact to rejuvenate my haunt juices. 16 nights of operation may not seem like a lot but the stresses of operating a haunt and making it a success takes its toll on one's health and mental state. It is an entire year of planning, marketing and precise execution. The most difficult part of trying to take my mental break is that the creative juices continue to flow with new scene ideas, new character ideas, more creative scares etc. Probably because it is an obsession and passion of mine...like many of you reading this article. Once the 2 weeks of solitude are up.....it's time to start planning for our new nightmares!



TIME TO CELEBRATE ANOTHER YEAR OF NIGHTMARES.

I then have to remind myself to slow down and first celebrate our 2013 season with the haunt crew! This year the haunt crew headed to the local bowling alley where we rented out a party room and several bowling lanes. The evening's festivities included an awards banquet, viewing of the 2013 season highlights reel, food and beverage, dance floor, classic horror flick viewing and bowling. I personally feel that everyone on the crew contributed to help make the haunt successful therefore everyone received an award. I asked my managers to creatively give each of the crew a personalized award which included titles such as: Silent but Deadly Award, Golden Gas Mask Award, The Black Out Award, and the Agent of Chaos Award. We also had a few traditional awards such as the Rookie of the Year Award and the Trooper Award. With 40 plus crew this was quite a task and my management crew did a hell of a job. We also showed a viewing of our 2013 season highlights reel created by my actor manager. Each year he has created a highlight reel which includes hilarious skits (usually went on during haunt hours), creative editing, and a killer soundtrack. This year's movie was called: One for You 3: The Shocker. The One for You title is derived from a nightly tradition at the haunt where The Devil gives every monster a personal "One for You" salute before we open. It was an awesome trip down memory lane with some very surprising content and laughs all the way through. Always a hit to our post season celebrations!

THE WHEELS BEGIN TO TURN FOR NEXT YEAR

Now that the celebration has come to a close and the haunt juices rejuvenated...the next task in line is to start putting all of the new ideas on paper. When designing scenes I look at them like a piece of artworkwhere the monsters are the key elements that bring them to life! I try to imagine every piece of detail down to the lighting, wall texture, props, costuming and most importantly the scares. Many of these ideas I discuss with the crew to get feedback and room for improvement. Budgets are then set for each new idea and the hunting begins for props, costuming and construction materials. So far we have 4 new scenes that will be a "work in progress" as they always tend to develop once the wheels start turning. Additionally we will be rearranging and adding a few hallways to change things up. As for operational changes we make adjustments every year. Most are due to an increase in volume of our guests and how we time our tours, security related challenges and just the general flow of the show. My philosophy on the haunt is that it is always evolving and there are always room for ideas and improvements.... always a work in progress.

As for the winter months (Nov.-Feb.) I generally work on new props, costuming etc. at my home as the haunt (as do most old warehouses) does not have heat or a/c. Typically once the weather breaks, usually right after Transworld (late March), construction begins. I usually like to keep my construction team very small (one to two people plus myself). Usually my managers are an integral part to construction, costuming and prop detail. I do this for many reasons as I am very meticulous on detail and am very hands on with each scene. Once or twice a season I usually will hold a "blood" day where I will open up the invite for the whole DA crew to come bloody up props, walls etc.



AFTER THE SEASON



502/Photos

502photos.com

The Devils Attic



TheDevilsAttic.com

OFF SEASON EVENTS...

I also try to hold off season events to help keep the DA crew in touch. This is usually a movie night at the haunt or a local event which would include a performance from one of the crew. We have many very talented musicians, comics, artists etc. Last year we held The Devil's Double Feature every month which was a movie night with 2 horror movies. We will do this again in 2014 but less frequent and will be at the haunt itself.

As for community events we like to give back when the opportunity presents itself. In 2013 we participated in several events. We worked with one of the local high schools and Police Department to provide make up for several actors for a reenactment of a car accident due to drunk driving. It was a very impactful experience which hopefully prevented drinking and driving among the high school students (500+ were in attendance). We also teamed up with another haunt (Grim Trails) and put together a one day haunted house for Camp Quality (a camp for very sick children). This was an

awesome experience to work together with another haunt and provide many children with a one of a kind Halloween celebration. It was also a challenge to build and tear down an entire haunt all in one day! Other events that we also participated in where: The Zombie Run (we provided make up for 200+ zombies) and we participated in the annual Louisville Zombie Walk (18,000+ zombies terrorizing the city of Louisville). We also support many podcasts on and off season with interviews from many of our characters. Hauntcast, Return of the Living Podcast, Scary Noises and Black Listed Comedy are just a few and if you haven't checked them out please make sure to!

As for other days to open off season I have not found (in speaking with other haunt owners) them to be a good financial decision. Unless there is a haunt related convention, such as Hauntcon, we are strictly open during the haunt season (Sept. and Oct.). If there ever does become a huge demand from our customers to open another time of the year (ie. Bloody Valentines Day, A Krampus Christmas) then it would definitely be a considered.



