



# Dinner at Raven's Mansion

An Adult Dining Experience

For the Disney-MGM Studios or Downtown Disney

Michael Brister

Fantasmic Stage Technician, Disney-MGM Studios

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# *Dinner at Raven's Mansion*

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## Overview

This is a proposal for a new adult-oriented theatrical dining experience at the Disney-MGM Studios or Downtown Disney. This document has been prepared with the Disney-MGM Studios specifically in mind.

The theme of the attraction is a dinner invitation from a 1950's "B" horror and science fiction movie Director at his Hollywood Hills mansion. The attraction is a mix of tongue-in-cheek humor and thrills.

This experience is designed for guests over 10 years of age and is a separate ticketed venue. The ticket price includes dinner and the entertainment, which will last about one and a half to two hours on average. The tickets will give guests a specific time to start their experience similar to a reservation. These times will begin every half hour between 5pm and 10:30pm.

The entertainment portions of this experience are divided into 4 basic sections: a live preshow performance featuring intense special effects, an interactive exploration area, a dinner show, and an automated finale presentation.

The project will most likely need to be a joint initiative of WDW Entertainment, Walt Disney Imagineering, WDW operations, and WDW Food and Beverage.

## Dinner at Raven's Mansion

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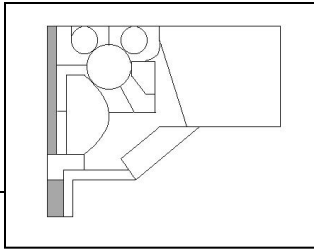
Story

The year is 1959 and you are now trapped in the scariest place on Earth: Hollywood, California...

You have been cordially invited to the lush Hollywood Hills home of the famous 1950's horror and science fiction movie Director, Arthur Raven. The same man that brought you such unforgettable films as *Attack of the 50 foot Librarian* and *Vegetarian Vampires from Venus* now invites you to try and survive an evening of dinner and horror in his mysterious mansion. Legend has it that his home once belonged to an evil magician (who also happened to be a mad scientist) and that it is now haunted with many malevolent creatures and spirits. The same spirits that have served as inspiration for such classic Raven films as *Curse of the Mummy's Mommy* and *The Monster that ate Des Moines*.

Can you survive the night? Join him tonight for a horrifying adventure and a delicious meal. It promises to be a night you won't forget... provided you live through it.

[Insert maniacal laughter here.]

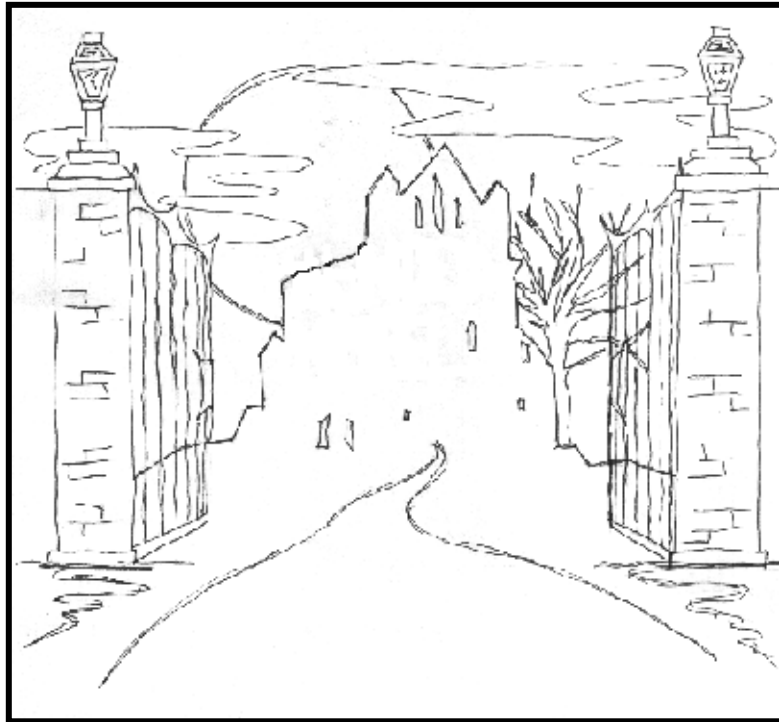


## Scene 1 – Front Door

Guest entrance

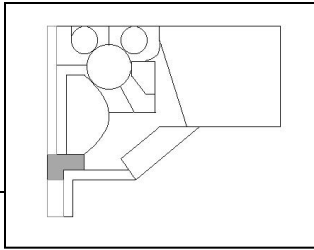
Guests enter the mansion by one of two separate entrances. One is from inside the park while the other is outside the front gate.

