

Storyland  
STUDIOS

DESIGN CHALLENGE

# AURORA COVE

CREATED BY:

DAVID FERTIK + ALEX MCCORMICK



"IN THE NEON-TINGED  
RAIN, REFLECTIONS  
OF WHO WE WERE  
MEET THE REALITY  
OF WHAT WE'VE  
BECOME."

-William Gibson, from "Neuromancer"





## OUR MISSION



IGNITE THE **SPIRIT OF ADVENTURE** AND  
EXPLORATION, FOSTERING A **COMMUNITY OF**  
**EXPLORERS** THROUGH UNPARALLELED  
NARRATIVE IMMERSIVE EXPERIENCES AND  
CUTTING-EDGE TECHNOLOGY.





## IMMERSIVE WORLDS

I've always been captivated by the magic of creating worlds that audiences can step into and experience firsthand. As a kid, I built Lego cities populated with GI Joe action figures and Hot Wheels cars. This passion evolved into a love for theatre, and in 2008, while attending a production of *Noises Off*, I had a revelation: **why not make the audience an integral part of the story?** This idea led me to explore immersive theatre, where productions like *Sleep No More* and *Natasha, Pierre & The Great Comet of 1812*, along with immersive environments like Walt Disney World and Meow Wolf's *Omega Mart*, fueled my desire to create spaces where **stories come alive and guests become part of the adventure.**

- David Fertik





## IDEA BACKSTORY



The idea for Aurora Cove has been simmering for years, sparked by our love for pirates and the gritty allure of cyberpunk. Blending the swashbuckling excitement of *Pirates of the Caribbean* with the neon-drenched aesthetics of *Blade Runner*, it was a concept waiting for the right moment to come to life. What excites us most is the potential to craft a living, breathing universe - like an open-world video game - where every visit offers a new adventure, every corner hides a new secret, and guests continually discover fresh layers of the narrative.

**Aurora Cove isn't just an experience; it's a community, a living story that evolves with every visit, offering endless possibilities for exploration and discovery.**





aurora  
cove

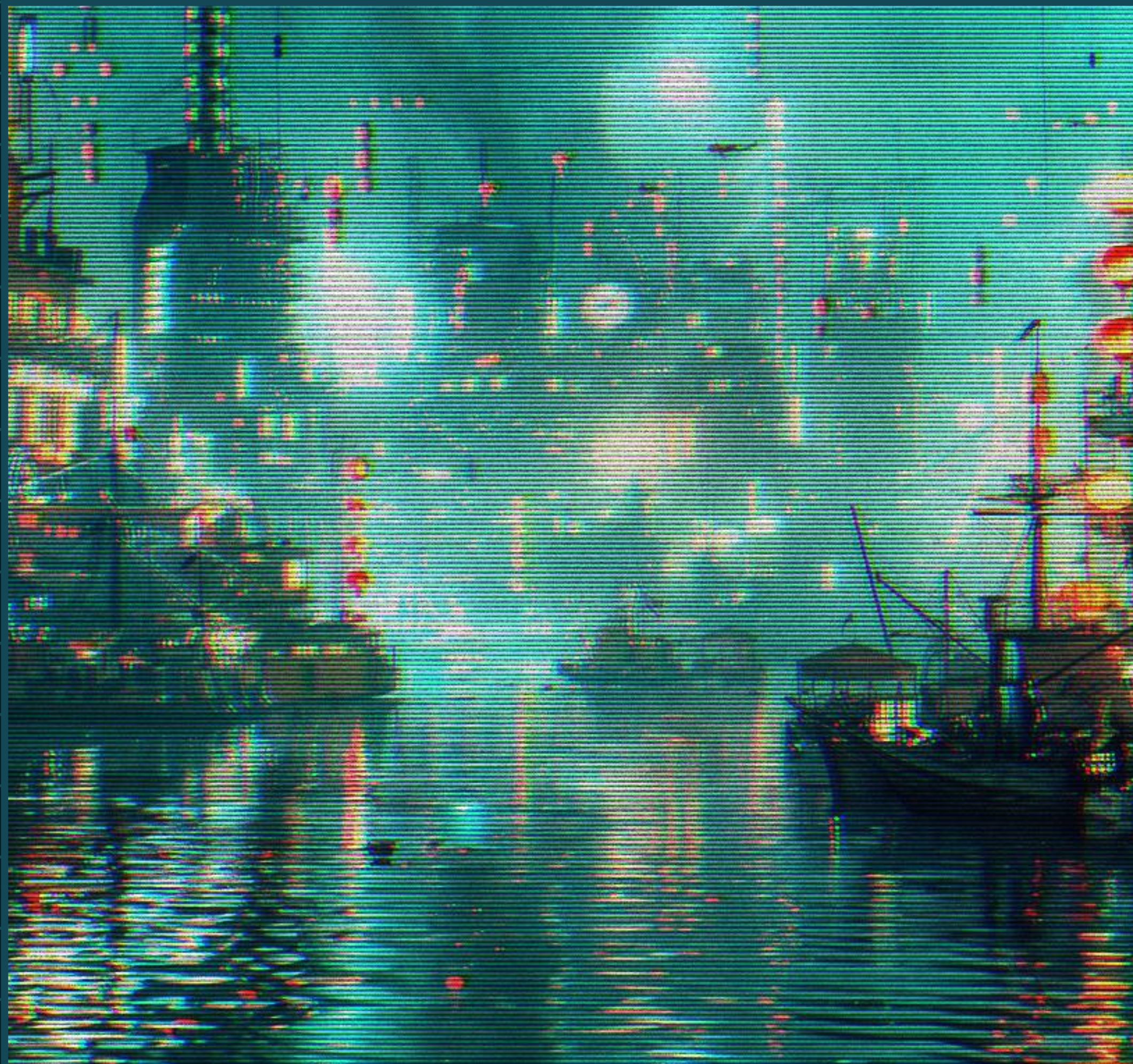


# THE STORY





## LOCATION BRIEFING



**Location:** Blackout Zone, one of the Seventy Seas

**City Name:** Neo Kingston

**Founder + SEA-E0:** The Guv'nor

**Societal Structure:** Technocratic Reign

In the distant year of 2054, a minor meteor entered Earth's atmosphere and struck the polar ice caps. As they crumbled, the world flooded, shrinking the remaining land mass to minor archipelagos. Most were content to just survive but that wasn't enough for everyone...

An enigmatic zillionaire known as "The Guv'nor" engineered a city for those adrift on the Seventy Seas, dubbing it "Neo Kingston." He divided the city into districts, granting authority to each of his Technocrat subordinates to rule over their section. Those with no better choice came to Neo Kingston to be ground under the heel of the Guv'nor's cronies or the Guv'nor himself.





## WELCOME TO THE COVE

Aurora Cove is a neon beacon of hope here in the Blackout Zone. Reconstructed from an old fort hidden in a flooded cove, this is the base of the Pirate Armada led by the most fearsome Captains to sail the Seventy Seas: Captain Ghostbeard, the Northwind Twins, Flotsam Jack, and Ash, The Musketeer. They've united against their common foe, The Guv'nor, and his lapdog Hamish Turncoat. It's here that the Captains train their crews to strike out at Neo Kingston with everything from cutlasses to canons, and even the Net. The hope of the Blackout Zone is bright indeed.





# THE PIRATE CREWS



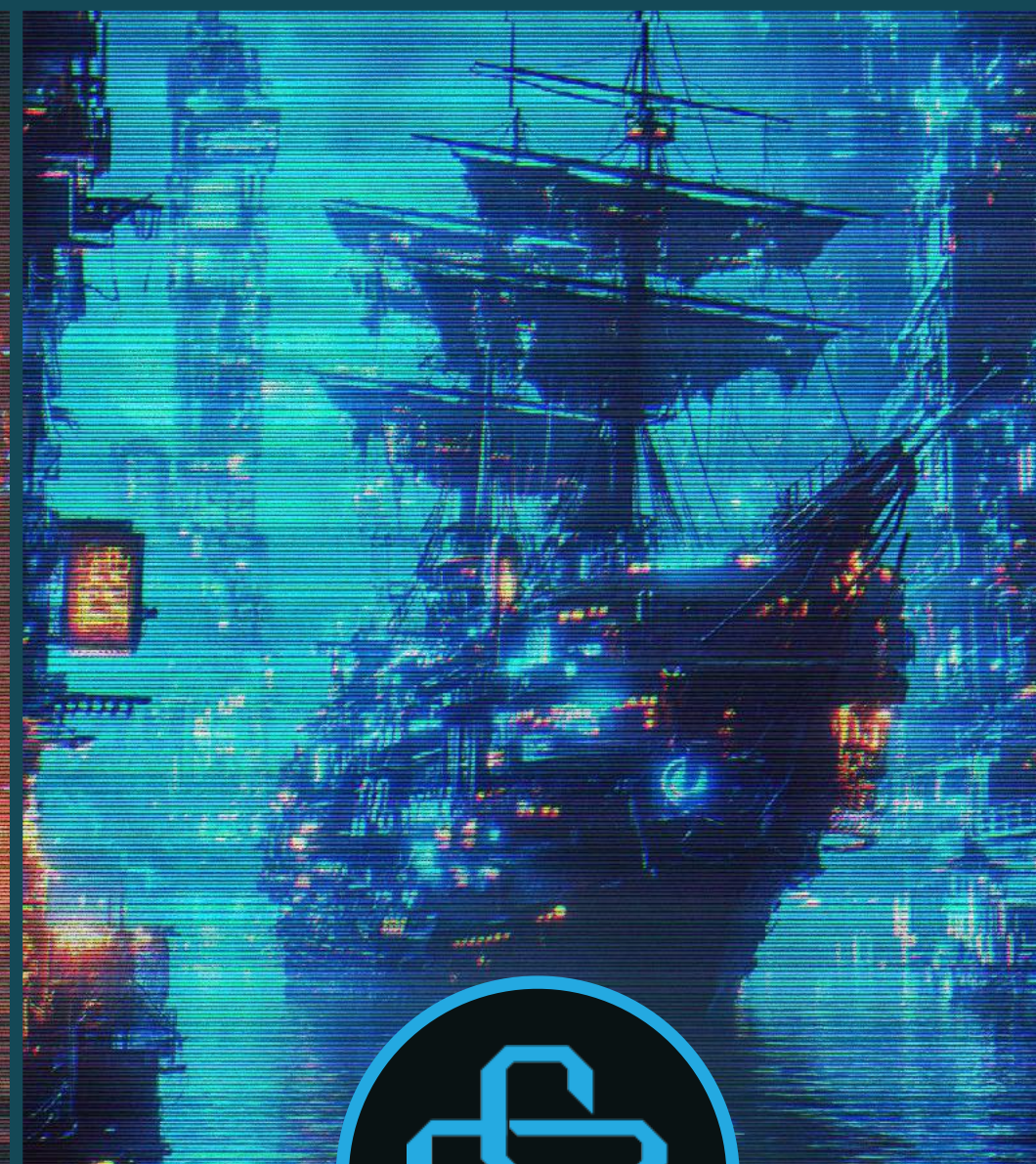
## OBSIDIAN PHANTOMS

**CAPTAIN:**  
EDGAR SKEW



## AMBER SIRENS

**CO-CAPTAINS:**  
LUNA & SOL NORTHWIND



## SAPPHIRE RENEGADES

**CAPTAIN:**  
JACK LAFOND



## EMERALD GUARDIANS

**CAPTAIN:**  
ASH GRAY





# CPT. EDGAR "GHOSTBEARD" SKEW



**Ship:** Obsidian Phantom

**Sidekick:** Prime-8

**Favorite Drink:** Rum Punch

**Previous Rank:** Quartermaster

Edgar Skew began his sailing career as the deckhand on a fishing boat in the Fishtown District of Neo Kingston. His Captain was none other than the former Captain Hamish Stoa, who later become his mentor and friend.

A few short years later, they turned to Privateering, and Edgar earned his fearsome moniker "Ghostbeard" for his intimidation tactics. When Stoa became a Turncoat and betrayed his crew and his friend Edgar, the two former friends dueled in a fight that cost Ghostbeard his hand and is still spoken about to this day.





# CPTS. LUNA & SOL NORTHWIND



**Ship:** Amber Siren

**Sidekick:** 9-Tails

**Favorite Video Game:** Rogue Tide (Luna always wins)

**Previous Rank:** Navigator + Hacker

Luna and Sol grew up in an orphanage in the soggy slums of Sodden Square, where the wood beneath your feet is swollen and your roof probably leaks (if you have one). The pair declared themselves to be twins, and wouldn't let anyone tell them otherwise. Between Luna's ability to follow the stars and read the waves, and Sol's knack for tech-diving, they worked together to keep the orphanage afloat, but eventually turned to Privateering to cover the costs. Seafaring life was good for a while, but nothing chrome can last forever.





# CPT. "FLOTSAM JACK" JACK LAFOND



**Ship:** Sapphire Renegade

**Sidekick:** Beak-Byte

**Favorite Pastime:** Creating sculptures from refuse on the water

**Previous Rank:** Engineer

Jack LaFond floated into Neo Kingston as a young man on a piece of driftwood with no memory of what came before. The most he could recall was a rogue wave capsizing the vessel he'd been aboard. He was taken in by a kindly old man who got Jack a job as an engineer in the Welding Yard. They discovered that Jack had a natural gift for engineering and could make almost anything he put his mind too. Unfortunately, his adopted father took ill, and Jack turned to Privateering to pay for the cost of the medicine. Despite his efforts, the old man passed away, and Jack decided that he would continue Privateering so that he could distribute their wealth to those who needed it.