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NEW HAUNT



ATMOSFEAR SCARE ENTERTAINMENT LAUNCHES NEW UK SCARE ATTRACTION



In 1913 the old Haxenghast Mansion was burned to the ground amidst mysterious circumstances, now, 100 years later the house has appeared once again, its parapets and turrets twisting up through the autumn mists in a defiant statement against science, nature and time itself. Known locally as 'the dead manor', Manormortis has awoken from its slumber, and it is hungry...

Manormortis, located at Scare Kingdom Scream Park in Lancashire, UK, is Britain's newest permanent award-winning scare attraction. Created for Scare Kingdom Scream Park by European scare entertainment specialists AtmosFEAR! Scare Entertainment www.atmosfearuk.com, who have created over 100 temporary and seasonal scare entertainment projects in their thirteen year history. Manormortis is the third permanent scare attraction designed and built by the company (Sunken Village of the Damned in Cornwall and The House of Fear in Greece, being the first two), a fourth, named 'Labirinto' is due to open in Portugal in early 2014.

The attraction is a 4800 square foot classic 'haunted house' style attrac-

tion which combines European scare entertainment storytelling with classic American style impact scares across 24 themed rooms and environments.

The Imagineering and design phase for Manormortis was an 18 month journey for the production team who immersed themselves in classic ghost stories, movies and legends. Mark Loffhouse, Director of Imagineering for AtmosFEAR! Scare Entertainment, said 'we looked at films like 'The Haunting', 'Steven King's Rose Red', 'Crooked House' and 'The Legend of Hell House', plus the various ghost stories of James Herbert, M. R. James, and Susan Hill's 'The Woman in Black' be-

fore we decided on the theme of the attraction. Other reference seeds included classic British ghost stories like the allegedly true 'Monster of Glamis Castle', the American 'Winchester Mystery House' and the stories of the 'UK's most haunted house' Borley Rectory in Essex. We also looked at existing scare attractions which present the classic 'haunted house' theme like Gasten Ghost Hotel in Sweden and Legendary Truth in America.

Designed as a set of four 'quads' the attraction includes a labyrinth of back-stage corridors and 'rat runs' which allow quick movement by scareactors behind the scenes. The physical set is like a huge piece of Swiss cheese with 'impact hatches' in chests of drawers, cupboards, behind curtains and through walls. These give scareactors the theoretical 'scareportunity' to target guests a total of 73 times as they navigate through the labyrinthine warren of passageways and chambers. The design also allows for easy changes to the guest navigation as the house 'changes shape' in line with its deepback-story.

The attraction is presented in a variety of time-periods, from the medieval Kitchen to the more lavish Edwardian Great Hall and Victorian Conservatory, each featuring authentic set dressing. Jason Karl, Chief Creative Executive for AtmosFEAR! Scare Entertainment said 'authenticity was key during the design and realisation phases. We spent months sourcing hundreds of pieces of antique furniture and props to ensure that the environments would look and feel believable. We bought an entire library of old books and sourced authentic artefacts connected with the supernatural for The Museum of the Strange room.

The fictional history behind Manormortis is as elaborate as its set design, and will form the majority of content in a brand new experiential website which is due to launch in early 2014. Website visitors will be able to learn about the houses past, the inhabitants who have lived (and died) there, and explore the environments through video and photography.

The attraction's back story presents the house as a 'living, breathing entity' or 'Domus Mactabilis' -in simple terms it feeds on those that dare to enter and grows in size as it devours them. This means that the environments will continually change and shift, giving repeat guests a new experience every time. The characters that inhabit the house are also fluid - and can be plucked from any part of the attractions fictional historical timeline. The flexibility of the design means that imagineers have the opportunity to introduce new rooms and change the layout frequently. A 3 storey 'Bell Tower' is planned for 2014 along with a 'shiver chute' and new characters including the evocatively titled 'Meat Man'.

Technically, the attraction utilises over 100 DMX controlled lights, operated via a central computer which also runs the scent pods, haze machines and other effects including digital ghost projections, a Claustrophobia corridor and a 'Living Painting' which comes to life and speaks directly to the guests. Imagineers used scare attraction online technology tool 'Haunt Design Kit' to plan and pre-visualise the attraction layout.

The primary orchestral score for the attraction was written by Chris Thomas, an LA based award-winning film composer, whose haunting track will also be featured on the attraction's dedicated website. Manormortis first opened its doors as the headline attraction at Scare Kingdom Scream Park this Halloween (2013) and will be open at various times of the year, presented in different ways. On Friday 13th December it re-opens as 'Christmas FestEVIL' which is inspired by the little-known English ghoststory 'The Mistletoe Bough', and in 2014 will offer a family-friendly scare experience as 'Mystery Mansion'. The park operators are also planning to make the attraction available for wedding parties, private functions and film/television production

Overnight stays are also planned for those brave enough to spend the night inside a scare attraction as 'Hotel Manormortis' offers the chance to dine in 'The Devil's Dining Room', take part in a séance in the Library and sleep in the Grand Bed Chamber.

