THE
HAUNTED HOUSE

THE HAUNTED HOUSE

EXIT

PUMPKIN PATCH

HAUNTED HOUSE

DINING ROOM & LOUNGE

KITCHEN

IDA'S BEDROOM

NURSERY

DINING ROOM

HAUNTED HOSPITAL

MORGUE

ENTRANCE

GRAVEYARD

DUNGEON

THE HAUNTED HOUSE

The story of Ida Voider

Many years ago, long before the haunted house became a place of entertainment, there lived a young woman named Ida. She lived in the old house with her family, and according to the locals, she had a strange fascination with death. She collected old dolls, spoke to empty rooms and often claimed that she could hear the dead whispering her name.

Then, one stormy October night, Ida disappeared.

Some said she had died in the hospital. Others believed she had been murdered inside her own home. A few swore they had seen her wandering through the pumpkin patch, carrying a lantern and searching for something she had lost.

But everyone agreed on one thing.

Ida never left.

Those who entered the house after dark reported hearing a woman crying, doors slamming by themselves and a little girl's laughter coming from the nursery.

And every year, on the anniversary of her disappearance, the hauntings became worse.

Tonight, you are about to discover why.

THE
HAUNTED HOUSE

Please enter the Graveyard

THE HAUNTED HOUSE

Welcome, brave souls. You stand upon ground that has been cursed for many years. These graves belong to the people who once lived in the house beyond those gates.
But there is one grave you must never disturb.
Ida's.
She was once a beautiful young woman who lived in that house. Some say she was kind. Others say she was cruel. But on one dreadful night, Ida vanished, and nobody could explain what happened to her.
They buried an empty coffin beneath this very soil.
Every night, her spirit rises from the earth, searching for the person who took her life.
Look carefully at the graves around you. Some of those buried here have been dead for decades.
Others haven't been dead nearly as long as you think.

Whatever you do, don't answer if you hear a woman calling your name.
Ida has been waiting for visitors.

Find 4 words on flying monkeys to find where you must go next...

THE
HAUNTED HOUSE

You made it out of the graveyard...
but now must head towards the morgue...

Wait for your turn... or turn around... you may not come out alive...

THE HAUNTED HOUSE

The Morgue
You want to know about Ida?
The hospital records were sealed after the incident.
Ida was brought here on a cold October night. She was pale, barely breathing, and covered in strange black marks. The doctors declared her dead shortly after midnight.
Her body was placed on that table.
Her face covered with a sheet.
Then I heard something.
Three knocks.
From beneath the table.
Ida's body was gone.
Gone!
The doors were locked. The windows were shut. Nobody had entered or left the room.
But there was something on the table where her body had been.
A muddy handprint.
And beside it, written in blood, were five words:
'I AM NOT DEAD YET.'
We searched the hospital for days.
Then the nurses started disappearing.

Do the challenge in this morgue to enter the hospital and find out more about Ida.

THE
HAUNTED HOUSE

Great! You made it to the hospital.
This is your last chance to turn back.
Find the receptionist if this experience is too spooky for you- or you can continue...

THE HAUNTED HOUSE

St Mary’s Hospital

I was working the night Ida was admitted. I remember her clearly. She kept repeating the same words.
'They're coming for my baby.'
We thought she was delirious.
Ida had given birth only a few days earlier. Her baby had been taken away after the doctors claimed it had not survived.
But Ida refused to believe them.
She screamed that she could hear her baby crying.
Night after night, she begged us to take her home. She said there was something wrong with the hospital, that the doctors were hiding something.
Then, at midnight, every light in the building went out.
We heard footsteps running down the corridor.
A door slammed.
And Ida began to laugh.
Not a normal laugh. It was the kind of laugh that makes your blood run cold.
When the lights came back on, Ida was gone.
Someone claimed that she ran off with an empty blanket in her arms coddling it like a baby.
On the wall, someone had written:
'MY BABY IS WAITING FOR ME.'
I have worked here ever since, hoping one day to discover where she went.
But last night, I heard a baby crying from the old house.
And I saw Ida standing at the end of the corridor.
She was pointing at me.

THE HAUNTED HOUSE

Are you ready to enter the Haunted House?
Only if you are proclaimed alive can you enter. If not- you will have to stay at the hospital FOREVER.

THE HAUNTED HOUSE

The Nursery

Shhh! You'll wake the baby.

Oh… visitors. How lovely. Ida always enjoyed visitors.

This was her baby's room. She decorated it herself. Little bears, tiny blankets, a rocking horse. She would sit beside the cot every night and sing until her baby fell asleep.

But the baby never stayed asleep for long.

Sometimes I heard two voices singing. Ida's voice… and another voice answering from inside the walls.

After Ida disappeared, we locked this room.

We emptied out the whole room- threw everything away.

Yet every morning, the room was exactly as it had been before.

The cot was back.

The toys were back.

And the rocking horse moved all by itself.

Find the Silver Spoon in each room in the Haunted House.