**Front Gate Entrance** – Located about halfway between the boat dock and the front gate, this entrance is used by guests who are not visiting the Disney-MGM Studios theme park for the day. This entrance is decorated like a large gothic brick and iron gate. Beyond this gate is a short tunnel which passes beneath the berm and then directly into the check in room. Guests seeking tickets, reservations or more information on the experience can get them at a podium stationed outside the gate. Guests with tickets continue on to the check in.



**Internal Entrance** – This entrance is themed in a similar manner to the external one but is located about halfway down the queue line for Fantasmic. This entrance is exclusively for guests who have already purchased tickets. Guests who are seeking tickets, reservations, or information can get them at any location where park tickets are sold or where priority seating arrangements are made. This entrance connects to a long hallway which also ends at the check in room. This hallway is decorated with posters for movies made by Arthur Raven such as *It Came from the Tool Shed*, *The Toe*, *The Platypus People*, and *Ninja Cyborg vs. The Ice Weasel*. Note: Guests using this entrance will be forced to exit the park upon completion of their experience. A hand stamp is provided at check in. A valid park ticket and hand stamp will be required to re-enter the park after exiting the mansion.

**Technical Facts** – The external entrance will make use of the tunnel originally constructed for use with David Copperfield's Magic Underground.



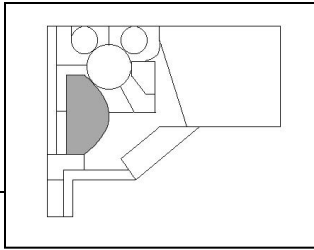
## *Scene 2 - Foyer*

Guest check in

This scene is where both entrances come together. This room is themed to look like a grand foyer for an old mansion complete with marble floor, columns and a large chandelier. There are no windows in this room. There are a few benches and small tables with lamps or plants. On the wall between the two entrances is a very large Grandfather clock. At the other end of the room is a podium where guests turn in their tickets and receive a pager which will let them know when their dinner table is ready. Guests from the park can also get a hand stamp for re-entry at this location.

Every 30 minutes, the clock will chime. This chime lets guests know that it is now time for them to enter the Library and begin their evening.

**Technical Facts** – The clock chime will actually occur at 15 and 45 minutes after each hour.



## Scene 3 - Library

Preshow

This room is themed as a large, 2 story library. The room is shaped like a half circle with a half dome of glass on top of it. The upper half of the room consists of large windows while the bottom half is bookshelves. At the base of the circular side of the room is a large fireplace and above it, there is a large painting of Arthur Raven above the mantle. The center of the room is decorated with various pieces of furniture including a grand piano.



Guests enter and wait on the flat wall side of the room.

While entering, a Streetmosphere character dressed as a housekeeper or servant is entertaining guests with stories and jokes about the house, Arthur Raven, and his movies. As all the guests enter and the doors close, the preshow begins with the Streetmosphere exiting and another "Host" performer dressed as a Butler or other "Head of the House" entering. This host enters on the second floor and is actually standing on a small walkway which is directly on top of the bookcases and in front of the second story windows.

HOST (from 2<sup>nd</sup> story area above bookcases): "Good evening, honored guests. My name is [particular character's name] and I am the Head or the Household here at Raven's Mansion. Master Raven has been a bit detained but hopes to see you later tonight. Until then, I will be your host for this evening of delicious dining and absolute terror."

[Thunder and lightning as lights go out briefly. As they come back on, it is darker and most of the lighting is focused on the host and the painting.]

HOST: "Let me tell you a little bit about the history of the man that has invited you here this evening. This is Arthur Raven." (host points to painting) "Master Raven is the greatest horror movie producer and director the world has ever known."

[Storm clouds begin to swirl above the glass dome. Thunder and lightning begin to increase. The player piano begins softly playing an underscore which is both tense and mysterious.]

HOST: "Some of his more famous films include *Attack of the 50 foot Librarian*, *Vegetarian Vampires from Venus*, *Curse of the Mummy's Mommy*, and my personal favorite, *The Monster that Ate Des Moines*. Perhaps you've seen a few of them? Absolutely terrifying... The inspiration for many of those films came from the very house you are standing in right now. Many say this place is truly haunted."

[A few books levitate out of the bookcases, fly across the room and land in the shelves on the opposite side.]

HOST: "I personally don't believe it. This mansion was built many, many years ago by a dark and mysterious fellow named... Bob. He preferred to be called 'Bob, the dark and mysterious one'. Anyway, he was a magician by trade and a mad scientist by hobby. At night, he would put on the most horrifying performances for his guests on the courtyard stage behind the mansion. This is a tradition we will continue tonight as you are entertained by the bizarre and unusual in our little outdoor theater – weather permitting, of course."