MANORMORTIS

it's a killer...



HOW-TO'S



VOODOO DOLLS



MATERIALS

By John Dean,

Owner/Designer at Dementia Haunted House, Proctor VT

These Voodoo Doll props can be made very quickly and very cheaply. Head out to your local dollar store and pick up a package of Spanish moss and a roll of string:



Strips of cloth, I cut my cloth from an old yellow pillow case. You can tea stain them for an even older look. The strips were roughly 3 inches wide, but it really doesn't matter how wide your strips of fabric are. I used four strips.

Two sticks from a fallen tree branch, one a little shorter than the other. Again size doesn't really matter but mine are roughly 12 inches and 9 inches long.

A sharpie marker

Hot glue gun

STEP ONE - THE CROSS:

Form a cross with your sticks. I eyeballed it, moving the smaller stick up and down the longer one until I thought it looked right. Place a dab of hot glue where you want the sticks to intersect



and set your smaller stick in place. Place a dab of glue on the back side of the cross and carefully stick the end of your string in the glue:



Wrap the string diagonally around the two sticks, keeping it as tight as possible. I wrapped four times in one direction, then four times in the other direction creating an X with the string:



It doesn't really matter so many times you wrap the string in each direction as long as the sticks are firmly tied together. When you are satisfied with the wrapping, add another dab of hot glue over the string to secure it all in place:



STEP TWO - STUFFING:

I recommend using a drop cloth of some sort as this part gets messy. Run a bead of hot glue along your sticks:



Then place Spanish Moss into the hot glue, adding as much as you like. I used half a bag for this one:



STEP THREE - DRESSING IT UP:

Start at the bottom of you doll and wrap a length of your cloth around the "foot" leaving room for the Spanish moss stuffing to hang out. Use a dab of hot glue to hold the cloth together:



Continue to wrap the cloth around the doll, overlapping the cloth with each turn. When you get to the center of the cross, wrap it diagonally across the center as you did with the string, forming an X:

HOW-TO'S



For the head, try to keep the cloth open as opposed to wrinkled or twisted:



Cut the cloth so the end will be at the back of the head. Run a bead of glue along the end of the cloth:



Carefully press it together to form the head of the doll:



Repeat this same process to cover the arms. You should have something that looks like this:



STEP FOUR - BINDING:

This step will bind it all together. It adds another layer of detail to the doll and also allows you to form it to your own liking. You can use a different color string or yarn for this to add interest, but for now we will just use the same string we used to tie the sticks together.

Start by tying the string around the neck:



Then wrap the string around the doll as you did with the cloth. I wrapped a few times around the neck, then criss-crossed the chest area, wrapped down the length of one arm, back to the center, then down the other arm, back to the center again, and finally down the body to the feet area. When you get to the feet area, apply another dab of hot glue to bind the string and cloth together. This is what I ended up with:



STEP FIVE - GIVING IT CHARACTER

Here you can personalize your dolls in any way you choose to fit your haunt theme or haunt



characters. Take a sharpie and freehand a face onto your doll. Here's is what I did:

Your doll is essentially finished at this point. You can adorn it however you see fit. Lightly mist it with black and/or other color spray paints to add age, mold, etc. Use colored string, yarn, or cord on top of, or instead of, the cloth. Use different colored paints or markers to draw clothing, symbols, or other things onto your doll. Add "hair" with colored yarn, string, even feathers.

I look forward to seeing your Voodoo Doll creations! As always, if you have questions or need help message me on Facebook!

Please feel free to friend me on Facebook (www.facebook.com/johndean666) and like my haunt pages Dementia Asylum (www.facebook.com/DementiaHauntedHouse) and TerroRealm (www.facebook.com/Terrorealm).



JASON HUGHES NIGHTMARE BLACK

SCARY GOOD
COFFEE!!!