THE
HAUNTED HOUSE

The Kitchen

Dinner is almost ready!
Oh, you're here for Ida's story? I remember that night very well.
She was convinced that her husband was keeping secrets from her. She had found letters hidden beneath the floorboards, and she was furious.
She prepared his favourite meal.
Roast meat, potatoes, and a beautiful pumpkin pie.
But when he sat down to eat, Ida noticed something missing.
Her baby's little silver spoon.
She asked her husband where it was.
He said he knew nothing about it.
Ida screamed that he was a liar.
Then she threw the entire dinner onto the floor.
The plates shattered. The candles went out. And the kitchen filled with a terrible smell.
The next morning, her husband was gone.
The family claimed Ida had murdered him.
But I know what I saw.
I saw him walk out of the kitchen.
And I saw Ida follow him.
She was carrying a knife.

"They say the knife was never found.
But sometimes, late at night, you can hear it being sharpened"

Find the Silver Spoon in each room in the Haunted House.

THE HAUNTED HOUSE

This was Ida's bedroom.
She used to be so beautiful. She would spend hours in front of that mirror, brushing her hair and talking about the wonderful life she would have.
After the baby was born, and she had come back from the hospital carrying a blanket which she thought was her baby.
She stopped sleeping. She stopped eating. She would stare at her reflection for hours.

The next morning, after Ida had died, the mirror still showed her standing there.
Sometimes, if you look into it long enough, you can see her too.

Find the Silver Spoon in each room in the Haunted House.

THE HAUNTED HOUSE

Dining Room/ Lounge
You're late. Ida doesn't like people who are late.
Please, take your seats.
This was where the family gathered for their final dinner together. Ida sat at the head of the table, her husband beside her, and an empty chair was always kept for the baby.
Nobody was allowed to touch that chair.
Nobody was allowed to speak about the baby.
But that night, Ida stood up and made a terrible announcement.
She said that someone in the family had stolen her child and someone had also lost her baby’s spoon
Her husband denied it.
Her husband called her mad.

And then Ida said something that silenced the entire room.
'If my baby is dead, then this family will learn what it means to lose everything.'
The candles went out.

She sat alone, rocking gently, staring at the empty chair.
And she whispered to her husband:
'Now you can be together.'

“Would you like to join us for dinner?
I'm afraid there is only one rule.
Once you sit down…
you may never leave.”

Find the Silver Spoon in each room in the Haunted House.

THE HAUNTED HOUSE

The witch Lair

Many years ago, Ida came to me. She was desperate. Her baby had disappeared, her husband had betrayed her, and nobody believed her.

She begged me to help her find her child.

I told her that magic always comes at a price.

She didn't care.

She wanted her baby back.

So I gave her a spell. A spell that would allow her to hear the voices of the dead and search for the child beyond the grave.

But Ida made one terrible mistake.

She spoke the spell before midnight.

And when the clock struck twelve, the magic took hold of her soul.

Her body died.

Her spirit remained.

And the curse bound her to the house forever!”

Ida returned to me one final time. She wanted me to break the curse.

I told her there was only one way.

She had to find the place where her baby had last been seen.

The pumpkin patch.

But the child was never there.

SHE KNOWS YOU ARE HERE!

Go to the pumpkin patch! Find out what happened to Ida's baby!

Find the Silver Spoon in each room in the Haunted House.

THE HAUNTED HOUSE

Once you have found the silver spoon in each room, you may proceed to the pumpkin patch.

You may finally leave the haunted house.

THE HAUNTED HOUSE

You made it to the pumpkin patch.
Few people ever reach this place.
This is where Ida was found, lying among the pumpkins, her hands covered in soil.
Beside her was a tiny silver spoon.
The same spoon that disappeared from the kitchen.
The police searched the patch for days. They found no baby, no husband, and no explanation.
But the farmers who worked here began to notice something strange.
Every October, one pumpkin would grow larger than all the others.
And every year, a tiny handprint would appear on its skin.
The pumpkin was never to be cut open.
Never to be moved.
Never to be taken away.
Because the last farmer who tried to destroy it heard a woman screaming from inside.
And the voice said:
'Give me back my baby!'

“You have heard my story.
You have walked through my home.
You have opened doors that should have remained closed.
And now…
YOU KNOW TOO MUCH.
I can never leave this place.
So why should you?“

“RUN!”

THE

HAUNTED HOUSE

RUN!!

HAUNTED HOUSE – DISCLAIMER, WAIVER & SAFETY WARNING

PLEASE READ BEFORE ENTERING

WELCOME TO OUR HAUNTED HOUSE! THIS EXPERIENCE IS DESIGNED TO BE SCARY, IMMERSIVE AND EXCITING. BY ENTERING, YOU ACKNOWLEDGE AND ACCEPT THAT THE EXPERIENCE MAY INVOLVE CERTAIN RISKS.

1. ASSUMPTION OF RISK

THE HAUNTED HOUSE MAY INCLUDE DARKNESS, UNEVEN SURFACES, CONFINED SPACES, SUDDEN MOVEMENTS, LOUD NOISES, FLASHING LIGHTS, SMOKE OR FOG EFFECTS, JUMP SCARES, FRIGHTENING CHARACTERS AND OTHER SPECIAL EFFECTS. THESE MAY CAUSE FEAR, ANXIETY, DISORIENTATION OR PHYSICAL DISCOMFORT.