[Loud thunder. Lighting strikes the dome of the room. The light bulbs in the lamps on the first floor explode and go out. The room is now lit entirely by the fire and windows. Piano music becomes hurried and tense.]

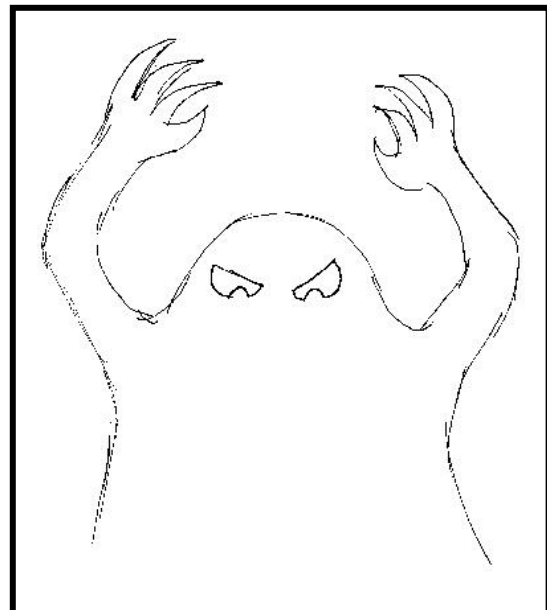
HOST: (speaking up over the storm and piano) "Oh yes, I have one final warning for you. Beware of the monsters that live on these haunted grounds."

[A large dark silhouette begins to rise from behind the windows and up towards the dome. As it rises, the entire area of the 2<sup>nd</sup> story windows is blocked out.]

HOST: (not noticing the monster)  
"We have lost more than one guest to unexpected visitors from beyond and we'd prefer not to lose anymore."

[The dark silhouette is now above the dome. Two arms with large hands stretch out across the roof. Eyes suddenly open on the black mass and look down at the people inside the room.]

MONSTER: "Dinner!"

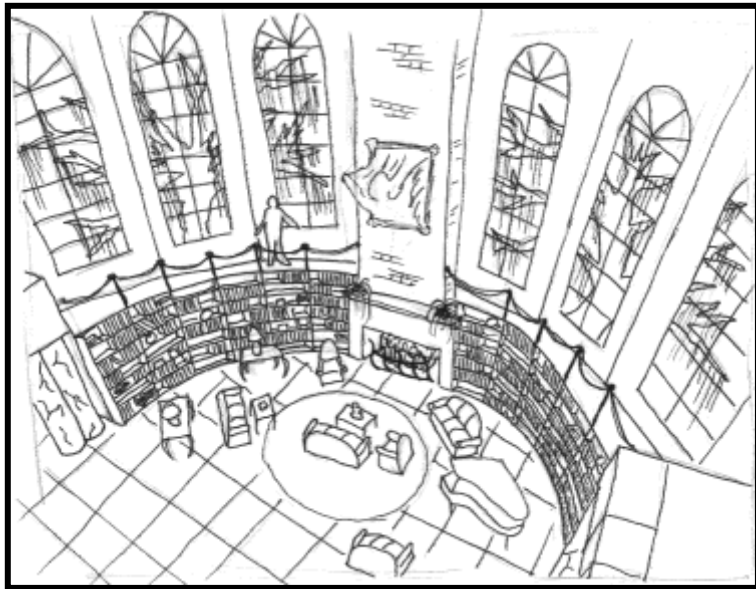


[The monster swings it's arms back and then smashes it's fists into the dome glass. The glass shatters and begins to fall as the entire room falls into darkness. The fireplace goes out as guests feel some amount of water from the smashed ceiling fall onto them. The room falls silent and totally dark for several seconds.]

HOST VOICE: (echoing throughout the room in the dark) "Stay together and you just might survive Dinner at Raven's Mansion."

[Suddenly the painting is lit up and the canvas begins to stretch forward as though Raven were reaching out to grab the guests. Then, the fireplace flares into a large plume of fire. As it subsides, the painting and ceiling are returned to normal. The lights in the room return to the condition they were in when the guests entered and the storm is settled. The Host is no longer in the room. After a brief pause, the exit doors open into the hallway to the rotunda.]

HOST VOICE: "For those of you still with us, please proceed through the doors to your left. Thank you."



[As the guests are exiting, the monster can be seen barely peeking over the edge of the dome down at the guests again.]

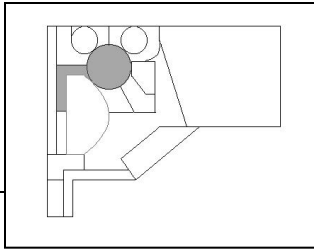
**Technical facts –** The fireplace contains real fire created using natural gas lines and igniters.