TASTE THE DARKNESS

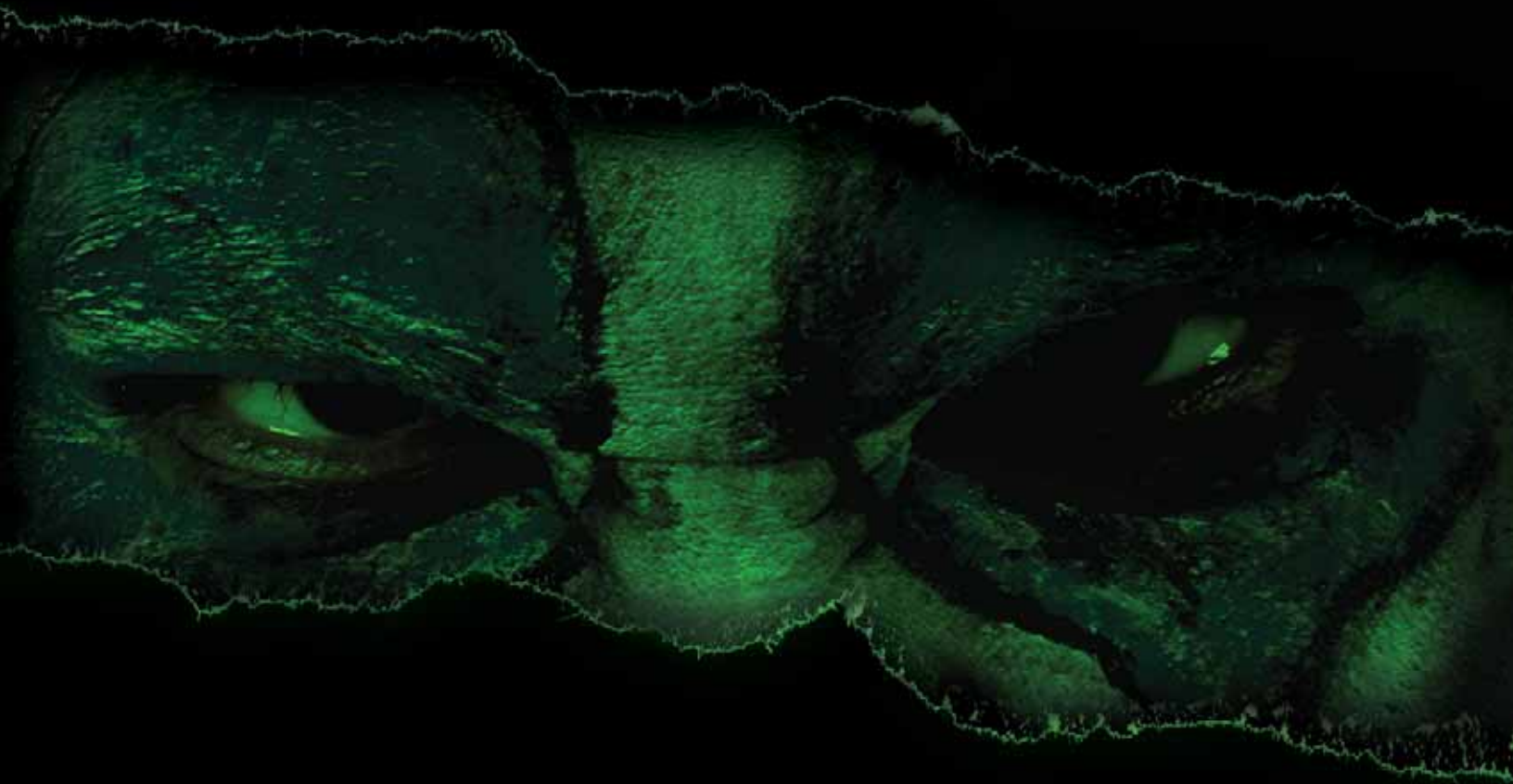
Best selling Horror Author (Someone Still Lives Here), Editor, Screenplay Writer, T-Shirt Printer & Special Effects Artist, ex- Death Metal/Grindcore Drummer (has opened for bands such as: Goatwhore, Skinless, Cephalic Carnage, Prophecy among many others). Most of his Special Effects work has been banned in several places, due to graphic content. Jason graduated the Tom Savini Special Effects Program in Pennsylvania.

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ON FILMS



REGURGITATED HISTORY



By Jason Hughes, *Noted Horror Author & Graduate of Tom Savini's SFX School*

It is a well-known fact and commonly used phrase that "history repeats itself." In some cases, this can be a useful occurrence. Many seem to disagree when it comes to a piece of art (whether the medium is movies, television or music) that they have held near and dear to their hearts for years and in most cases, decades.

Many movies over the duration of the past thirty years such as; *Scarface*, *Cape Fear*, *Straw Dogs* and several others are actually remakes, but the latter versions are commonly known as the originals to the audiences from the eighties to recent times that viewed them upon their releases. *Scarface* is now in production for a second remake. The fans of these films either don't see them as remakes, or welcome them with open arms. The eighties comedy, *Overboard* (originally starring Kurt Russell and Goldie Hawn) is also scheduled for a modern run in two-thousand and fourteen, along with the eighties action classics, *Wargames* (starring Allie Sheedy and Matthew Broderick) and *Escape From New York* (starring Kurt Russell).

The aforementioned genres had a big following in the eighties, but the Horror genre has very avid fans with dedication that is not present in any other genre. Horror conventions are held all year around, and all around the world. Horror fans are the most hardcore followers of their beloved macabre set pieces and blood and guts.

There has been a slew of Horror remakes since the seventies and earlier, and the trend chain does not seem like it will break any time soon. To many fans of the Horror genre, this is a blasphemous slap in the face with a brick to the classics that have held up on their own over the years.

In most instances, reboots are a one-time round (some may include sequels). In other situations, the tiring retreading of a film or its loosely based subject matter may seem like overkill in the eyes of many. Wes Craven's debut, *The Last House on the Left*, was a loosely based remake of the nineteen-sixty Ingmar Bergman film, *The Virgin Spring*. Since *The Last House on the Left*, there has been an official remake with the same title. Prior to that, there was *Chaos*. This film was originally planned to be a *Last House on the Left* remake (the similarities are very abundant throughout the film).