# CPT. ASH "THE MUSKETEER" GRAY



**Ship:** Emerald Guardian

**Sidekick:** D-Bug

**Favorite Food:** Crab Legs

**Previous Rank:** Gunner

Ash Gray started out as a gunner in the Guv'nor's military under the command of Brigadier-General Firewall, having delighted in explosions and fireworks from the time that they were young. However, when they disobeyed a direct order from the General, Ash was court-martialed and made an example of. With some ingenuity and luck, Ash planned their bombastic escape, using the distraction of fireworks to dive into the ocean and from that point on turned Privateer.





## THE PIRATE MANIFESTO

### LET IT BE KNOWN, HENCEFORTH:

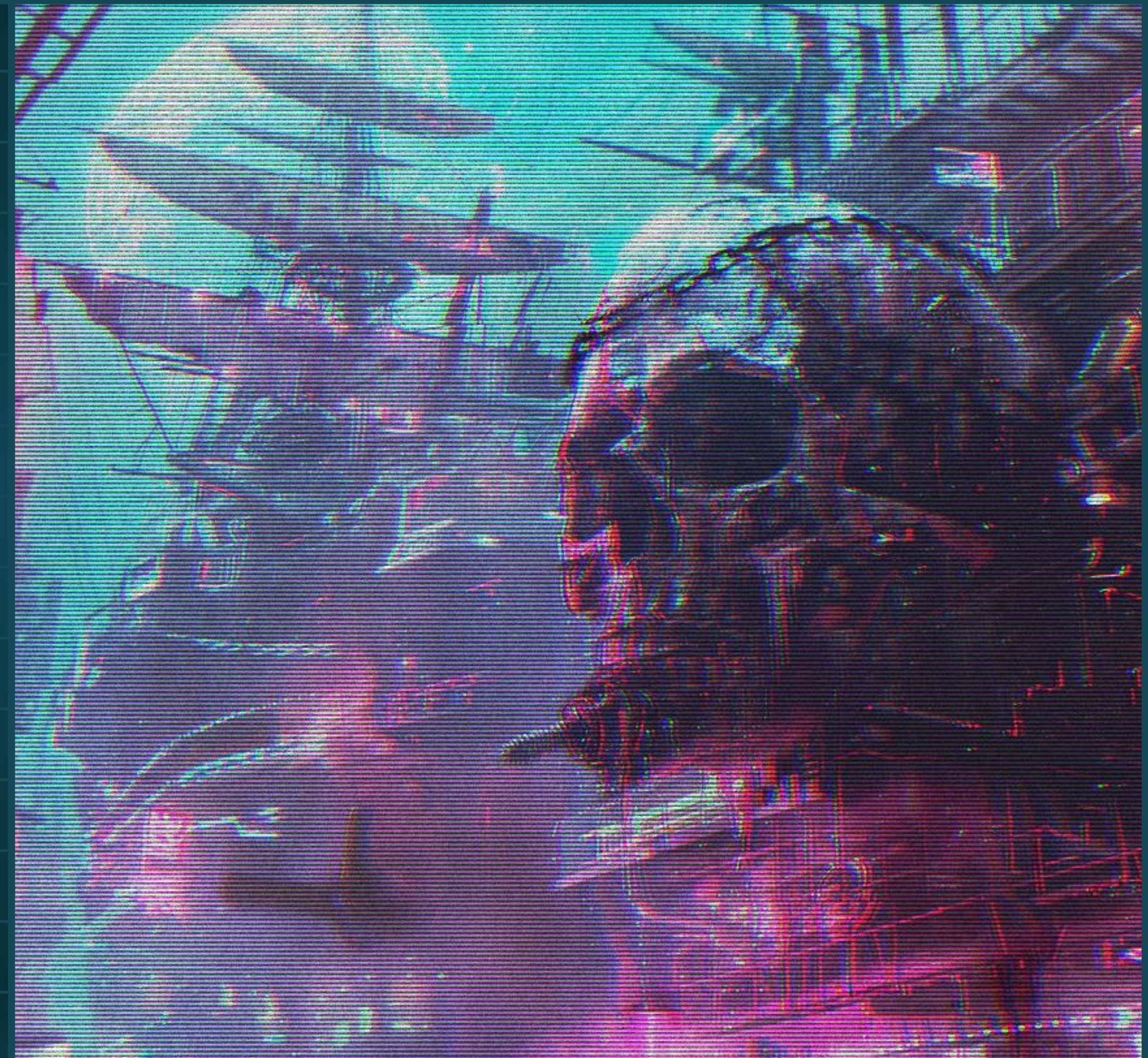
Aurora Cove stands in opposition to Tyranny, in all its many forms.

Where others follow the Guv'nor's doctrine of cruelty into the deepest, darkest waters of the Blackout Zone - We shall be the neon beacon to guide those adrift to freedom.

For those branded as Pirate; those who willingly claim the title of Privateer; and those who call Aurora Cove home:

Rebellion is your craft - mark it well, and Master it.

**For here, Adventure Glows Bright.**





## THE CAPTAIN'S CODE

**ORDER OF THE CAPTAIN'S CODE, as writ and agreed upon by all Captains:**

- I. Each sailor and soldier of Aurora Cove shall have an equal voice and vote.
- II. Goods and Items hacked or stolen from The Guv'nor, or his Technocrats, shall be honored. Theft from fellow Pirates shall be punishable by Marooning.
- III. Let not the hardware of the mind go without update, nor the instruments of the arm come to rust.
- IV. Spoils shall be distributed equally to each crew accordingly.
- V. Skirmishes amongst sailors are permitted only in the designated training areas.
- VI. If a sailor wishes to be reassigned to another crew, they must do so through the proper channels or be branded an insurgent. Remember, one must choose their allegiance wisely.
- VII. Those unwilling to commit themselves to the Captain's Code are unfit to serve aboard any crew.

*Ghostbeard*  
EDGAR SKEW

*Luna Northwind  
Sol Northwind*  
LUNA & SOL NORTHLAND

*Flotram Jack*  
JACK LAFOND

*Ash Grey*  
ASH GRAY





## YOUR MISSION



IT'S UP TO YOU TO **JOIN THIS REPUBLIC OF PIRATES** TO CRUSH THE SELF-PROCLAIMED **GUV'NOR** AND HIS **TECHNOCRATIC CRONIES**, AND **BRING FREEDOM BACK** TO THIS CORNER OF THE SEVENTY SEAS.





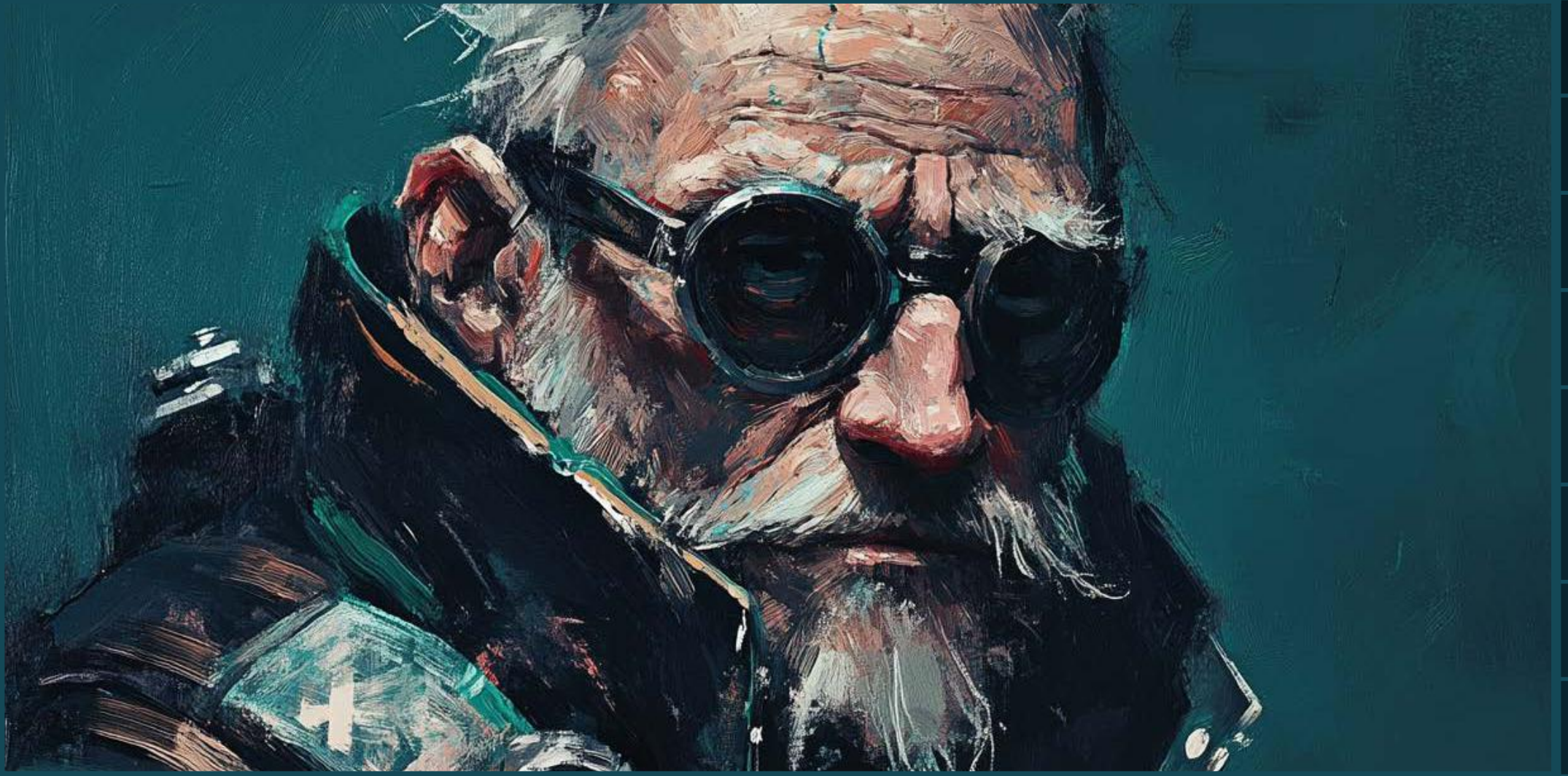
## THE SEA-SUITE



### THE GUV'NOR

(ACTUAL NAME UNKNOWN)

The Guv'nor is an enigma wrapped in a mystery. His real name is unknown to all, and he proclaims himself to be a self-made man. Vain and egotistical, he lords over the citizens of Neo Kingston, but it's not enough - there's more out there and he wants it. The Guv'nor won't rest until he has become a King.



### HAMISH TURNCOAT

(FORMERLY CAPTAIN HAMISH STOAT)

Hamish Turncoat is a grizzled old salt and has seemed to be that way his entire life. During his time as Captain of the "Fairweather" he taught his crew everything he knew about Pirating. Though an opportunist, Hamish took the best deal offered to him, even if that meant betraying those on his crew he considered closest.





## THE TECHNOCRATS



### BRIGADIER-GENERAL FIREWALL, CLAYTON CANE

Formerly the Guv'nor's personal bodyguard, he was promoted to Commander of the military. Guess who gave him that job? Cane has a fiery temper matched only by the actual flamethrower he carries around with him. Not to mention the literal wall of fire that he can activate via remote to defend the City-Center district. This guy is dangerous.



### DON TITAN SILVERBACK "DON SILVER"

Don Silver is both the big boss of the Factory Inlet district's criminal underbelly, and public overseer of the district appointed by the Guv'nor himself. Turns out you can cut your crime rate to zero when you put the criminals in charge of keeping count. Don't let his size, or his chrome fool you, Don Silver has got the brains to match his brawn. And there's a lot of brawn.



### LADY SYNTHIA DUBOIS

Lady Synthia is an heiress of a synthetic food market dynasty. The Guv'nor offered her a place overseeing the Oarchard Commons in Neo Kingston. Now she rules the Oarchard Commons with constant surveillance drones buzzing around, keeping her eyes on her workers at all times - ready to punish anyone for the first sign of theft.



### PROFESSOR NIKOLAJ VOLT

The Guv'nor brought Professor Volt to Neo Kingston on the promise that there would be no oversight to his work. The Professor experimented with tech on animals, humans, and even himself. His breakthroughs in solar energy power the whole of Neo Kingston, yet that doesn't keep people from being afraid to go to his hospital.