The stretching painting is accomplished using spandex or other stretchable material as the "canvas" surface. An mechanical figure or performer then pushes on the back of the material to produce the effect. This could also be further enhanced by projecting the "painting" onto the surface.

The stormy sky, monster, and breaking glass are accomplished using back projection. The entire dome and upper windows are actually back-projected video screens.

The flying books need not be anything more complicated than wires with careful lighting and the exploding lamps are small strobes in the lamp shades.





## Scene 4 - Rotunda

Waiting area

This room is a large area where guests wait for their pagers to activate, signaling them that it is time to be seated. This room is a large rotunda with some windows in the dome above. Through the windows, it appears to be nighttime and cloudy. There is occasional lightning and thunder but no rain.

The rotunda has nine doors leading into and / or from it:

1. Exit from Library preshow area
2. Raven's Office
3. Greenhouse
4. Mirror room
5. Music room
6. Laboratory
7. Entrance to Dining Area
8. Men's restroom
9. Women's restroom

In between those doors are posters, wax statues, and props from various Raven horror movies like *The Thing Under the Sofa-bed*, *The Haunted Farm*, *The Evil Kitten*, *Mutant Wax Zombies from Jupiter*, *I Was a Teenage Sea Serpent*, *The Blood and the Dipping Sauce*, and *Corridor of Hallways*.

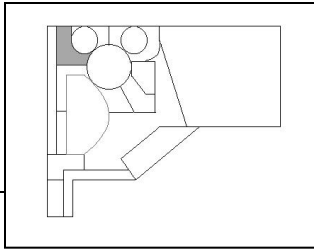
Next to the door leading to the dining area is a podium where guests turn in their pagers once activated and then get seated. During the 15 to 30 minute wait time for seating, guests are invited to explore the various open rooms in the rotunda.

As guests enter this area, they see the Butler from the preshow standing on a small round platform in the center of the room.

HOST: "Right this way everyone. Please join us in the heart of the mansion: the rotunda. As you wait to be seated for dinner, please feel free to explore some of our more exotic rooms and get a look into the twisted mind of Master Raven. Here you will find Raven's office where he keeps some of his more frightening souvenirs from his films. Or perhaps you would like to take a stroll through the greenhouse where the vegetables are the meat-eaters. Or maybe you would rather enjoy the music room. Here the instruments need no players. There is also the room of mirrors where things are not always a reflection of reality. Finally, you can brave a trip to the laboratory but I would be careful what you touch in there. Feel free to browse as much as you like. When your dinner is ready and your pager begins to flash, please proceed to the podium to my left and have a pleasantly horrible evening."

**Technical Facts** – The doors to library are automated and are for use as an entrance to the rotunda from the library only. The door to the dining area is opened by the seating host when it is time to let guests in. All of the doors to the five exploration rooms are permanently open.

The storm special effects in this area are achieved solely with audio, lighting and strobes.



## Scene 5 - Raven's Office

Interactive room #1

This room is a fairly small area which is themed as a combination of an office for Raven and a screening or editing room for his movies. This room is mostly decorated with posters and large props. There is also a large pile of papers and drawings on his desk which include scripts and designs for his movies.

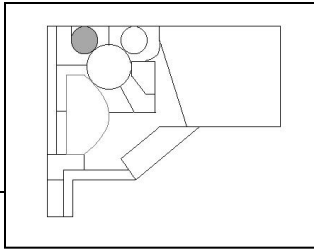
This room is an interactive playground with various automated gags. Some of these gags are triggered by guests actions while others are on timers. Some possible gags for this room include:

**Moving movie posters** – These are posters which are actually back-projections. From time to time the posters will either change or become briefly animated.

**Giant squid** – This is a large prop “giant squid” which covers most of one wall and part of the ceiling. Every once in a while, the squid will give guests a brief scare when it suddenly moves its tentacles. It can also move it’s giant eye occasionally.

**Wax statue monsters** – These are large life-size wax statues of different movie monsters. They can engage in various activities including brief animation, speaking, moving eyes, or even subtle “breathing” effects.

**Talking robot** – This is a large 1950’s science fiction styled robot. This robot can be remote controlled by a performer or technician and actually speak interactively with the guests. When not being operated, it can light up and repeat recorded phrases at random.



## Scene 6 – Greenhouse

### Interactive room #2

This is a glass-walled room which is themed to look like a round, domed greenhouse. Through the glass wall and ceiling, it appears to be night and it could be raining from time to time on the glass (with real water). This room is mostly decorated with unusual plants.

