**Crypt** – An assortment of jail and dungeon themed events with a lot of gore; comprises two levels of the haunted house in which you use stairs to get between the levels.

* 1. Bus *(school bus or corrections bus)* 
     1. *Was very dark, contained strobe lights and mannequins of dead prisoners, interspersed with actual actors who jump at attendees*
  2. Control Panel
     1. *Usually had an actor screaming that a malfunction has occurred and pressing and pulling many levers. Immediately after this, there was another actor who would sort of manically roll around on the floor in a white insane asylum outfit.*
  3. Loud Box inside of Jail Cell
     1. *An elevated animatronic box would jump and convulse as if something were trying to break out of it.*
  4. Jail Cells with Foliage / Nets
     1. *Set up in almost a maze-like fashion with jail bars as the walls; groups often got split here and stalked by random actors who would squeeze between bars and bang on the bars very loudly; foliage and nets draped from the ceiling*
  5. Bodies Hanging in Meat Freezer
     1. *This included a strobe light effect and very heavy fog in a relatively small room. It looks like a freezer with pale metallic walls. It Occasionally included an actor jumping at attendees, but bodies hanging were the primary stimulus*
  6. Up the Stairs
  7. Transforming Portraits
     1. *Lining the wall were portraits of 18th and 19th century people which transformed to ghoulish creatures as you changed angles.*
  8. Secret Hatch
     1. *One portrait or window would drop and an actor would pop out of it.*
  9. Floorboards Move
     1. *As attendees walked down the hallway, floorboards would shift beneath their feet and give the illusion of instability*
  10. Large Monsters over Railing
      1. *These were animatronics and were like demonic monkeys in appearance.*
  11. Down the Stairs

**Delirium** – A trippy-themed section with bright neon colors painted on black surfaces in which attendees are given 3-D glasses while traversing to see clowns, giant insects, and other assorted visually sensation oddities.

* 1. Art Canvas
     1. *You entered a room through a narrow passage way guided by waist-high walls. The walls had fog and green lasers obscuring them, making it difficult to see where you were walking because . It had two characters with paint brushes working on canvases*
  2. Splatter Paint
     1. *There was neon pain splatter all over the walls which contrasted sharply with the black paint beneath it*
  3. Character Dancing on Raised Surface
     1. *Two Characters Danced on a Raised Surface almost dressed as go-go dancers*
  4. Get Glasses / Put on Glasses
     1. *Subjects were given 3D glasses by actors*
  5. Large Spiders
     1. *Large fake neon-colored spiders could be found on the walls and ceiling*
  6. Spinning Tunnel
     1. *Attendees are forced to walk on a catwalk through a neon spinning tunnel, reminiscent of space, which could be disorienting*
  7. Shaky floor / Bridge *to walk over*
     1. *Within this tunnel, the catwalk also had an unstable floor, making it difficult to walk on*
  8. Polka Dots *on black walls* 
     1. *You then entered a room in which a person dressed as the wall in a black body suit with polka dots, would jump out to scare people. Clowns also hung around this part.*
  9. Snake on Ledge
  10. Return Glasses

**Machine Shop ­**– A very mechanically-themed section with many loud, metallic, industrial clanging and jump-scares; mostly zombified workers. Many of the workers had red jumpsuits and various tools or laboring equipment.

* 1. Red Room
     1. *A man holding a large hammer, axe, or weapon charged at attendees from a dark room as they entered the section*
  2. Chainsaw
     1. *Typically a man with a chainsaw charged at attendees while they walked down a ramp outside. He would start the chainsaw and rev it, trying to hit them with it. It was associated with a gasoline smell and he would often yell threats about cutting people.*
  3. Air Guns
     1. *Static / Electricity Noises would sound off as air was shot at attendees legs. There were also animatronic bodies convulsing in the next immediate room, which appeared to be a morgue.*
  4. Paint Cans
     1. *An actor had three empty metal paint cans attached to a surface that they would loudly shake to make subjects afraid.*
  5. Table Saw with Hand
     1. *This again was outside, and had various mannequins and body parts on tables, almost as if they were being sorted by the actors working there. Some were being sawed off. This also included a fireplace with bones inside.*
  6. Walk Through Box *Up and down this small ramp, floor very unstable*
  7. Body parts hanging
     1. *This included limbs and organs hanging from the ceiling and a demonic character on a stage appearing to be practicing a ritual or mass of some sort.*
  8. Gate Drop from Above
     1. *An actor stood on top of an elevated platform and dropped a heavy metal gate just above attendees heads, making a loud crash right as you leave*
  9. Long Hallway with Strobes
     1. *This was a cell block hallway with very heavy fog and strobe lights; people often described the things that would pop out as dementor-like, from Harry Potter, however, other actors would also pop out of the many cell blocks.*

**Take 13** – A Hollywood themed section with assorted movie tropes (i.e., a noir detective event, an undead diva actress, studio equipment, etc.)

* 1. Man at a Typewriter
     1. *A reporter or writer or detective seemed to be typing away furiously and would occasionally stand in a jarring fashion and start questioning attendees. He was wearing an old suit.*
  2. Stage 6 Sign
  3. Tub / Shower
     1. *The tub or shower contained many bloody limbs, organs, and other body parts.*
  4. Dentist Chair
     1. *The dentist’s office featured an undead-looking dentist operating on a person and a skull comprised almost entirely of teeth.*
  5. Water Fountain
  6. Studio Mirror
  7. Lady in Red Robe
     1. *Dressed as an undead actress, she would follow attendees around the room, and occasionally talk to them. She sometimes had props, such as a stick or a hand fan.*
  8. Director’s Chair