With the massive "outbreak" of zombie culture on the

rise, films like George Romero's *Dawn of the Dead* and *Day of the Dead* have been reimagined as well. These two came long after Tom Savini's remake of George's original black and white introduction to "the walking dead," *Night of the Living Dead*. Some fans of the genre believe the zombie franchise is being driven into the grave by the mass production of books, remakes, (even) originals and a television series.

Americanizing foreign films has also become very popular in the last few years. Movies such as; *Let the Right One In* (American title: *Let Me In*), *Ju-On* (American title: *The Grudge*), *Ringu* (American title: *The Ring*), *Funny Games*, *Oldboy*, *Dark Water*, *The Eye*, *Pulse*, *Shutter*, *Mirrors*, *The Vanishing*, *The Echo*, *One Missed Call* and *The Uninvited* among others have made their way to The United States in an Americanized rebirth. Some believe that the reason for this trend is the superior quality of foreign to American Horror.

There are a few Writers that, on a rare occasion, decide to remake their own movie. Some do it because they were not happy with one aspect or the other of their original vision. They may have not been happy with the acting, production or even their own direction. Michael Haneke remade his own film, *Funny Games*, in an American version to represent it with better Actors. Donald P. Borchers, remade *Children of the Corn*. He was the producer of the original, and remake. He wanted the second adaptation to stick more to the story than the original film version. He claimed that the Hollywood overlords demanded a happy ending in the 1984 version. He wanted the new adaptation to end on the down note in sequence with Stephen King's original story, as well as Burt and Vicky's distaste for each other (which was lacking in the original film). Wes Craven was also considered remaking his classic, *Shocker*, for newer audiences that missed Horace Pinker's electrifying original debut.

Some also classify new adaptations of novels as, "remakes," in the celluloid medium. This, technically, is not true. Films such as; *Willy Wonka (Charlie) and the Chocolate Factory*, *Children of the Corn*, *The Dead Zone*, *The Shining*, *Carrie*, *IT*, *Psycho*, *American Psycho*, *Silent Night*, *Deadly Night (originally titled, Slayride)*, *The Legend of Sleepy Hollow* and several others originally appeared in the written and bound format long before they were reinvented as movies for the big screen. Another version of the book in movie form is simply a second adaptation of the novel. The new version of *American Psycho* (based on the novel by Bret Easton Ellis) that is slated for release in 2014 promises to stick closer to the book than the watered-down first adaptation, released in 2000. Many fans of the novel believe that an adaptation that completely stuck to the writer's vision would have to be released unrated or rated NC-17 due to its extremely graphic nature.

One thing is certain... Remakes (or "Reboots," as they are commonly called) and even new adaptations of novels stir controversy on both sides of the movie-going audience. Some love them, some hate them...and some love to hate them. Rob Zombie's *Halloween*, for instance, has strong opinions on both sides. His long-time, diehard fans praise it, and the hardcore John Carpenter fans despise it (especially the sequel). The remake of *The Last House On the Left* is strongly disliked by most fans of the original, yet those introduced to the film by the new version seem to think it's okay. *The Friday the 13th*, *The Amityville Horror*, *The Texas Chainsaw Massacre* and *A Nightmare On Elm Street* remakes have their groups of fans but most of the Horror seeking masses prefer the originals. Some even see Michael Bay as the reincarnating devil of the movie industry.

While the above mentioned seem to have a split opinionated fan base, others such as the *I Spit On Your Grave* remake, seem to accumulate a following from new fans, and lovers of the original 1978 version as well. In the long run and overall, it's up to you; the viewer, renter, collector and movie-going audience, to decide for which side you're rooting. Are remakes acceptable...or the new trending stamp of unoriginality?

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ON FILMS



AN AMERICAN WEREWOLF IN LONDON



Runtime: 1 hr 37 min (97 min)
 1 hr 32 min (92 min) (heavily cut) (Sweden)
Sound Mix: DTS (re-release) | Mono
Color: Color (Technicolor)
Aspect Ratio: 1.85 : 1
Laboratory: Technicolor
Negative Format: 35 mm
Cinematographic Process: Spherical
Printed Film Format: 35 mm

By Brad Hodges, Freelance Writer

When I first set out to write this issue's article I had assumed for the week leading up to it that I knew exactly what I would write about. But as is the case many times, the gods of content and grammar had other plans for me. I thought this would be about the werewolf movie, and their consistently dismal performances at the box office. Leading us to the conclusion that, though entertaining they may be, by no fault of their own, werewolves just have not proved scary. They don't stir the same romantic emotions that vampires do. They lack the power to generate the same chill factor that a good, solid paranormal entity can drum up. Then I thought about the movie 'An American Werewolf in London', and the impact it had on me back in 1981, and how affected I was by the transformation of the werewolf onscreen. Then I had an epiphany...