# NEO KINGSTON DISTRICTS

## CITY CENTER

BRIGADIER-GENERAL  
FIREWALL, CLAYTON CANE

**Control Tower** - The Ivory Tower where The Guv'nor looks down on his city

**Ironside Bank** - A civil war era Ironclad ship which is also Neo Kingston's "most secure" bank vault

**Cloud Metro** - A database shopping center, open only to those who can afford it

**Vector Domain** - The base of operations for The Guv'nor's espionage and security teams

**Vox Paradiso** - The Guv'nor's favorite toy, a radio tower where he can ramble about whatever he likes, and everyone in Neo Kingston will hear

## FACTORY INLET

DON TITAN SILVERBACK  
"DON SILVER"

**The Welding Yard** - An industrial yard by the sea where ships are engineered and built

**Imperium Reserve** - A rum distillery personally branded and owned by The Guv'nor

**Judgement Hill** - An armed stronghold which stockpiles canons, muskets, and other explosives

**Port Providence** - The major access point to Neo Kingston, where all incoming and outgoing ships must pass

**Marina Malmar** - A black market where Pirates can resupply and gather intel on Neo Kingston

## OARCHARD COMMONS

LADY SYNTHIA DUBOIS

**Fishtown** - Home to the fishing crews of Neo Kingston, has a particular odor

**Arborville** - A forest floating above the ocean, full of trees bearing fruits and other food supplies

**The Grove** - A greenhouse kept under constant surveillance due to food being grown here, as well as water purification

**Old Fort Breeze** - A hidden storehouse where extra rations and supplies are stockpiled for The Guv'nor himself

**Sodden Square** - A place where everything is wet to the touch, the floorboards are swollen and the roofs leak. Citizens with nowhere else to go end up here

## NEXUS POLYTECHNICA

PROFESSOR NIKOLAJ VOLT

**Solar Citadel** - A lab for constructing solar panels, and placing them to power the neon lights of the cyber-city

**Aqua Farm** - A water purification plant, meant to filter dirty water and sea water into being consumable

**Cable Beach** - This beach is littered with wires and cables which extend from the end and stretch throughout the district to provide power

**Coral Plant** - A generator building meant to be a failsafe if the power of Neo Kingston cuts out due to electrical surges

**Bellevue Medical Center** - The first hospital in Neo Kingston, and for some the last they'll ever visit

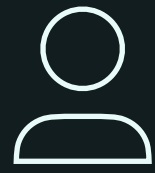




aurora  
cove



# THE EXPERIENCE





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COVE



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**THE FORTRESS**



## EXPERIENCE SYNOPSIS



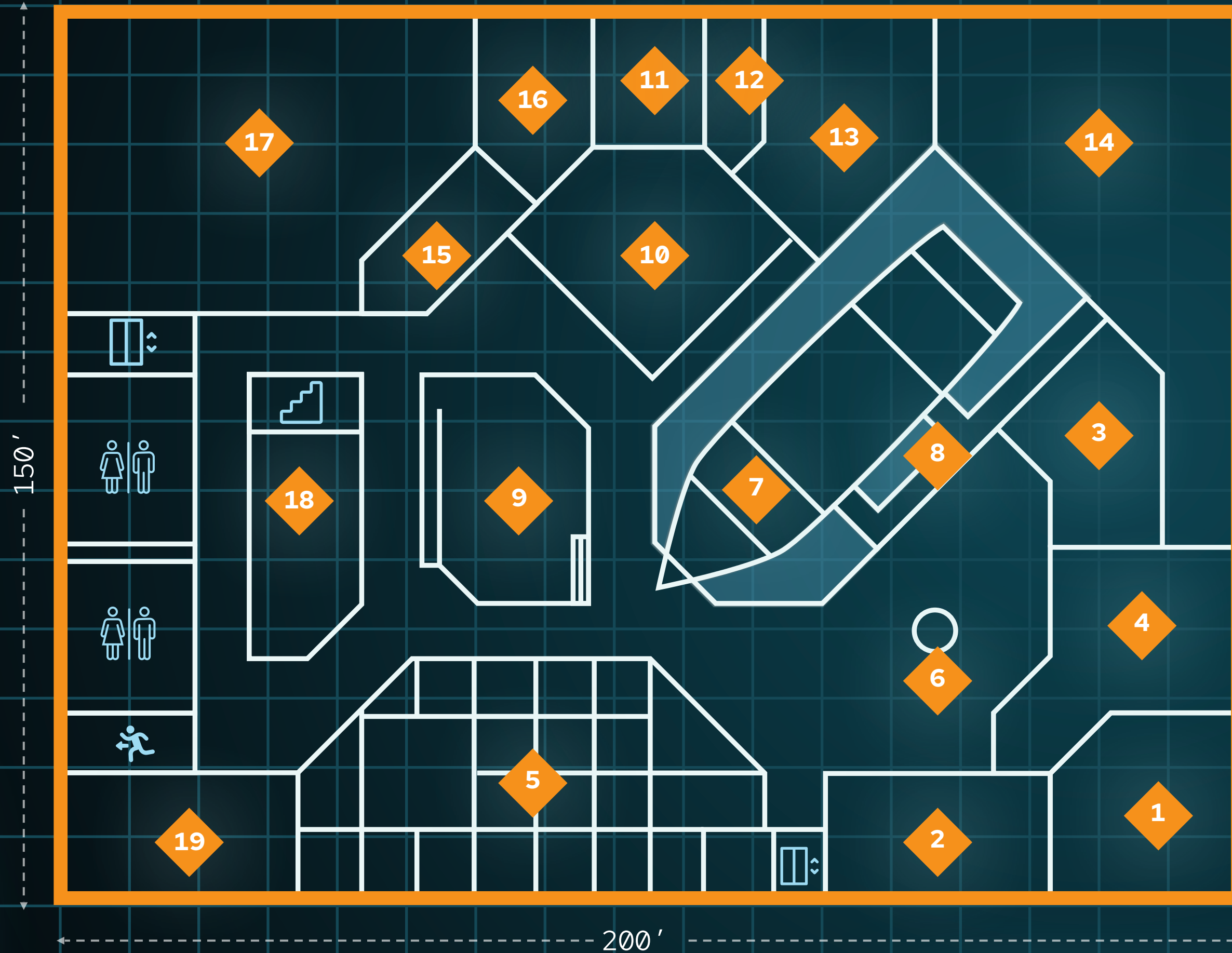
Upon entering, guests are immersed in a dynamic world where they can chart their own adventure. The experience is designed for exploration at their own pace, with a variety of activities to choose from. Whether engaging in sword fighting, target practice, solving intricate puzzles, or uncovering hidden secrets and treasure, every interaction contributes to a larger narrative. Guests can level up their avatars, compete individually or as part of a crew, and tailor their journey through a vibrant, ever-evolving environment. Each activity is crafted to evoke a sense of adventure and camaraderie, allowing guests to fully engage with the immersive surroundings. By blending cutting-edge technology with rich storytelling, the experience offers endless possibilities for exploration.





# FIRST FLOOR

30,000 sq ft



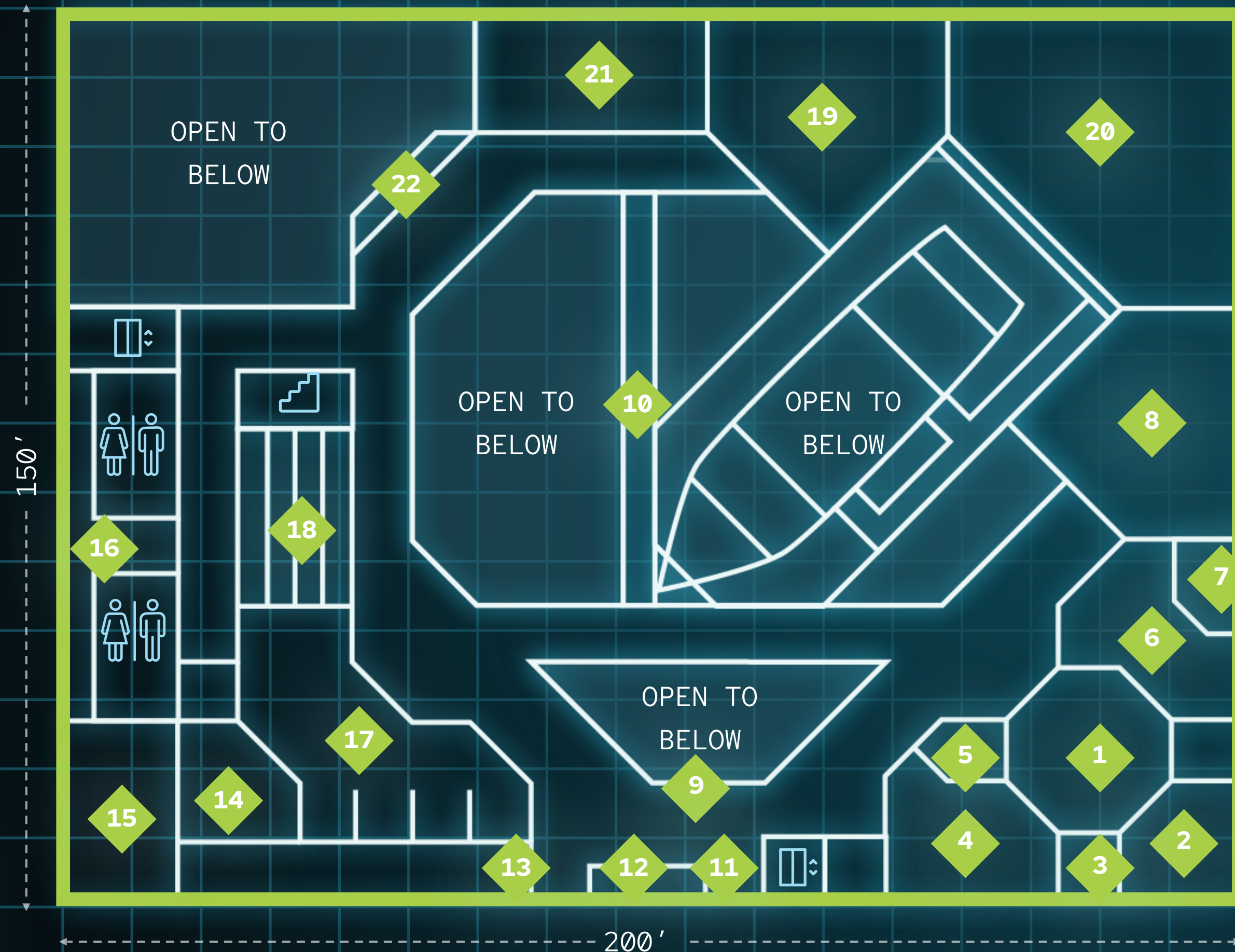
- 1. Lobby
- 2. Entry Tunnel
- 3. Mission Briefing
- 4. The Trove
- 5. Obstacle Course
- 6. Traitor Turncoat Statue
- 7. Operation: Night Storm
- 8. Stairs to Workshop
- 9. Scale Model of Neo Kingston
- 10. The Galley - Seating Area
- 11. The Galley - Order Area
- 12. The Galley - Pickup Area
- 13. The Galley - Kitchen
- 14. Back of House / Crew Break Area
- 15. Plunder Dome - Briefing
- 16. Plunder Dome - Armory
- 17. Plunder Dome - Arena
- 18. The North Starcade
- 19. Guest Services / Medics





# SECOND FLOOR

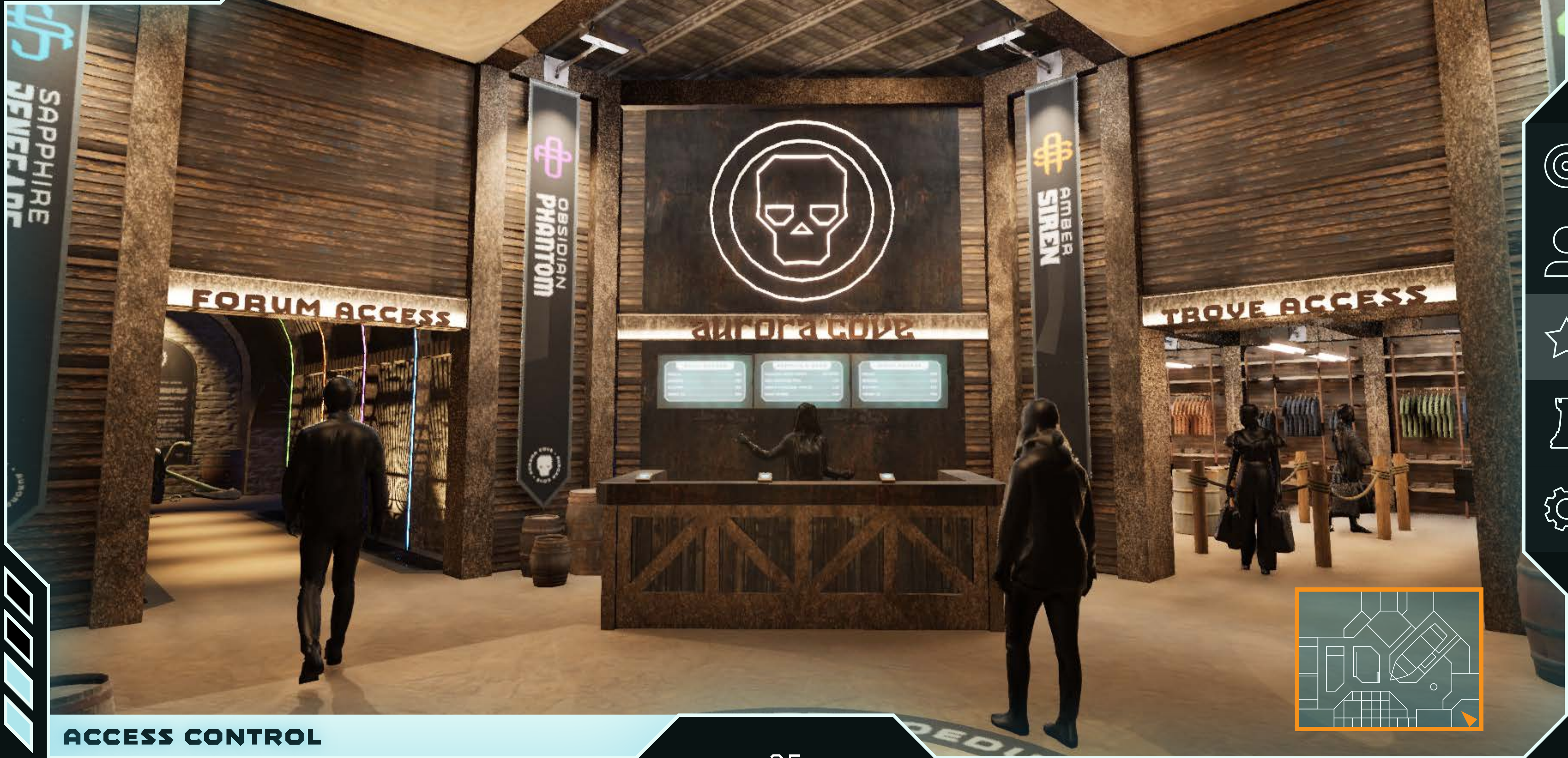
18,400 sq ft



1. Captain's Command
2. The Archives
3. The Archives - Display Tunnels
4. Surveillance Room
5. Anchor Point
6. Signal Room
7. Hijack Radio
8. Flotsam Jack's Workshop
9. Climbing Net
10. The Bridge
11. Tattoo Vending Machine
12. Provisions Vending Machine
13. Turncoat's Cache - Entrance
14. Turncoat's Cache - Vestibule
15. Turncoat's Cache - Vault
16. Turncoat's Cache - Storage Trove
17. Training Lab - Sword Fight
18. Training Lab - Target Practice
19. Lookout Paradise
20. BOH / Crew Break Area
21. Aqua Lounge
22. Plunder Dome - Peanut Gallery