2. INJURIES AND ACCIDENTS

PARTICIPATION IS VOLUNTARY AND AT YOUR OWN RISK. POTENTIAL RISKS INCLUDE, BUT ARE NOT LIMITED TO, SLIPS, TRIPS, FALLS, BUMPS, BRUISES, SPRAINS, CUTS, OTHER PHYSICAL INJURIES, PANIC, DISTRESS OR OTHER ADVERSE REACTIONS RESULTING FROM THE EXPERIENCE.

GUESTS ARE RESPONSIBLE FOR TAKING REASONABLE CARE OF THEMSELVES AND FOLLOWING ALL SAFETY INSTRUCTIONS. PLEASE MOVE CAREFULLY AND DO NOT RUN, PUSH OR ATTEMPT TO RUSH THROUGH THE ATTRACTION.

3. HEALTH AND AGE WARNINGS

PARENTAL DISCRETION IS STRONGLY ADVISED FOR YOUNG CHILDREN. THE HAUNTED HOUSE MAY NOT BE SUITABLE FOR INDIVIDUALS WHO ARE SENSITIVE TO FRIGHTENING ENVIRONMENTS, LOUD NOISES, DARKNESS, FLASHING LIGHTS OR SUDDEN SCARES. GUESTS WITH RELEVANT MEDICAL CONDITIONS OR CONCERNS SHOULD CAREFULLY CONSIDER WHETHER TO PARTICIPATE.

4. PERSONAL BELONGINGS

GUESTS ARE RESPONSIBLE FOR THEIR PERSONAL BELONGINGS. THE ORGANISERS ACCEPT NO RESPONSIBILITY FOR LOST, STOLEN OR DAMAGED ITEMS, SUBJECT TO APPLICABLE LAW.

5. RULES AND CONDUCT

DO NOT RUN, PUSH, HIT, GRAB OR TOUCH ACTORS.

DO NOT TOUCH, MOVE OR DAMAGE PROPS, SCENERY OR EQUIPMENT.

FOLLOW ALL INSTRUCTIONS GIVEN BY STAFF AND EMERGENCY PERSONNEL.

DO NOT ENTER RESTRICTED AREAS.

ANYONE BEHAVING DANGEROUSLY OR DISRUPTING THE EXPERIENCE MAY BE ASKED TO LEAVE.

6. LIABILITY AND INDEMNITY

BY ENTERING THE HAUNTED HOUSE, YOU ACKNOWLEDGE THAT YOU UNDERSTAND THE POTENTIAL RISKS ASSOCIATED WITH THE EXPERIENCE AND VOLUNTARILY CHOOSE TO PARTICIPATE.

TO THE EXTENT PERMITTED BY APPLICABLE LAW, THE ORGANISERS, VENUE, STAFF, VOLUNTEERS AND PERFORMERS SHALL NOT BE HELD LIABLE FOR LOSS, INJURY, DAMAGE OR OTHER HARM ARISING FROM PARTICIPATION, EXCEPT WHERE LIABILITY CANNOT LAWFULLY BE EXCLUDED, INCLUDING WHERE APPLICABLE IN CASES OF NEGLIGENCE OR WILFUL MISCONDUCT.

NOTHING IN THIS DISCLAIMER IS INTENDED TO EXCLUDE OR LIMIT ANY RIGHTS OR LIABILITIES THAT CANNOT LEGALLY BE EXCLUDED OR LIMITED UNDER SOUTH AFRICAN LAW.

7. RIGHT TO EXIT

GUESTS MAY REQUEST ASSISTANCE AND LEAVE THE EXPERIENCE AT ANY TIME IF THEY FEEL UNCOMFORTABLE, FRIGHTENED OR UNWELL. PLEASE ALERT A STAFF MEMBER IMMEDIATELY IF YOU OR ANOTHER GUEST REQUIRES ASSISTANCE.

8. ACKNOWLEDGEMENT

BY ENTERING THE HAUNTED HOUSE, YOU CONFIRM THAT YOU HAVE READ AND UNDERSTOOD THIS WARNING, THAT PARTICIPATION IS VOLUNTARY, AND THAT YOU AGREE TO FOLLOW ALL SAFETY RULES AND INSTRUCTIONS.

FOR GUESTS UNDER 18, A PARENT OR LEGAL GUARDIAN SHOULD REVIEW THE RISKS AND PROVIDE ANY CONSENT REQUIRED. A PARENT OR GUARDIAN'S SIGNATURE DOES NOT AUTOMATICALLY WAIVE A MINOR'S LEGAL RIGHTS.

👻 ENTER IF YOU DARE!

THE SCARES ARE PART OF THE FUN. YOUR SAFETY REMAINS OUR PRIORITY.

ORGANISER: PRETORIA YOUTH THEATRE / TSHWANE CHILDREN'S THEATRE