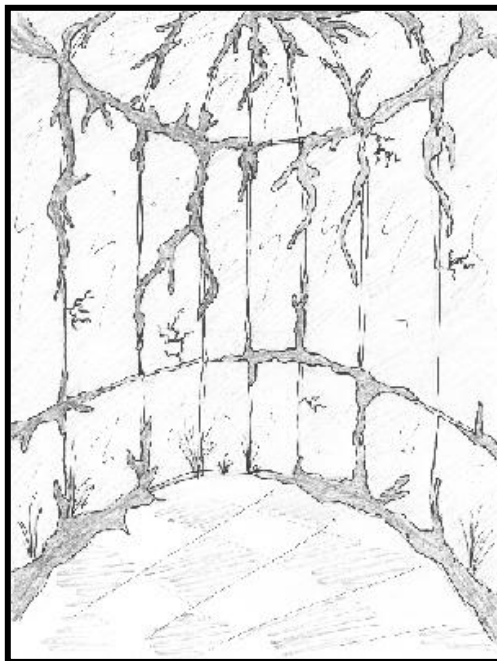
This room is an interactive playground with various automated gags. Some of these gags are triggered by guests actions while others are on timers. Some possible gags for this room include:

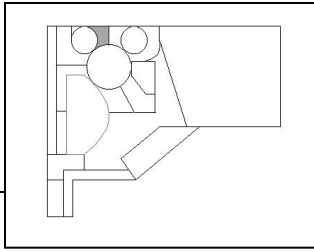
**Singing plants** – This is a small group of “Venus fly trap” type plants which occasionally break out into animated song. They would sing various harmonies for brief periods of time.

**Motion tracking plants** – This is a large plant which might look similar to a sunflower and may have “cartoon-like” eyes. It would be controlled by a tech to follow guests as they move about the greenhouse.

**Hissing teeth plant** – This is a brief scare gag. This would be a small plant which looks innocent but has a hidden mouth with teeth. As guests get close to it, it will suddenly open it's mouth and hiss before returning to it's original innocent looking form.

**Descending vines from ceiling** – The greenhouse is partially overgrown with vines that extend up and around the ceiling. Every once in a while, several vines will suddenly extend from the ceiling and down onto the guests for a quick scare before retracting back out of reach.





## Scene 7 – Mirror Room

Interactive room #3

In this small room, guests will see a red velvet walls with many mirrors mounted on them. All of the mirrors are different shapes, sizes and styles but they all have ornate gold frames. While many of the mirrors are normal, some seem to have magical properties.

Some possible gag mirrors for this room include:

**No reflection mirror** – This mirror is actually a glass window which looks into an exact duplicate of the mirror room. This gives the illusion of looking into a mirror that no person is reflected in.

**Upside down mirror** – This is a mirror with a specially warped surface which causes the reflection to be presented upside down.

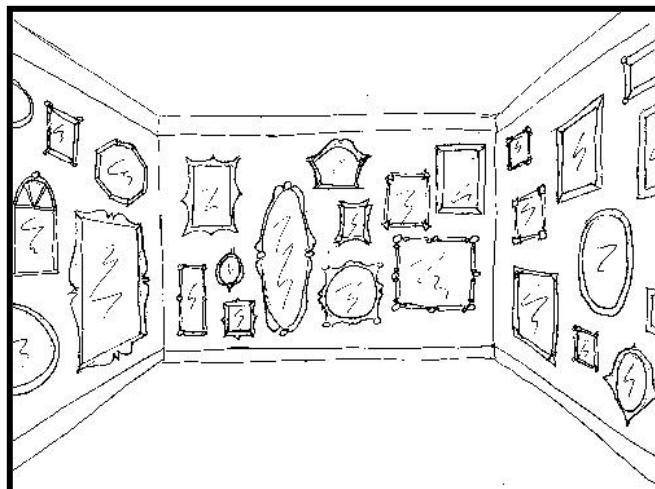
**“Behind you” mirror** – This mirror is actually a video display which show the guests a “reflected view” from a hidden camera located in the wall behind them.

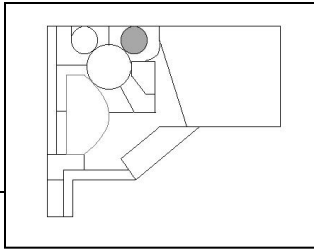
**Ghost face mirror** – This mirror has ghostly faces located behind it which are invisible normally. As light is faded up behind the glass, the “ghost” image becomes faintly visible.

**“Above you” mirror** – This mirror is another video trick like the “behind you” mirror except that the camera is located in the ceiling this time.

**Wavy warping mirror** – Several mirrors in this room may also have warped images like a funhouse.

**Time delay mirror** – This is another video trick except that the camera is actually located in the frame of the mirror. The “reflected image” from the camera is time delayed so that the reflection moves slightly after the real person.





## Scene 8 – Music Room

Interactive room #4

The music room is another round room with a dome but there are no windows in this room. It is decorated with a variety of musical instruments which seem to take on a life of their own.