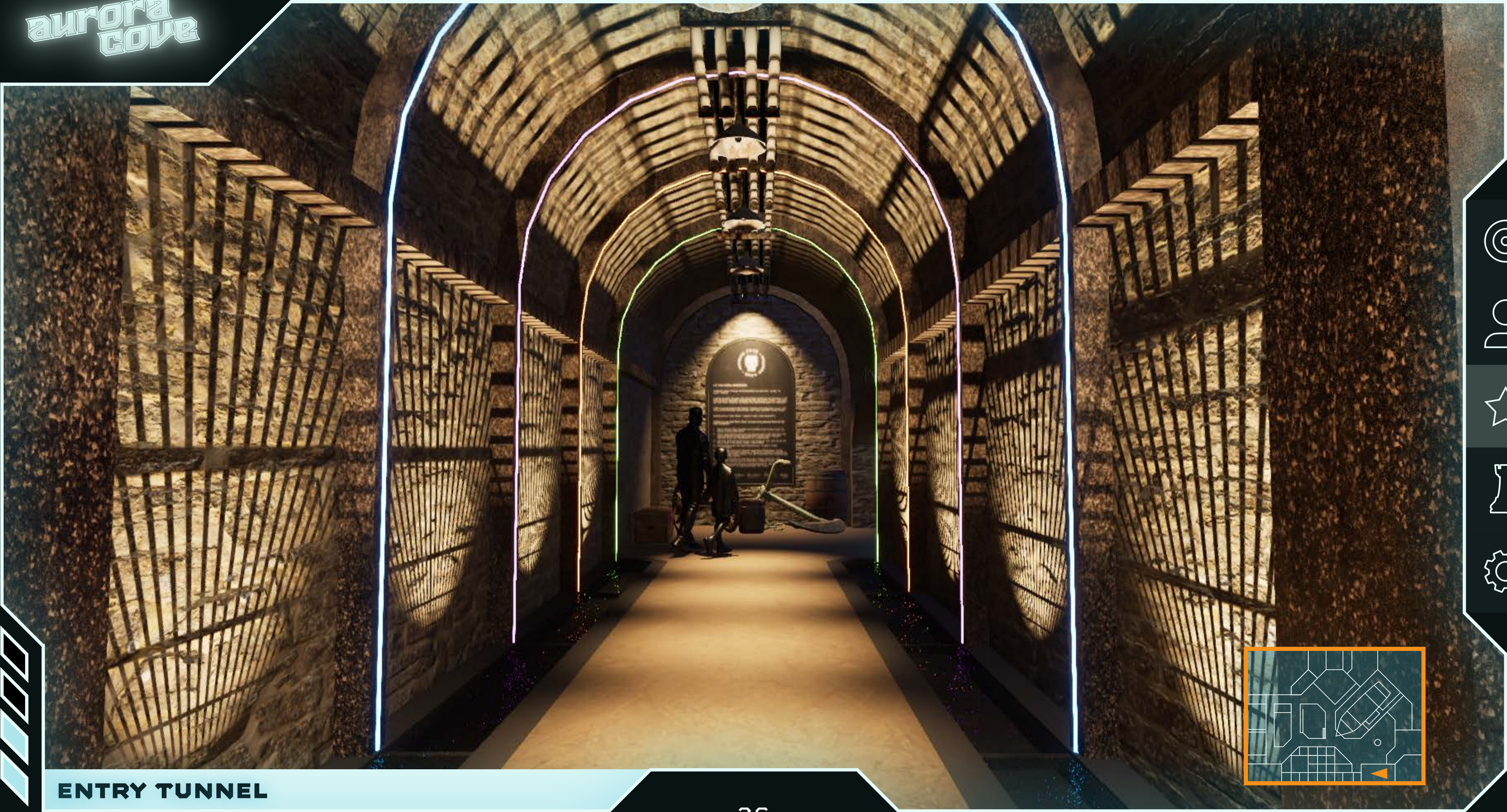




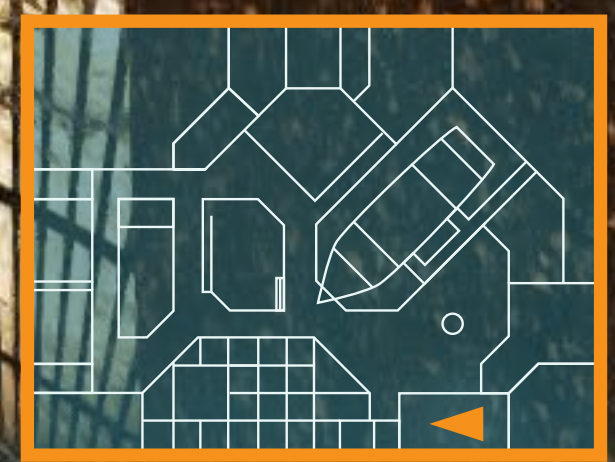


ACCESS CONTROL





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**ENTRY TUNNEL**





**AURORA COVE**

LET IT BE KNOWN, BROTHERS,

AURORA COVE STANDS UNBOWING TO TYRANNY, IN ALL ITS  
HATED FORM.

WHERE OTHERS FOLLOW THE EMPEROR'S DOCTRINE OF CRUELTY, INTO  
THE DARK, WE SHALL BE BROTHERS. WE SHALL BE THE FIRST  
TO BRING THE LIGHT OF FREEDOM TO FREEDOM.

FOR THOSE WHOSE ASPIRES TO BE A PIRATE, THOSE WHO WOULD CLAIM THE  
TITLE OF KNIGHT, AND THOSE WHO CALL AURORA COVE HOME.

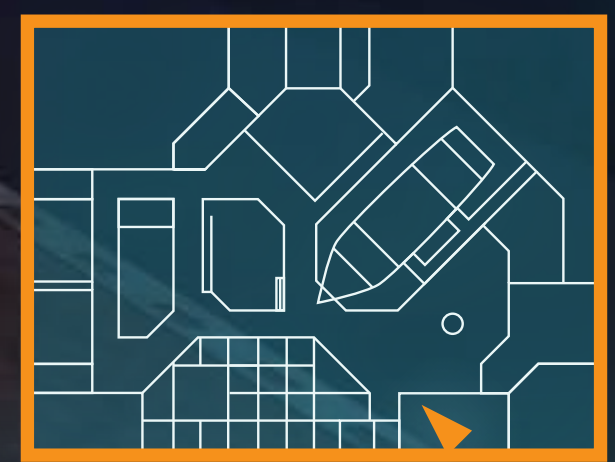
REBELLION IS YOUR CRAFT - MAKE IT WELL, AND MASTER IT.

WORDS OF THE EMPEROR'S SON, AS WRIT AND AGREED UPON BY ALL  
THE CAPTAINS.

1. EACH SAILOR AND SOLDIER OF AURORA COVE SHALL HAVE AN  
EQUAL VOICE AND VOTE.
2. THERE SHALL BE NO MORE SLAVERY OR TORTURE UNDER THE EMPEROR'S  
HANDS. ALL SHALL BE BROTHERS. ALL SHALL BE BROTHERS.  
PIRATES SHALL BE PUNISHED BY HANGING.
3. ALL THE INSTRUMENTS OF THE EMPEROR ON THE SHIP SHALL  
BE KEPT IN THE SHIP'S STORES, READY AND TO HAND.
4. ALL THE INSTRUMENTS OF THE EMPEROR SHALL BE KEPT IN THE  
SHIP'S STORES, READY AND TO HAND.
5. ALL THE INSTRUMENTS OF THE EMPEROR SHALL BE KEPT IN THE  
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7. ALL THE INSTRUMENTS OF THE EMPEROR SHALL BE KEPT IN THE  
SHIP'S STORES, READY AND TO HAND.
8. ALL THE INSTRUMENTS OF THE EMPEROR SHALL BE KEPT IN THE  
SHIP'S STORES, READY AND TO HAND.

*Michael, John, William, John, William, John, William*

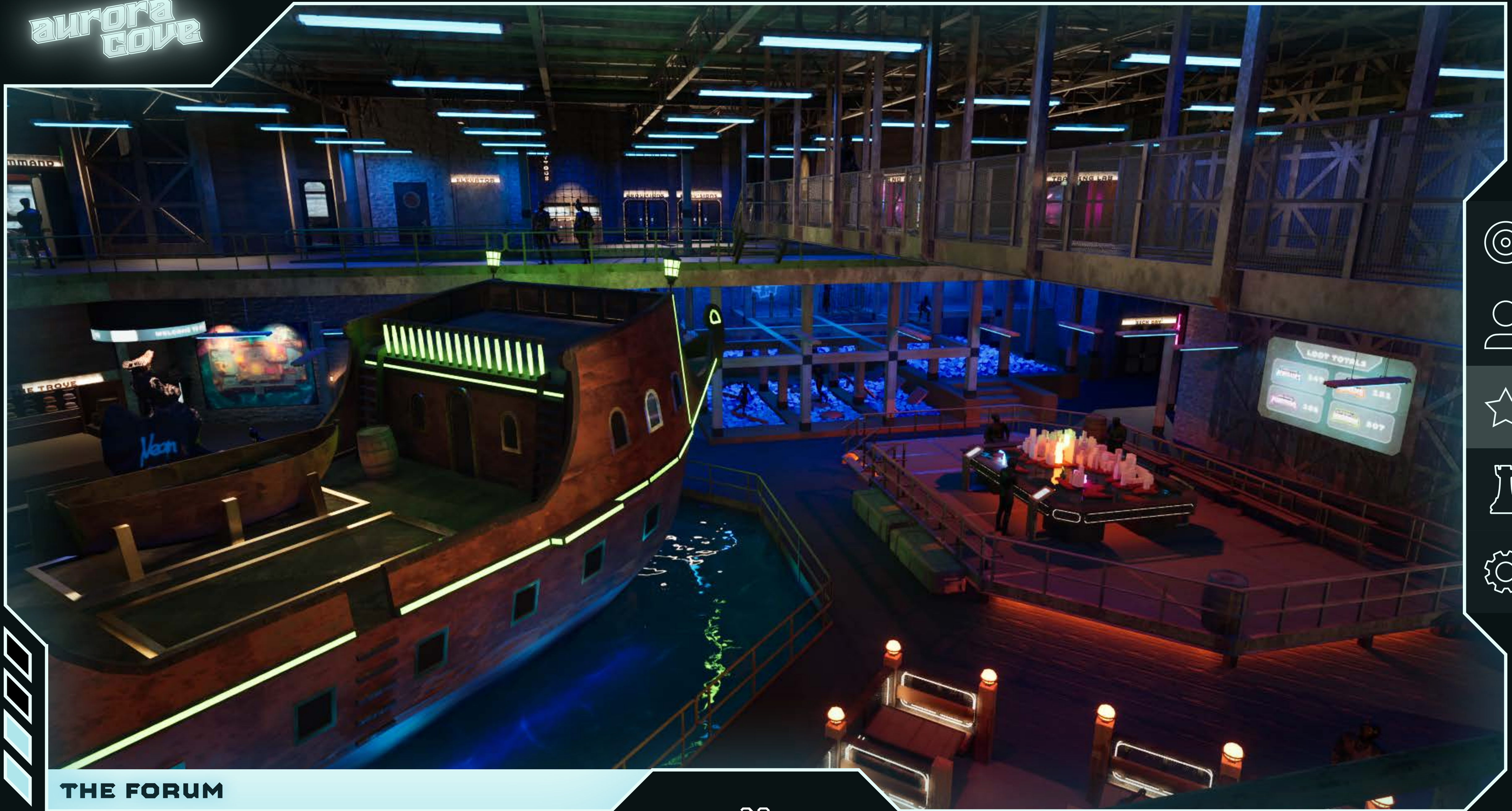
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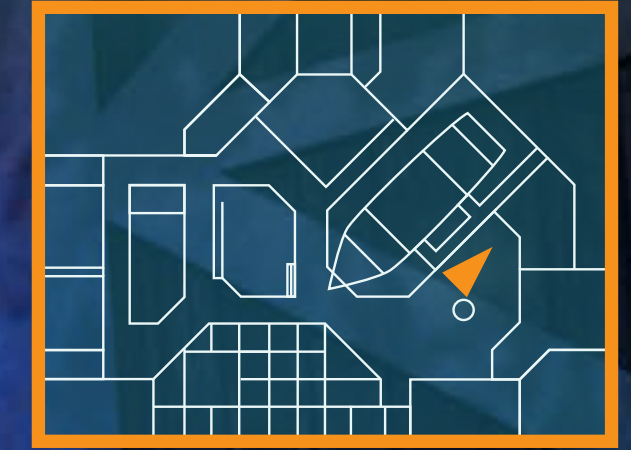