I was about to inform the readership of this wonderful

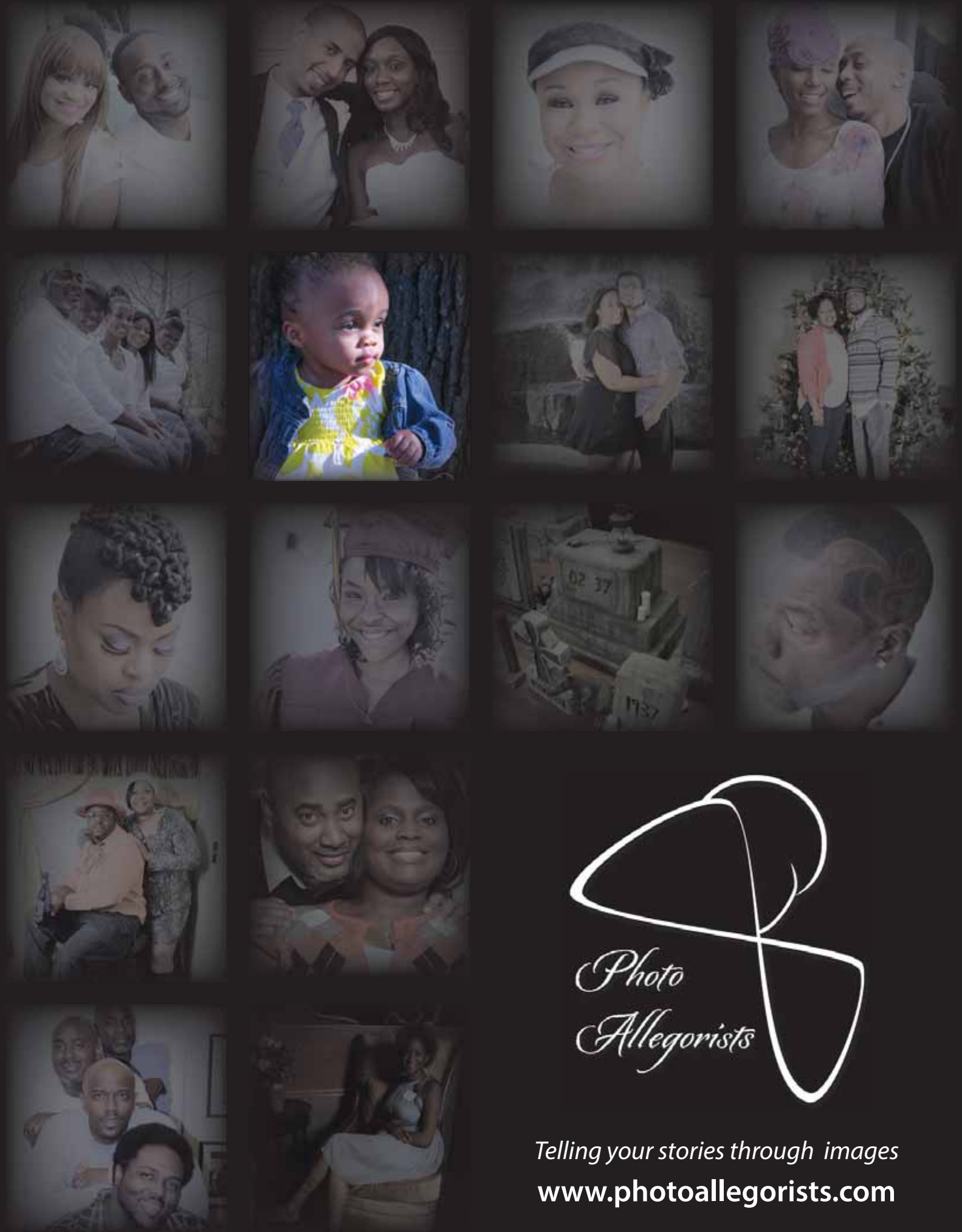
magazine, the folks who bring the monsters that I love so much to life, that Rick Baker, the granddaddy of the modern era of makeup men — was no good at his craft! In essence that's what I'd be saying. The elements of fear that 'An American Werewolf in London' brought forth that really struck a chord with audiences were the effects created by Rick Baker. He has been an influential force in the world of film creatures and prosthetic make-up for over forty years now. He has a star on the Hollywood walk of fame, a Guinness World Record for most Oscar wins in makeup and effects, and the most nominations for Best Achievement in Makeup (a total of twelve times with seven wins). No small accomplishment for a below-the-line member of a movie staff. Failure to give him credit for the successes of the films he has participated in would be like saying Babe Ruth was a decent right fielder for the Yankees. It's an accurate enough statement, but doesn't begin to describe his contributions to the game.