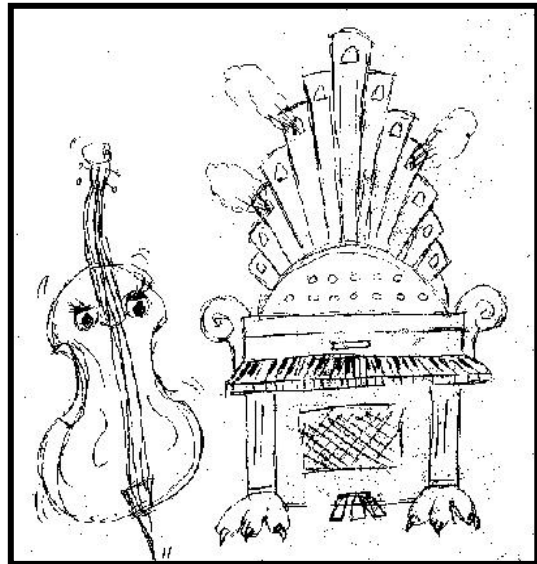
This room is an interactive playground with various automated gags. Some of these gags are triggered by guests actions while others are on timers. Some possible gags for this room include:

**Bouncing keys marimba** – This is a large marimba that sounds like it is being played even though there is no player. Although there are no mallets, the keys bounce up as though they are being struck anyway.

**Pipe organ** – The largest prop in the room is a small pipe organ which covers most of the wall. This organ plays scary music by itself every few minutes and emits smoke from the pipes as it plays.

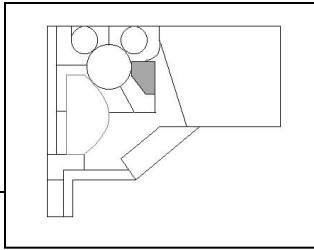
**Fiber optic harp strings** – This is a harp which also seems to play itself. In this case, however, the strings are fiber optics and glow different colors as each string is “played”.

**Moving string bass** – This string bass is an animated prop (possibly with a face) which bounces and contorts to the music it plays.



**Weird noises percussion** – These are various percussion pieces that the guests can try to play. The trick is that each percussion instrument makes a sound that is associated with a different instrument. For example, hitting the snare drum might make the sound of a castanet.

**Full symphony** – While each of the instruments listed above will perform separately from time to time, they will all join together to play short pieces once in a while.



## *Scene 9 - Laboratory*

Interactive room #5

This room is the “mad scientist” room in the mansion. It is filled with all kinds of bubbling chemical experiments, jars of weird animal specimens, and electrical machines.

This room is an interactive playground with various automated gags. Some of these gags are triggered by guests actions while others are on timers. Some possible gags for this room include:

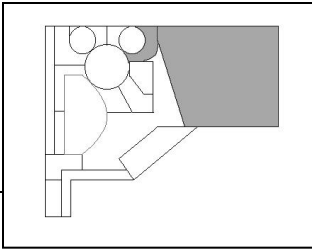
**Bubbling chemistry set, color changes** – These are tubes and test tubes of colored “chemicals” which bubble, spit, smoke, and change colors.

**Van de Graff generator, Jacobs ladder, Tesla coil** – These are various classic 1950s science fiction electrical devices which spark and buzz. Guests can also feel their hair rise from static by touching the Van de Graff generator.

**Talking skulls** – These are a couple of skulls located on a nearby shelf which occasionally come to life and begin talking to each other. They might do short “Abbott and Costello” style comedy routines. These might also be taken over remotely by hidden performers.

**Moving jars of formaldehyde** – These are jars located on the shelves which appear to contain dead specimens of weird looking creatures. Once in a while some of these creatures could suddenly move or stir in their jars.

**Rabid rodent** – This is a small dark cage in the corner of the lab. It is very difficult for guests to see what is inside it but they can see some movement in the back of it and maybe hear some sounds. If they get too close to the bars, a scary rodent of some kind will suddenly jump forward and screech at them before quickly returning to the dark.