# MISSION BRIEFING



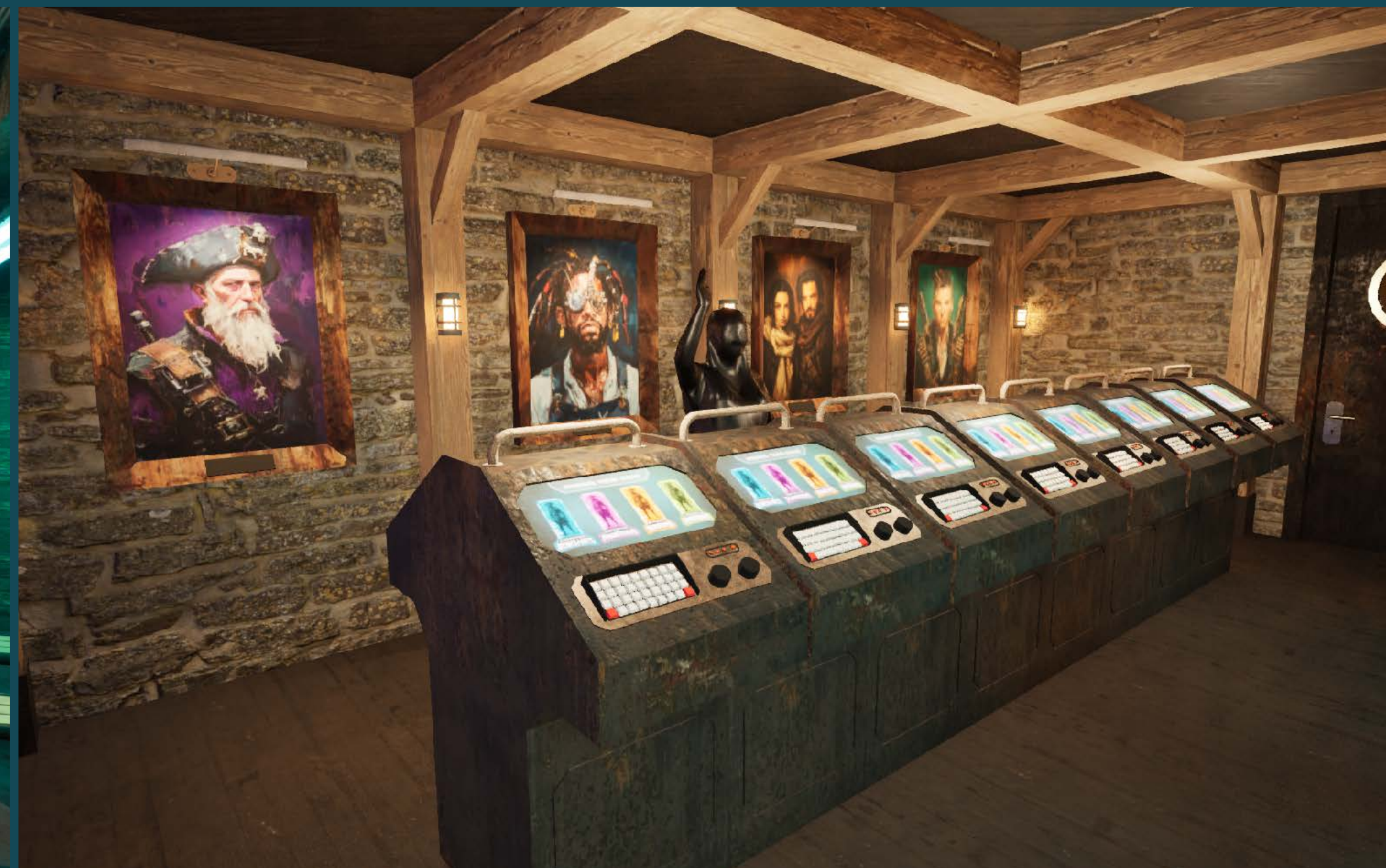
**Ghostbeard:** *So ye wish to hear about us Captains, eh? Well, that whale of a tale requires plenty RAM, a deep mug of grog, and an evening bonfire, but I suppose if ye wish to turn Pirate yerself, there's no harm in keeping things brief. Time to learn about the rebellion that not only won us Aurora Cove, but also branded us enemies of that tyrant, The Guv'nor.*



## MISSION BRIEFING



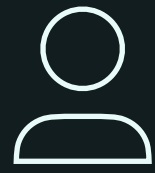
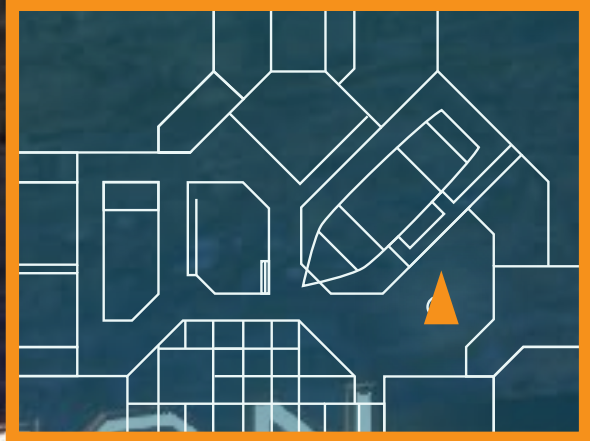
The journey begins in the Mission Briefing room, where the porthole screen introduces guests to the Pirate Crews, their captains, the Guv'nor, his technocrats, and the various missions that await them within Aurora Cove.



Next, guests proceed to the initiation kiosks, where they can create and customize their avatars, join a pirate crew, and choose their first mission. After making their selection, they receive directions to their next destination within the Cove.



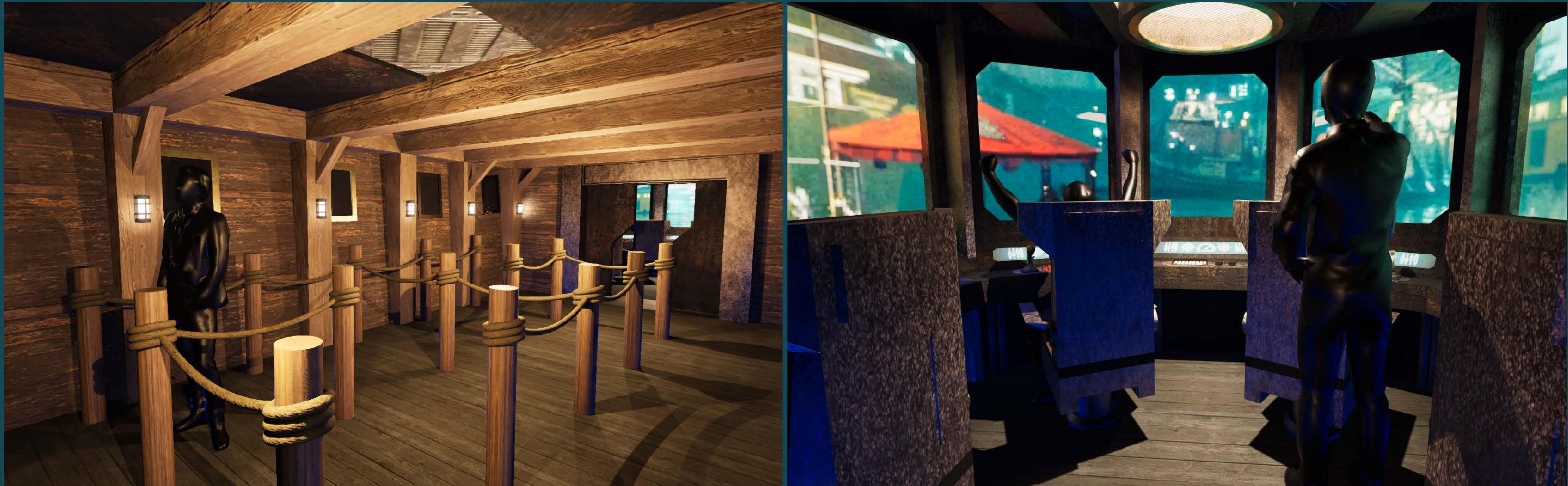




**Ash:** Welcome aboard swabbies, ready for your first mission? Your Captain's orders are to sneak into Neo Kingston on our ship and steal some expensive tech. Don't give me that look, just think of the Guv'nor's face when he realizes that you've made off with gazillions worth of his stuff. Listen, best case scenario? You're in and out with the booty. Worst case? You have a run-in with the Guv'nor himself, but that NEVER happens...

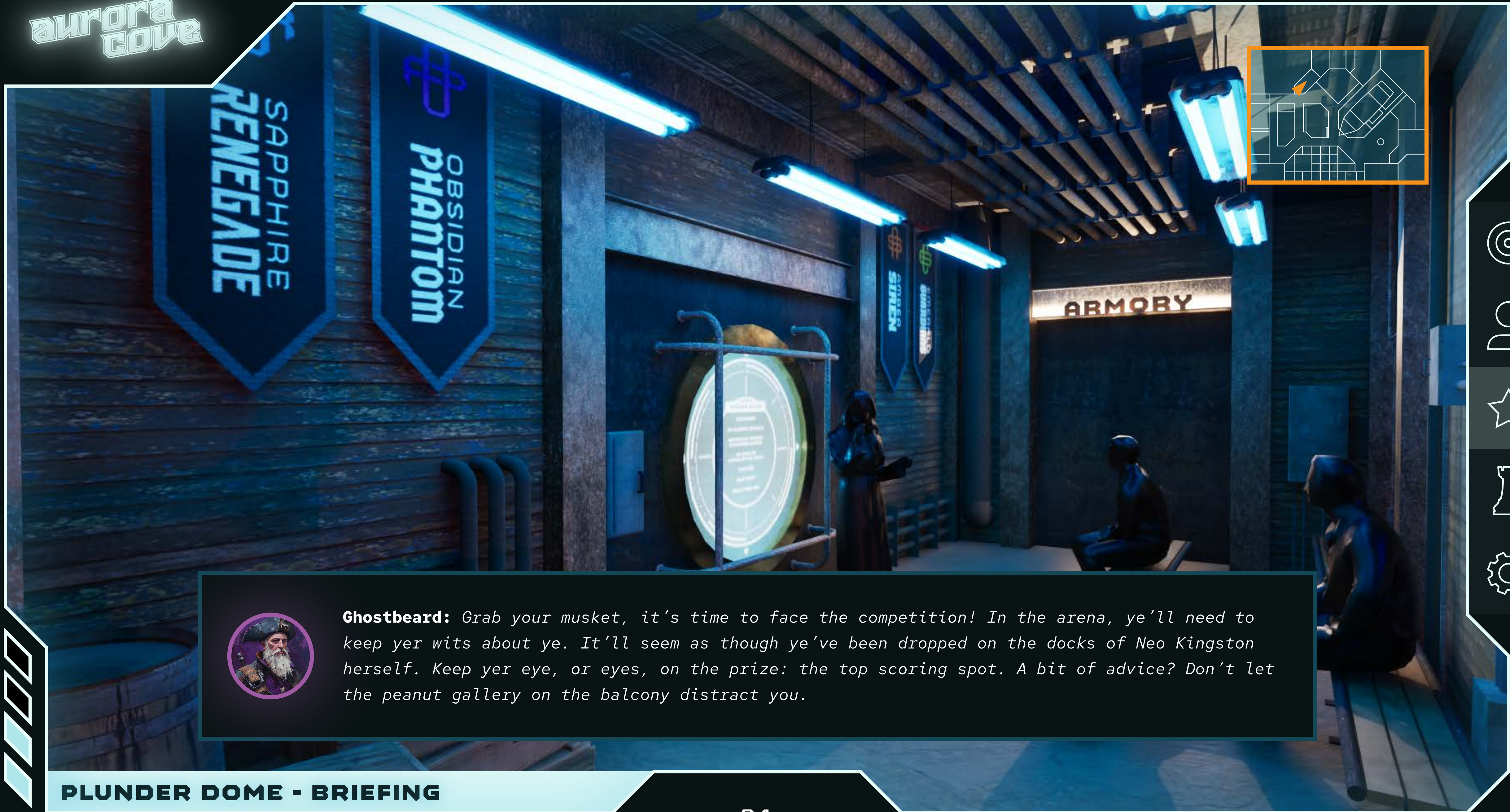


## OPERATION: NIGHT STORM



The **Operation: Night Storm** motion simulator ride is designed to immerse guests in a thrilling journey through Neo Kingston. Built on a traditional capsule motion simulator, the experience features two four-person wheelhouses aboard the vessel. In each wheelhouse, two guests focus on piloting the ship while the other two take on the role of gunners, defending against any enemies that draw too close. This dynamic experience, set on choppy seas, uses an all-electric motion control system paired with flat panel LED screens to create a visually stunning adventure that brings you straight into the heart of Neo Kingston. With its efficient setup, the ride can accommodate approximately 40 guests per hour, with each ride being approximately 10 minutes.