Dick Smith is known as the 'Godfather of makeup' in the industry, and Rick's first professional job was serving as his protégé on the film 'The Exorcist'. Dick was the driving force behind turning Lon Chaney into a scaled mutant in the 1959 sci-fi flick 'The Alligator People', De Niro's mo-hawk in 'Taxi Driver', Brando's look in 'The Godfather' parts 1 & 2, and the list goes on. Rick Baker is the Dick Smith of the modern era; the type of make-up artist that can create looks that change a movie's relevance in terms of its place in history. The transformation of David Naughton's character, David Kessler, into the werewolf creature in 'An American Werewolf in London' still holds up as well today as it did in the eighties. That film was one of Michael Jackson's favorites, and as a result Jackson got John Landis and Rick Baker to participate in his 'Thriller' video along with Vincent Price; aside from MTV coming on-air, that world premiere of that video was the cable channel's other



greatest moment. Despite the revolutionary changes in the world of movie effects like CGI, the afore-mentioned movie and video still look better than some modern-era makeup effects. The absolutely disgusting piece of skin dangling from Griffin Dunne's upper throat in 'Werewolf in London' was just an unplanned little tidbit of twisted magic. I can still recall the effects of the movie being discussed at school for days after it was released. And as for what the 'Thriller' video represented to that generation, words can't describe.

Rick's current project is the Disney release of 'Maleficent' starring Angelina Jolie (it hits theaters late spring/early summer). It's the tale of 'Sleeping Beauty' as told by the evil titular princess. Luckily I have a six-year-old to serve as a built in excuse for a forty-something year male to be in the theater for that one. Even if you don't, I encourage you to go see the master ply his trade when this flick hits the Cineplex this summer. In today's fantastic world of CGI, we are losing our opportunities to see artists who work in the organic medium. Rick Baker is the best of our generation in the world of makeup, (only Dick Smith and Stan Winston can be argued as better or equal). When it's said and done, he'll be on the short list of the best ever. We're extremely lucky to get to see his work when it's brand new to the eyes of the public, folks. For me personally, I can't wait. Rick Baker IS the magic of his movies. Hope to see you there.



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sailorsgravehaunt.com

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horrortrail.com

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Louisville, KY 40208
thedevilsattic.com

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midnightproductions.com

EVIL VISIONS HAUNTED HOUSE

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evilvisionsmonroe.com

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THE DARKNESS

1525 South 8th St.
St. Louis, MO 63104
ScareFest.com

EDGE OF HELL

1300 W. 12th St.
Kansas City, MO 64102
edgeofhell.com

FEAR FEST

Columbia, MO 65202
fearfesthauntedhouse.com

MACABRE CINEMA HAUNTED HOUSE

1222 W. 12th St.
Kansas City, MO 64101
macabrecinema.com

NECROPOLIS

1207 Rogers
Columbia, MO 65202
enterthenecropolis.com

OHIO

FOREST OF FRIGHT HAUNTED TRAIL

7295 Duncan Run Rd
Philo, Ohio 43771
forestoffright.org

THE HAUNTED FARM

5450 Old Millersport Road NE
Pleasantville, OH 43148
Haunted-farm.com



WELLS TOWNSHIP HAUNTED HOUSE

101 Market Street
Brilliant, OH 43913
wellstowshiphaunted
house.com



WICKED FOREST HAUNTED ATTRACTION

15111 SR 664S
Logan, OH 43138
wicked-forest.com

OKLAHOMA

THE 13TH WARD

220 South Elm Street
Jenks, OK 74037
the13thward.com

THE ASYLUM

304 W. Cherokee Ave.
Nowata, OK 74048
okasylum.com

DEAD WOODS

HAUNTED FOREST

20100 N.E. 178th St.
Luther, OK
deadwoodshauntedforest.com

FRONTIER CITY FRIGHT FEST

11501 NE Expressway
Oklahoma City, OK 73131
frontiercitythrills.com/
fright_fest.com

FROZEN MORGUE

HAUNTED ATTRACTIONS

Highway 69
Chouteau, OK 74337
Frozenmorgue.com

THE HAUNTED BARN

2701 W. 10th St./E1060 Road
El Reno, OK 73036
trailofferror.org

HEX HOUSE

8314 E. 71st St.
Tulsa, OK 74133
tulsahehouse.com

NEWCASTLE NIGHTMARE

900 N. Portland
Newcastle, OK 73065

NIGHTMARE IN THE COUNTY

E. Country Road 38
Woodward, OK 73801
Planetwoodward.com/
nightmareindex.htm

NIGHTMARE WAREHOUSE

424 W. Walnut Ave.
Enid, OK 73701

THE SANCTUARY

530 S. Broadway (Bricktown)
Oklahoma City, OK 73109
thesanctuary.com

SCREAM COUNTRY

51853 W. 101st Street S.
Drumright, OK 74030
screamcountry.com

TRAIL OF FEAR

HAUNTED SCREAM PARK

11101 SE Lee Blvd
Lawton, OK 73501
trailoffear.com

ULTIMATE TERRORS

7000 Crossroads Blvd.
Oklahoma City, OK 73149
ultimateterror.com

NEW HAMPSHIRE

HAUNTED OVERLOAD

DEMENTED HILL FARM

20 Orchard Way (Rt 155)
Lee NH 03861
hauntedoverload.com

NEW JERSEY

PSYCHO TRAIL

13 Old Marlton Pike
Medford, NJ 08055
psychotrail.com

NEW YORK

SARATOGA SCARE FAIR

Saratoga County Fair Grounds
162 Prospect St
Ballston Spa NY, 12020
SaratogaScareFair@Facebook