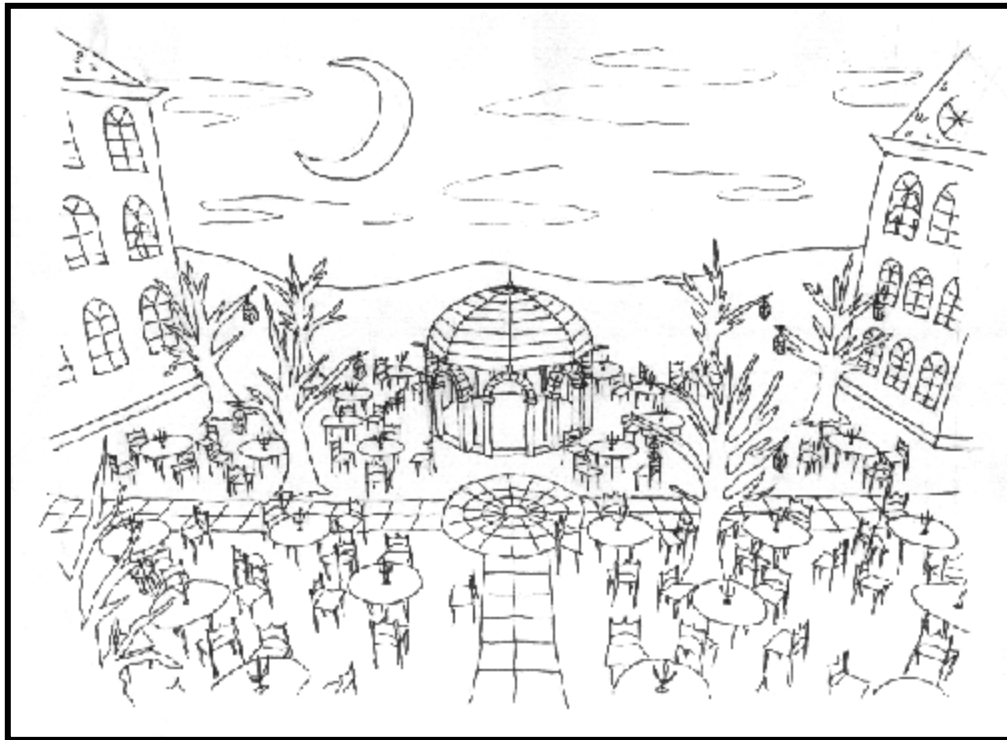
## *Scene 10 – The Courtyard*

Dinner seating area

Once guests pagers are activated, they move to the podium and are taken to their seats for dinner. These seats are located at tables in a large room themed to look like the outdoor courtyard of the mansion. Half of the walls of this room are themed to look like the outside of the mansion while the other walls and the ceiling look like the nighttime sky. In the middle of this area is a gazebo with a piano in it. There are also several bare trees. The guests tables are placed randomly throughout the area among the trees and some are located on what appear to be porches for the mansion. The center part of the mansion exterior looks like a large outdoor stage and all of the tables have a clear view of it.

Each half hour, a variety act of some sort will perform on this outdoor stage. This is dinner entertainment from the host, Arthur Raven. These acts will tend to be of an unusual or mysterious nature such as magicians, contortionists, sword swallows, or fire breathers.

Between these acts, Streetmosphere characters depicting house staff or “unusual guests” will wander through the tables and greet the guests. Sometimes, guests will also be treated to a piano player in the gazebo. For added effect, the piano player may sometimes be accompanied by a mysterious orchestra that no one can see.





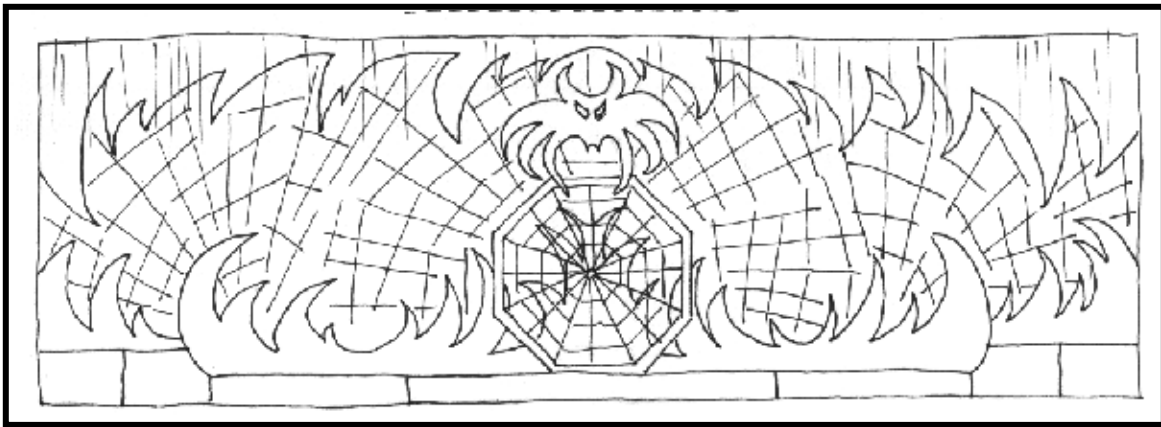
There will also be several environmental gags in this room which will activate randomly between acts. All of these gags are on timers and may include:

**Projection windows** – These are windows in the mansion which have light behind them and shadows of people. They are actually video projections. Some of the projections might include events like a human shadow turning into a wacky alien, a shadow of a person petting a kitten that turns into a tiger and chases them away, or a shadow that keeps “morphing” from one human body style to another.

