Horror Hallway

**Summary:** Bored teenagers in Nebraska need something to do--so why not get scared? This maze of common fears is much more than just some Party City-bought Halloween game, though. Evil lurks within the building, and the operators are as mysterious as ever. They guard the doors to make sure only one person goes in at a time, and seemingly never sleep. In total there are six horror scenario rooms: spiders, haunted dolls, medical horror, clown and circus horror, zombies, and a butcher room.

**Location:** Rural Nebraska, far off from any cities. The closest town is a half-hour drive away and the main road leads off into a dirt road that will take you to the building.

**Time of Day:** Midnight. You are the first of your friends to enter the building as it opens for business at the stroke of midnight. It is October 2012, and it is chilly outside, but inside it is almost oppressively hot.

**History:** The ‘Haunted Hallway’ cropped up in the 1970’s and despite the wear and tear on it from the years, is still a popular attraction. The local kids make up rumors about the place and how it used to just be a hokey little maze with plastic skeletons and has gotten… Worse. The year is 2012 and people are genuinely scared of it. It’s a common dare at the local high school to prove yourself by going through the building, but recently something horrible has happened. As some jock tried to prove he was brave enough to win over a girl, the approximately 15-minute maze took him six hours. Outside, all of his friends waited and worried, with maze operators telling them that their strict policy of one person in the maze at a time could not be violated so they could not search for their friend. Finally, as the sun rose, Chad Fullerton emerged from the maze with countless scratches, bruises, and a dead look in his eyes. He has not spoken since. His parents are telling everyone he had a little nervous breakdown in the maze from the pressures of being an athlete and being in school, but there is something far more malicious than the pursuit of scholarly excellence and a college acceptance at work here.

**Inhabitants:** Local high school kids visit often along with some college students and young adults. The main inhabitants that are seen from the outside are two operators who collect tickets and money--along with patrolling the entrance and exit doors. They are brothers, or at least everyone assumes so based on how closely they resemble one another, and are surprisingly strong. They can hold back many teens when enforcing the “one person in the maze at a time” rule. Within the building, evil lurks. Spirits of the damned, haunted toys, reanimated corpses, insane butchers, and clowns seem to be real as they reach out and grab at you, tearing your clothes, but also seem otherworldly. They never seem to sleep either.

**Use:** To scare the living crap out of kids for money. Tickets are $20 each, a pretty steep price for such a shabby-looking building on the outside. On the inside, things are much more horrifically detailed. The property is owned by the operators and they generate their own electricity, so they’re essentially off of the governmental and banking grid when it comes to money. Nobody knows what they use the money they earn for.

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