LISTINGS

OREGON

CIRCUS OF SCREAMS

9512 Highway 62
Eagle Point, OR 97524
circusofscrams.net

THE HAUNTED GHOST TOWN

3839 NE 122nd Ave.
Portland, Or 97230
thehauntedghosttown.com

PENNSYLVANIA

FRIGHT FACTORY

2200 s. Swanson st
Philadelphia, PA 19148
frightfactory.tv

TENNESSEE

BLOODY ACRES

HAUNTED WOODS

160 Big Station Camp Blvd.,
Gallatin, TN 37066
Bloodyacres.Webs.Com

CREEPY HOLLOW

HAUNTED WOODS

2133 Joe Brown Rd.,
Spring Hill, TN 37174
Creepyhollowwoods.Com

DEAD LAND HAUNTED WOODS

7040 Murfreesboro Rd.,
Lebanon, TN 37090
Deadlandwoods.com

DEATHROW SANITARIUM OF SLAUGHTER

418 Harding Industrial Dr.,
Nashville, TN 37211
Deathrowhauntedhouse.net

LISTINGS

DEVIL'S DUNGEON HAUNTED HOUSE

510 Davidson St.,
Nashville, TN 37213
Devilsdungeon.net

EVILUTION HAUNTED WOODS

7091 41-A South,
Pleasant View, TN 37146
Evilutionhorrorattraction.com

GORE HOUSE HAUNTED ATTRACTION

118 Mid Town Ct.,
Hendersonville, Tn 37075
Gorehouse.Net

MAD HOUSE HAUNTED HOUSE

214 Mccowen Dr.,
Lebanon, TN 37087
Madhousehaunt.com

MILLERS THRILLERS HAUNTED WOODS

1431 Carters Creek Pike,
Columbia, TN 38401
Millersthillers.net

MONSTER MOUNTAIN HAUNTED ATTRACTION

273 Mcmurtry Rd.
Hendersonville, TN 37075
Monstermountain.net

NASHVILLE NIGHTMARE

1016 Madison Square
Madison, TN 37115
Nashvillenightmare.com/Flash/
Index.Html

NIGHTMARE HOLLOW HAUNTED ATTRACTION

2595 New Hall Rd.,
Greenbrier, TN 37073
Facebook.com/Pages/
Nightmare-Hollow-Haunted-
Attraction

THE SCREAMATORIUM

500 B Henslee Dr.,
Dickson, TN 37055
Facebook.com/Pages/The-
Screamatorium

SCREAM CREEK HAUNTED WOODS

1765 Martins Chapel Church Rd.,
Springfield, TN 37172
Screamcreek.com

SLAUGHTERHOUSE

423 6Th Ave. South,
Nashville, TN 37203
Slaughterfest.com

THE TORTURE FACTORY

263 North Park St.,
Hohenwald, TN 38462
Thetorturefactory.com

WALKING HORSE HAUNTED HOTEL

101 Spring St.,
Wartrace, TN 37183
Walkinghorsehotel.com/Haunted-Hotel

TEXAS

13TH STREET MORGUE

410 Houston School Road
Red Oak, TX 75154
texashaunt.com

THE BONE YARD HAUNTED HOUSE

2921 E. Division St.
Arlington, TX 76011
theboneyard.org

CUTTING EDGE HAUNTED HOUSE

1701 E. Lancaster Ave.
Fort Worth, TX
cuttingedgehauntedhouse.com

DUNGEON OF DOOM

410 Houston School Road
Red Oak, TX 75154
texashaunt.com

FEAR FACTORY INSANITARIUM

6303 Main St.
The Colony, TX 75056
fearfactoryinsanitarium.com

HAUNTED HILL

Old Pump Station Rd (C.R. 4600)
Fred, TX 77616
facebook.com/hauntedhill

HANGMAN'S HOUSE OF HORRORS

2300 West Freeway
Fort Worth, TX
hangmans.com



MOXLEY MANOR

510 Harwood Rd., Suite O
Bedford, TX 76021
moxleymanor.com



TERRORPLEX

6921 Bennett Lawson
Mansfield, TX
terrorplex.com

THRILLVANIA THRILL PARK

2330 Country Road
138 Terrell, TX 75161
thrillvania.com

ZOMBIE MANOR

7501 US Highway 287
Arlington, TX
zombiemanor.com

VERMONT

TERROREALM

7 North Road
Rutland, VT 05701
facebook.com/terrorealm

WASHINGTON

KITSAP HAUNTED FAIRGROUNDS

1200 Fairgrounds Rd NW,
Bremerton, WA 98311
kitsaphauntedfairgrounds.com

NIGHTMARE AT BEAVER LAKE

2590 244th Ave SE
Sammamish, WA 98075
nightmareatbeaverlake.com

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