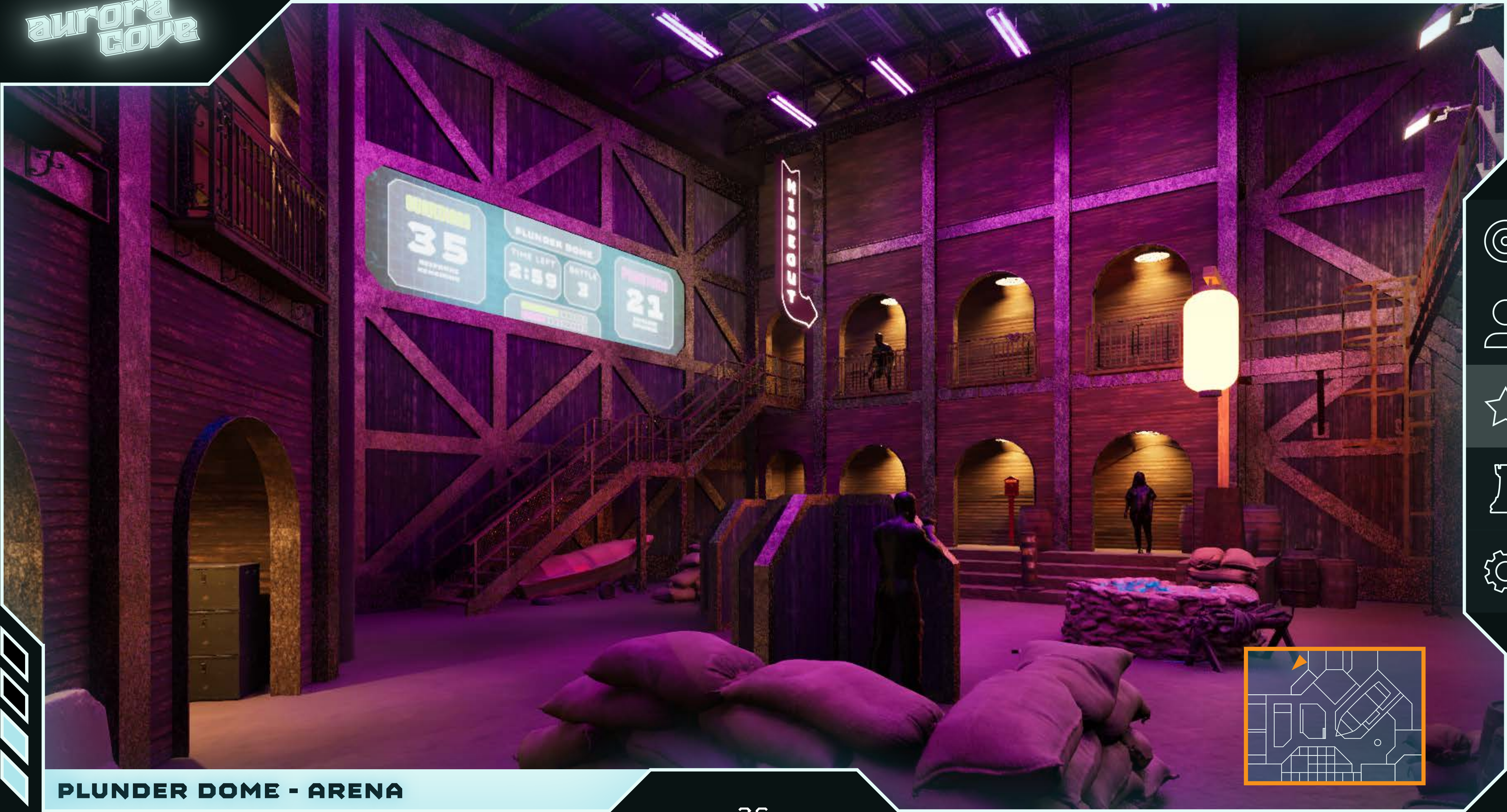
**Ghostbeard:** *Grab your musket, it's time to face the competition! In the arena, ye'll need to keep yer wits about ye. It'll seem as though ye've been dropped on the docks of Neo Kingston herself. Keep yer eye, or eyes, on the prize: the top scoring spot. A bit of advice? Don't let the peanut gallery on the balcony distract you.*





PLUNDER DOME - ARMORY





- Target icon
- Player icon
- Star icon
- Chalice icon
- Gear icon



PLUNDER DOME - ARENA



# PLUNDER DOME

Guests will be armed with Blunderbuss-style laser tag weapons, capturing the essence of being a cyberpunk pirate in an authentic and immersive way.

The arena will offer a variety of game styles, including free-for-all melees, round-robin tournaments, and capture-the-flag challenges. Each game will accommodate up to 30 players, with rounds lasting under 10 minutes. To keep the action going, players will have 10 respawns available, ensuring they stay in the heart of the battle.



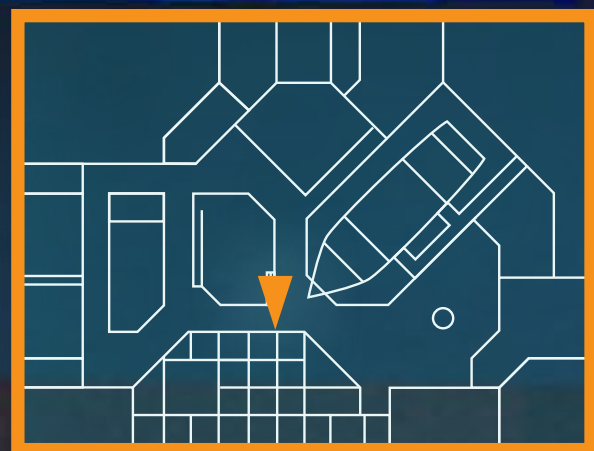
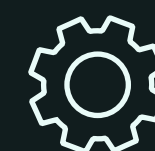




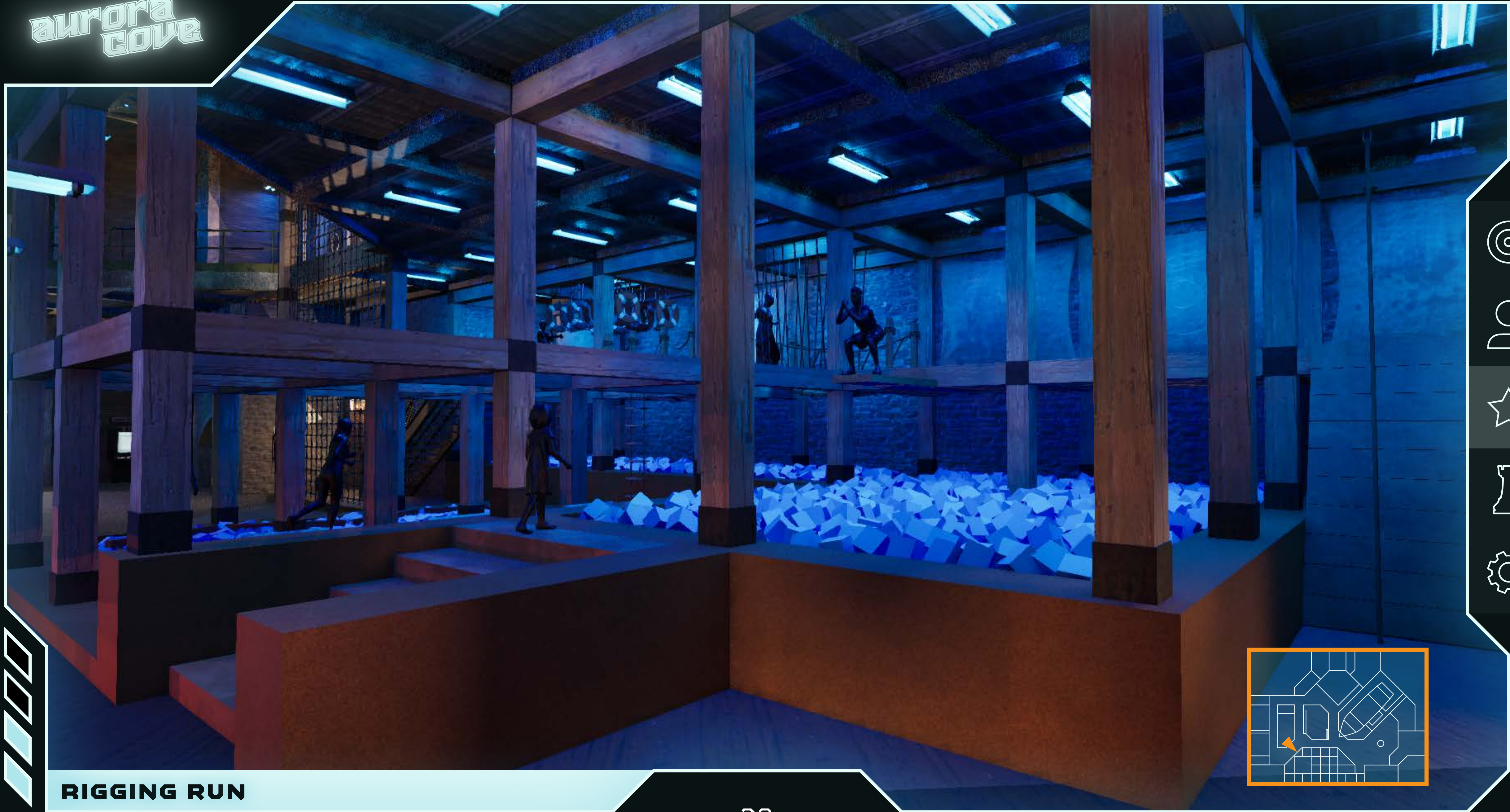
**SOL:** *This here would be Rigging Run! It's the perfect obstacle course to put your skills to the test. Any aspiring Sailors will have to swing across gaps above foaming waters, climb a slanted ship-wall, and even walk the plank!*



**LUNA:** *What my brother here means is that you CAN walk the plank, not that you'll HAVE to. If you'd prefer to learn from an expert instead of him, you can talk to the Quartermaster!*



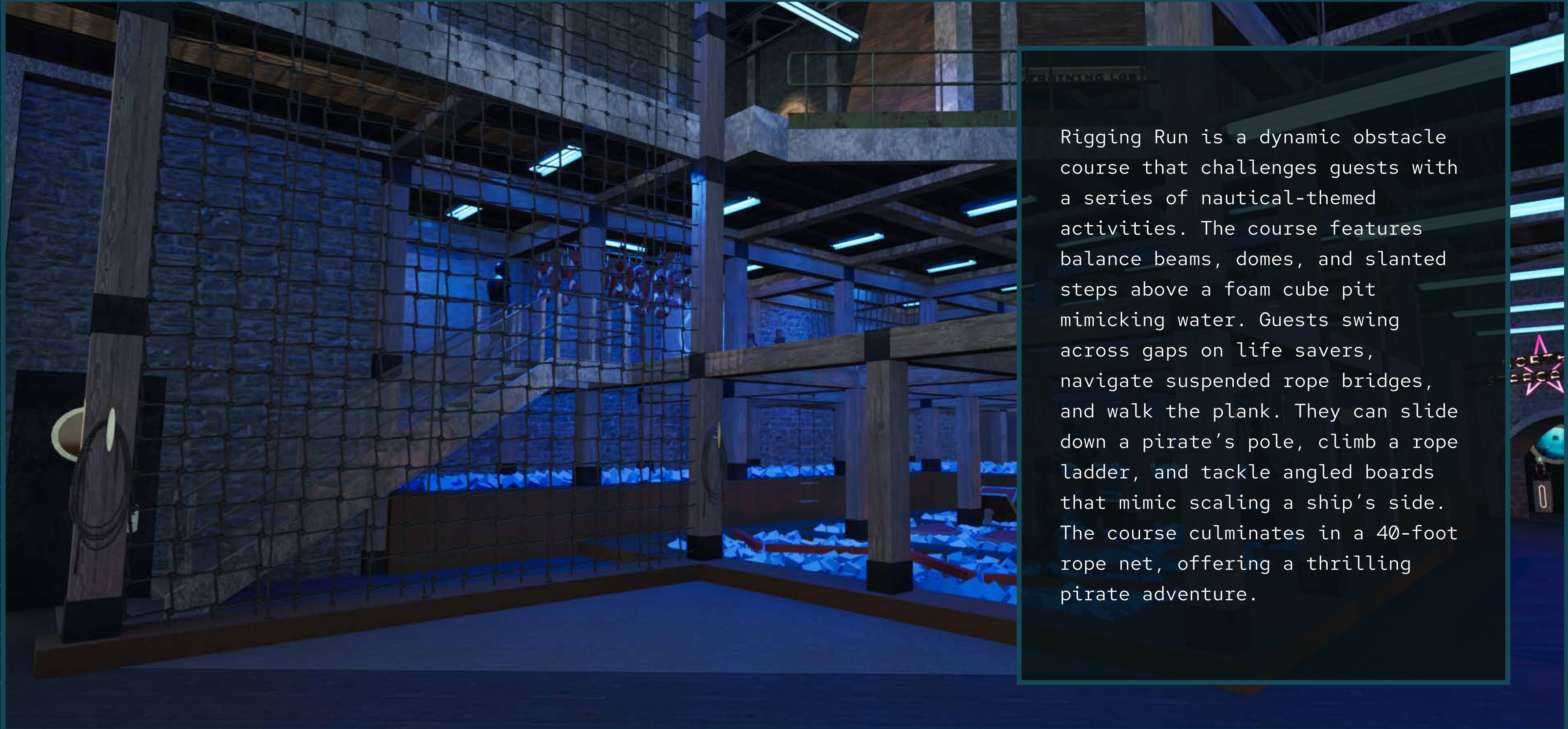




**RIGGING RUN**



## RIGGING RUN



Rigging Run is a dynamic obstacle course that challenges guests with a series of nautical-themed activities. The course features balance beams, domes, and slanted steps above a foam cube pit mimicking water. Guests swing across gaps on life savers, navigate suspended rope bridges, and walk the plank. They can slide down a pirate's pole, climb a rope ladder, and tackle angled boards that mimic scaling a ship's side. The course culminates in a 40-foot rope net, offering a thrilling pirate adventure.







LOOT TOTALS

EMERALD RENEGADES	247	EMERALD STRONGS	283
CRIMINAL PRINCEPHALS	186	EMERALD STRONGS	207

SCALE MODEL OF NEO KINGSTON



## SCALE MODEL OF NEO KINGSTON



The interactive map display offers guests an in-depth look at Neo Kingston, highlighting its various city districts and significant buildings. Utilizing programmable LED lights embedded in the scale model and projection mapping from above, the display brings the city to life as guests explore different zones. Pre-programmed sequences with accompanying audio add an extra layer of immersion, allowing the table to come alive at specific moments with a looping "attract" phase. Additionally, this platform serves as a key stage for live performances, where characters can reference the Neo Kingston model during their dialogues, with the primary scoreboard screen positioned right behind it for added emphasis.