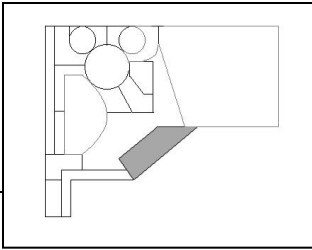
**Singing trees** – The bare trees located throughout the room may have hidden animated faces in them which appear occasionally and break out into a group song.

**Raven** – As a tribute to the Haunted Mansion at Magic Kingdom, the raven character from the attraction could also be sitting in one of the trees or on part of the house.

**Animated moon** – This could be a projection or moving light which depicts the moon. From time to time, it could animate unusually like bouncing off of the horizon or having a face for short periods of time. This might best be accomplished using an Icon-M moving light from LSD Lighting.



**Sample of possible stage show set.**



## Scene 11 – Trophy Room

Finale

Guests are welcome to stay for dinner as long as they like. This should typically be between an hour to an hour and a half. Once finished, guests proceed to the exit where they are let in every 10 to 15 minutes.

Once inside, guests are in a room which is decorated like a hunter's trophy room. There are large animal heads located on the upper areas of the walls. Some of these heads are also of mythological creatures, aliens, monsters, and possibly even famous humans. In the lower part of the room, there is wood paneling on the walls except for the far end where a large movie screen is located. There is a small projector on a table on the other end and a few small pieces of furniture.

As the doors close behind the guests, an Operations host informs the guests that their host, Arthur Raven has a personal 'goodbye' message for them and starts the projector.

[The film begins with a shot of Arthur Raven seated at his desk in his office. As he begins to speak, the camera begins a slow zoom in on him. Raven is a man who is reminiscent of a combination of Vincent Price and John Waters.]

RAVEN: "Good evening, guests. I hope you had a simply horrifying time this evening."

[An alien tentacle drops across Raven's desk. He pulls a meat cleaver out from his desk drawer and chops as the tentacle pulls away out of the shot. The cleaver remains stuck in the desk top.]

RAVEN: "I know I did. In fact, I apologize for my absence but I've had some minor issues to deal with in preparing for my next film."

[An explosion appears to happen somewhere off screen causing bright lights and wind. Raven's toupee briefly blows out of place. He does not flinch but slowly turns and looks in the direction of the explosion.]

RAVEN: "See what I mean?" (to someone off camera) "Do you mind?" (he turns back to the guests) "Anyway, now that you've had a chance to tour my little house of horrors, I hope you have a better feel for the inspiration – the spirit, if you will – for my movie creations."

[The animal heads in the trophy room slowly begin to turn and look at the guests below.]

RAVEN: "Those of you who have survived have my congratulations and thanks for being my guests. For those of you who did not..." (placing hand over mouth) "Whoopsie! My bad. Oh, and one more thing." (scarier tone of voice, begins to stand up)

[The projector begins to make broken mechanical noises which get continually worse. Sparks begin to shoot out of the projector and the lights start to flicker.]

RAVEN: “Everyone who has ever been to this mansion becomes a part of it forever. No one really ever leaves. A part of Raven’s Mansion will always be with you!”

[The projector sparks and dies. All the lights in the room go out.]

RAVEN VOICE: (echoing all over the room) “Remember... We’re watching you.”

[All around the guests, wax-like movie monsters appear side by side where the walls previously were. They are lit from below. These monsters’ eyes and the eyes of the animal heads in the darkness above are all glowing red.]

RAVEN VOICE: (loud echoing, maniacal laughter moves around the room for several seconds. Suddenly his voice returns to normal.) “Oh, just kidding.”

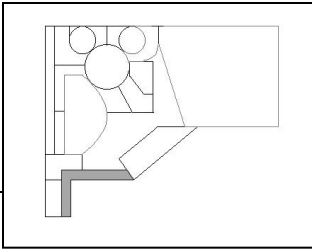
[The lights return to normal suddenly. At the exact same moment, the monsters and eyes vanish. The exit doors then open up.]

Guests are led out by operations host.

**Technical facts** – The projection on the screen is actually video from a hidden source, possibly back projected. The mechanical projector is fake and contains strobes for the sparks.

The animal heads are simple animated figures.

The wax monsters in the walls are actually located behind metal scrims painted to look like wood paneling.



## Scene 12 - Exit Hall

Guest exit

After exiting the trophy room, guests return to the tunnel between the building and the front gate area of the park. All guests, regardless of whether they entered from inside or outside the park are exited into the front courtyard at the park front gate area.

Guests with tickets and hand stamps can re-enter the park at that time if it is still open.