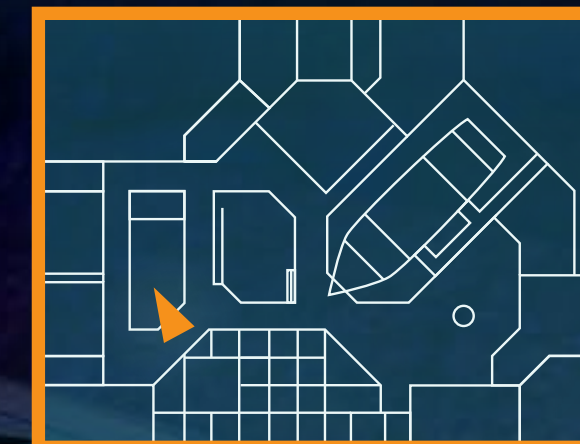


**Luna:** *Every time I'm feeling adrift, I come to The North Starcade! Whether its a test of speed, skill, or seafaring, competing for the high score always puts me back on track.*

**Sol:** *Yeah, but it also puts you behind on paperwork. Your c-mail backlog is a bigger number than any of your high scores.*

## THE NORTH STARCADE





# DEEP SEA QUEST



# HARBOR HAVOC





# THE NORTH STARCADE

The North Starcade features a collection of custom-built games that draw inspiration from classic arcade archetypes, ensuring a low barrier to entry and immediate familiarity for players. Each game is designed to be intuitive and engaging, allowing guests to jump right into the action while experiencing unique twists that tie into the overall narrative. Whether it's battling foes in a cyberpunk street brawl, solving intricate puzzles, or racing to plunder treasure, every game within the Starcade is crafted to enhance the immersive experience, seamlessly blending story elements with thrilling gameplay.



## ARCADE TRIO

Battle it out, test your logic skills, solve puzzles, and grab treasure on the run



## WAVE CHASER

Hop on a jet ski and ride through Neo Kingston, but be careful you don't get caught



## HARBOR HAVOC

Set traps and mines for your opponents in this demolition derby style game

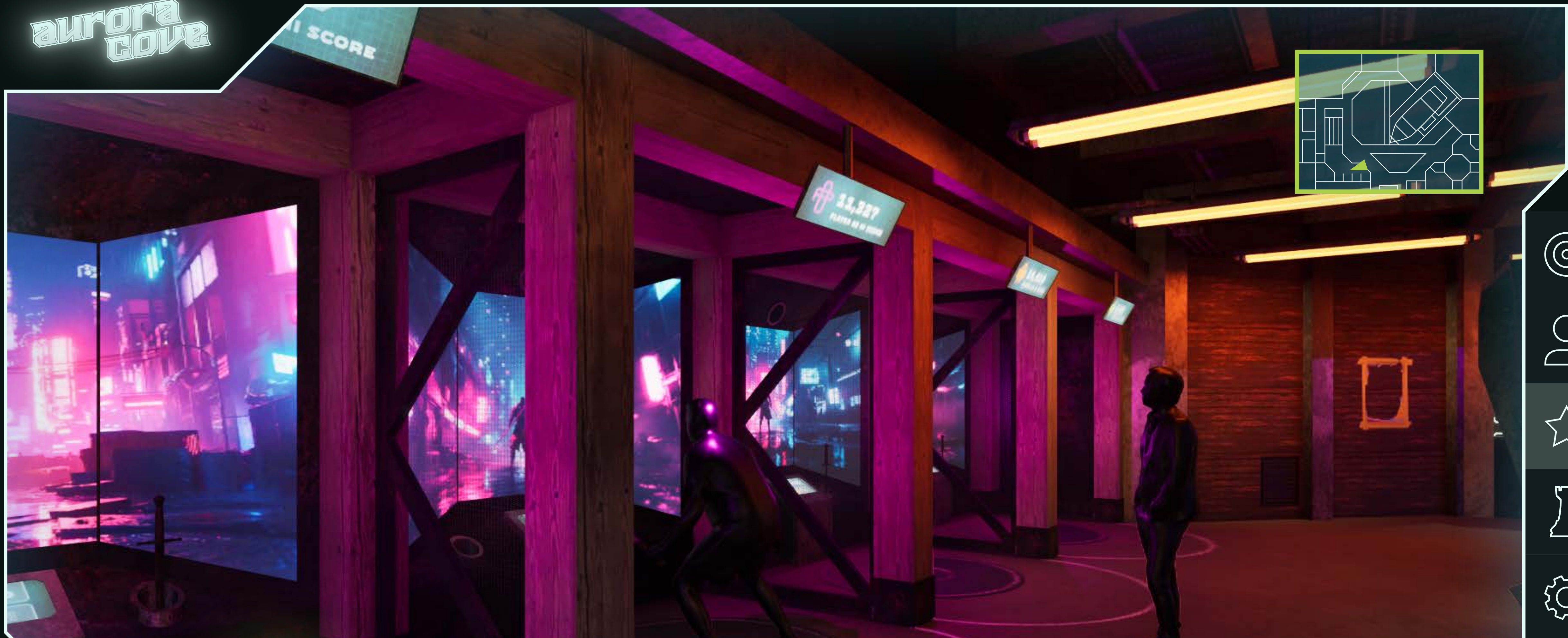


## DEEP SEA QUEST

Dive down into the bay to see what treasures you can find and bring them back for XP



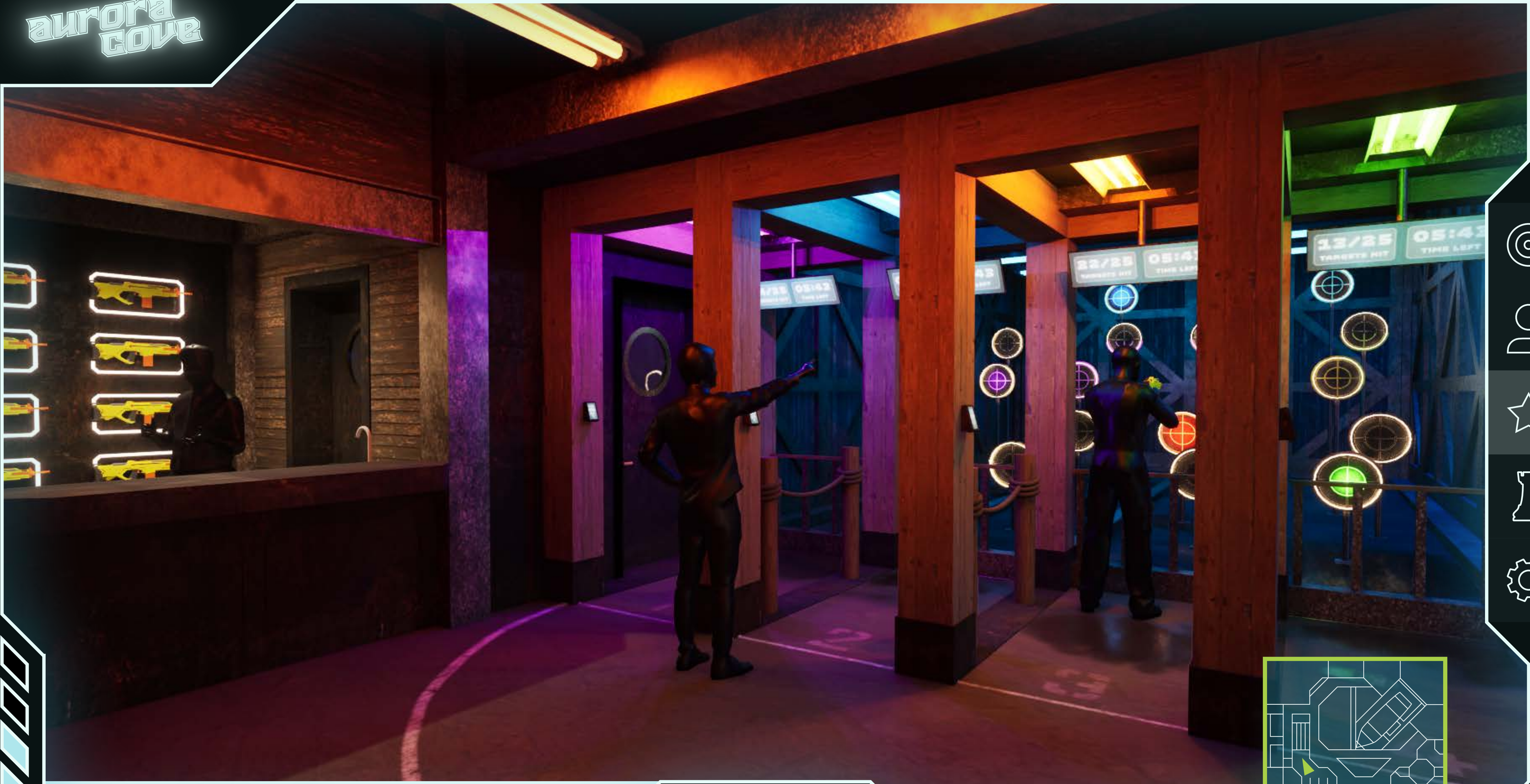




**Ash:** Swashbuckling ain't as easy as it looks, savvy? It takes time and practice, so get started! Grab a jet-musket and stay on target at our practice range, or pick up a digital cutlass and see if you can manage to carve through any targets thrown your way!

**THE TRAINING LAB**





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THE TRAINING LAB

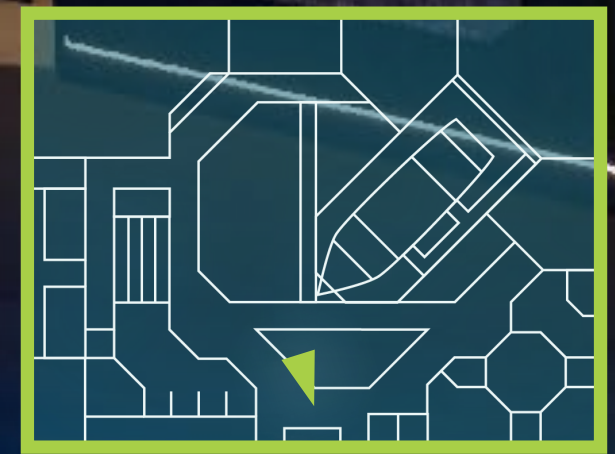
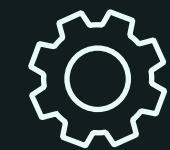
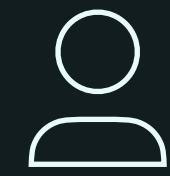


# TRAINING LAB

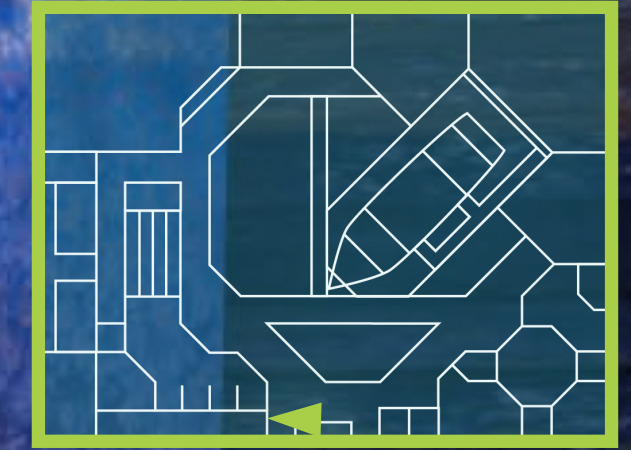
The Training Lab offers two primary activities designed to immerse guests in high-intensity pirate training. The first is a sword fighting arcade game, where advanced motion sensors, haptic feedback, and accelerometers bring duels to life. The second activity is a water gun-based target practice game, where guests wield high-powered blasters to aim at dynamic targets. These targets are equipped with pressure and moisture sensors that track hits and misses, providing real-time feedback and adding an extra layer of challenge.







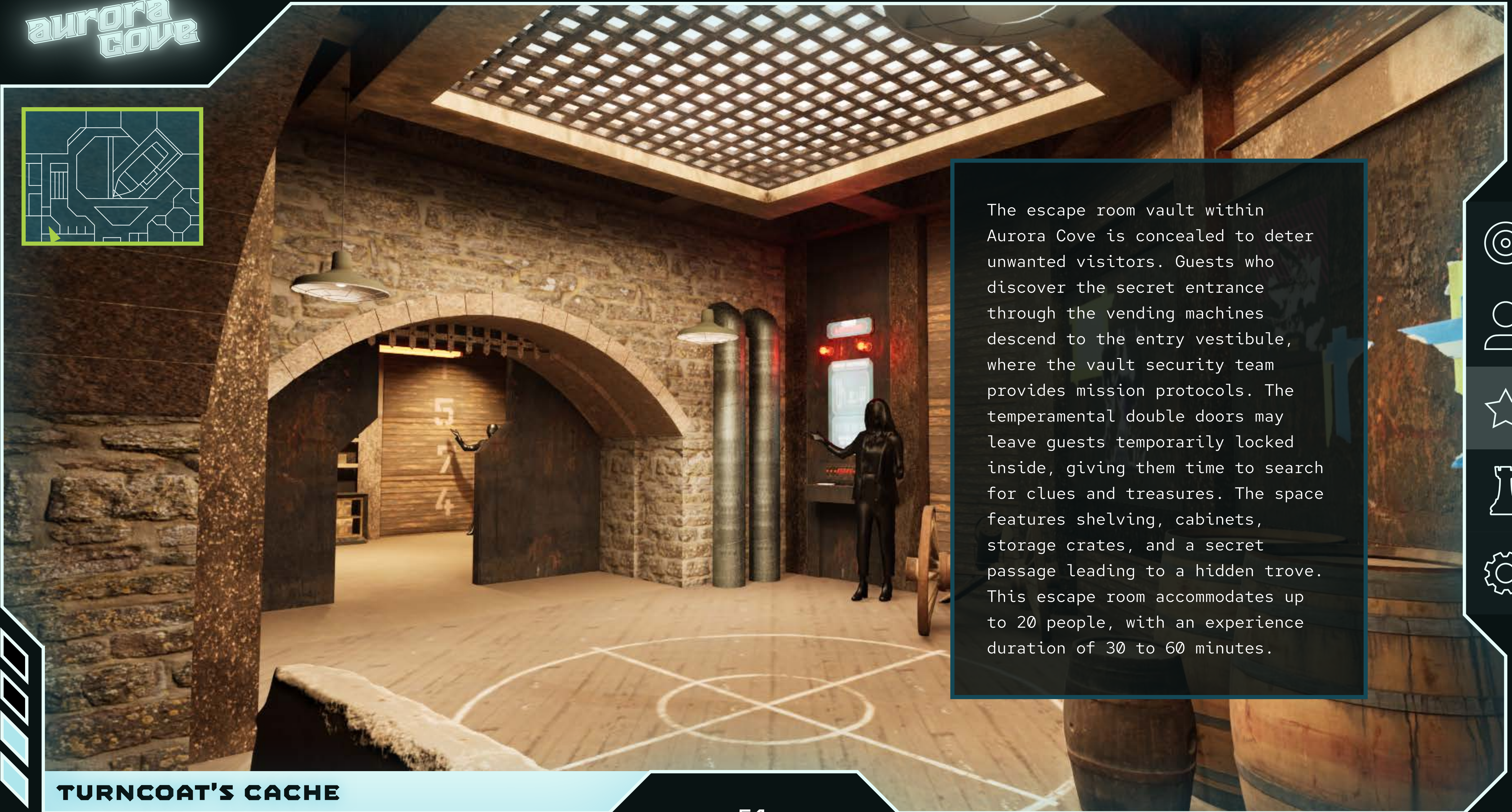
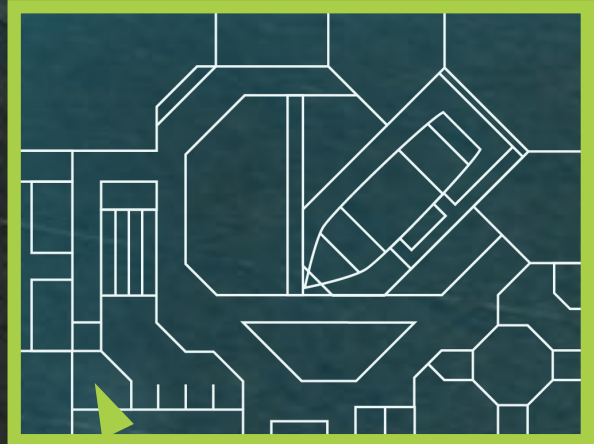




**Flotsam Jack:** *Before our revolt to take over Aurora Cove, this Vault belonged to Hamish Turncoat. I couldn't wait to crack it open, but I never found any of his 'treasure'. There's some interesting stuff in his collection for sure, but I heard a rumor that Hamish kept a flash drive with his real treasure hidden somewhere in this cache. He was old school like that. And paranoid. May fortune favor your hunt, oh, and mind the door, it's glitchy and sometimes it sticks. Been meaning to fix that..*

**TURNCOAT'S CACHE**





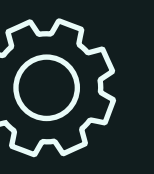
The escape room vault within Aurora Cove is concealed to deter unwanted visitors. Guests who discover the secret entrance through the vending machines descend to the entry vestibule, where the vault security team provides mission protocols. The temperamental double doors may leave guests temporarily locked inside, giving them time to search for clues and treasures. The space features shelving, cabinets, storage crates, and a secret passage leading to a hidden trove. This escape room accommodates up to 20 people, with an experience duration of 30 to 60 minutes.



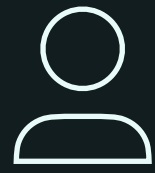
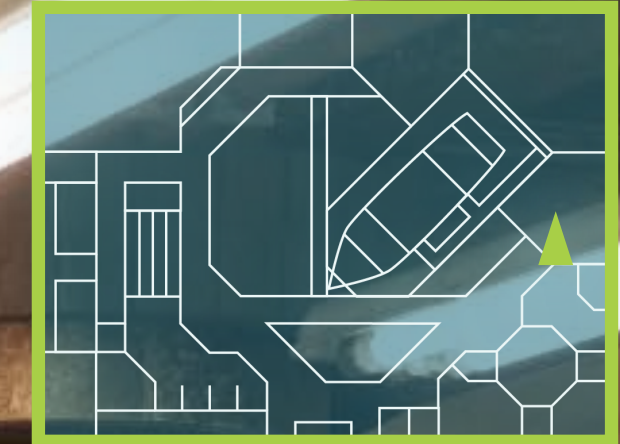
**TURNCOAT'S CACHE**



# TURNCOAT'S CACHE

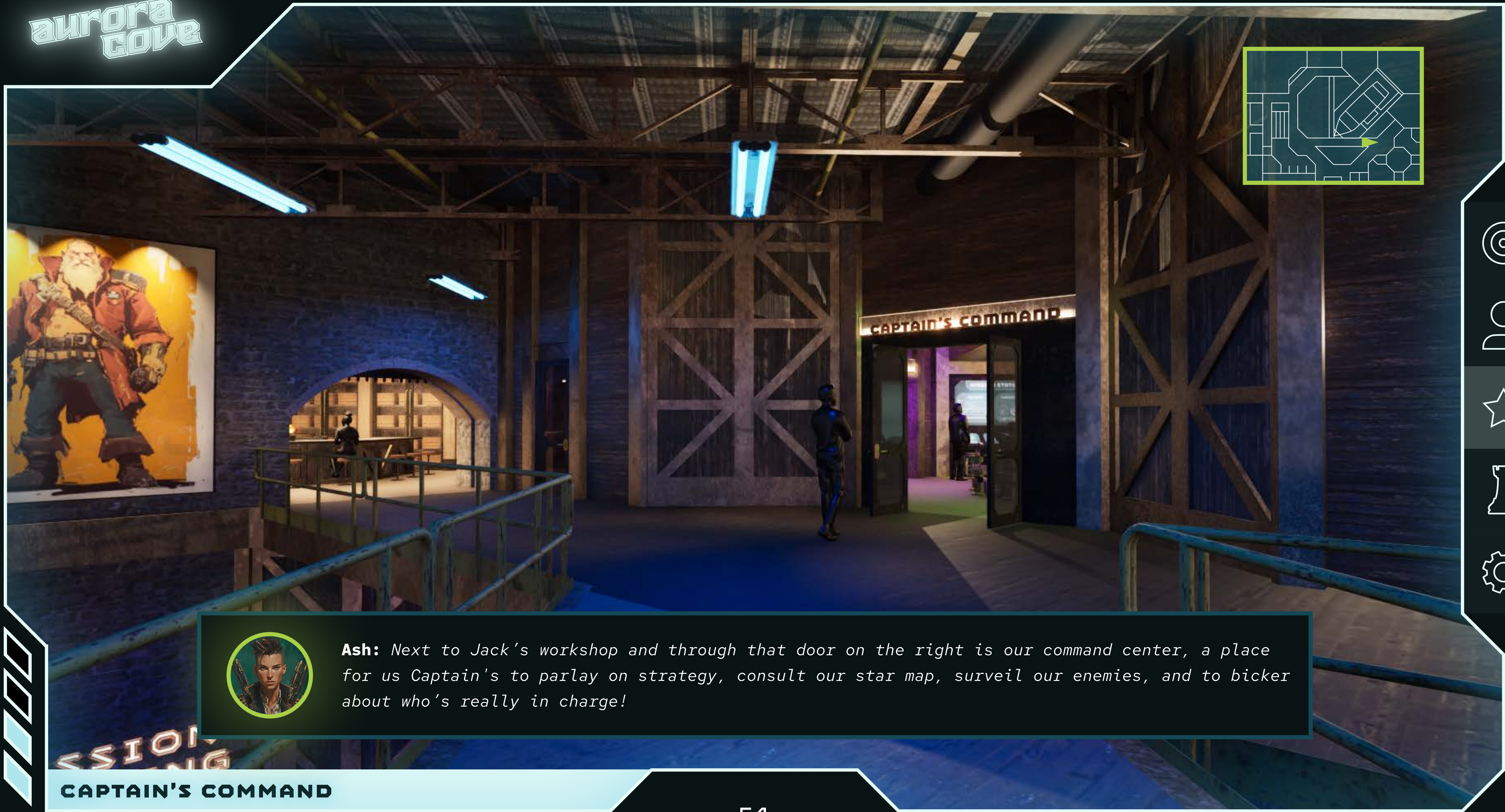
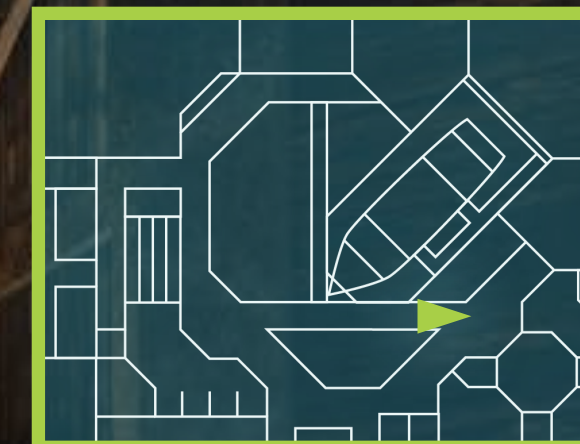






**Flotsam Jack:** *I see you've stumbled upon my humble workshop! It's a pretty versatile space, with plenty to experience. Here you can design a ship, your own pirate flag, or customize a compass, and even spy-glasses. Need a space to celebrate with all your mateys? We've got plenty of room here to share!*



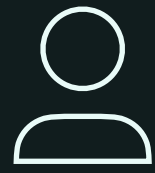


**Ash:** Next to Jack's workshop and through that door on the right is our command center, a place for us Captain's to parlay on strategy, consult our star map, surveil our enemies, and to bicker about who's really in charge!





The Captain's Command is the central hub for mission operations. Guests can engage in core missions at any of the kiosks around the room, testing their strategic thinking. The star map table at the center offers an interactive experience to uncover Neo Kingston's secrets. With easy access to the archives, signal room, and surveillance room, guests can seamlessly transition between different mission aspects. The space accommodates 12 at the star map table and 12 at the kiosks, making it a crucial point in the adventure.





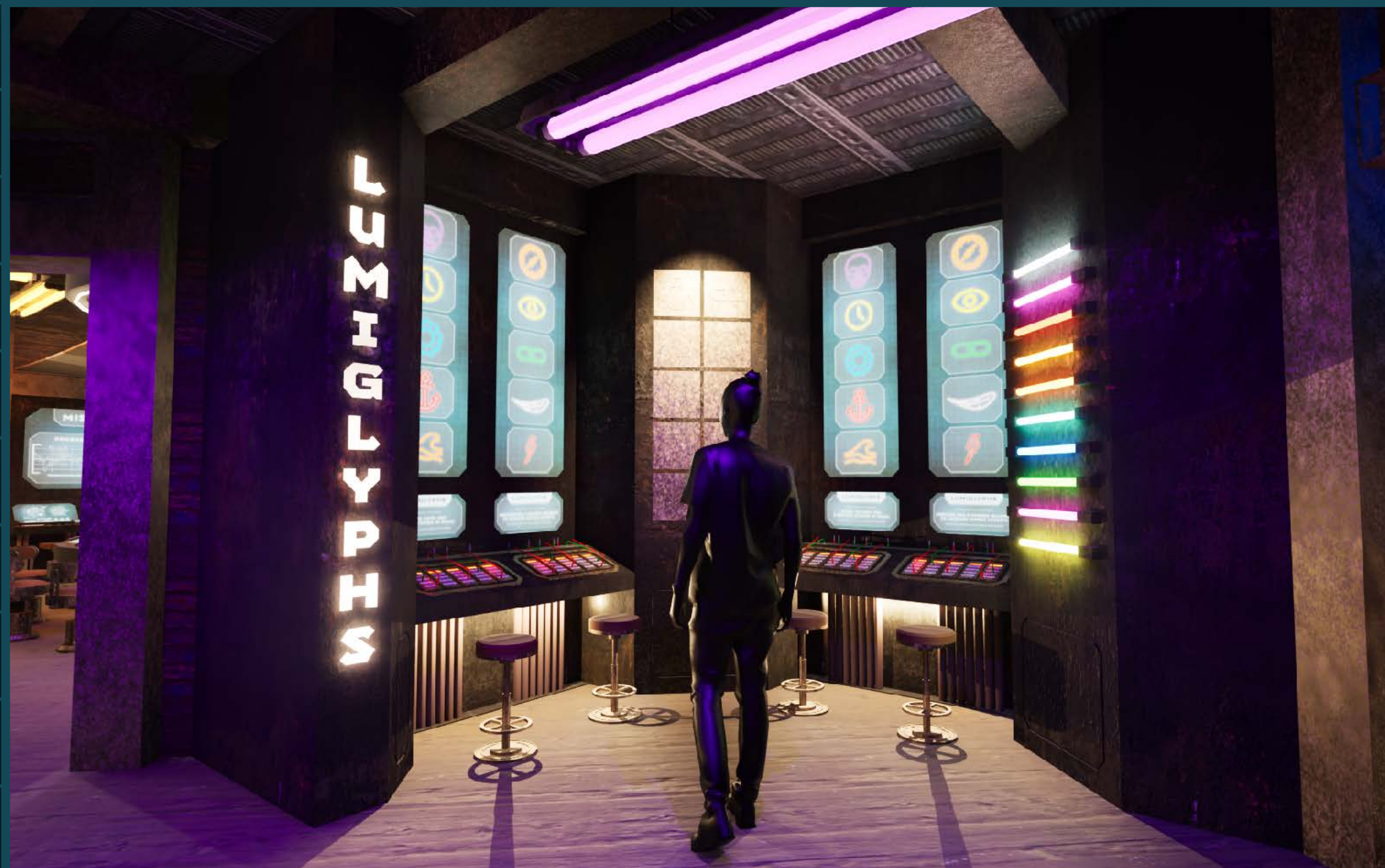


**Flotsam Jack:** We are always improving our communication: like with our Pirate Radio station, where you can communicate how you feel about the Guv'nor's new taxes on Neo Kingston and the whole Blackout Zone!

THE SIGNAL ROOM



## THE SIGNAL ROOM



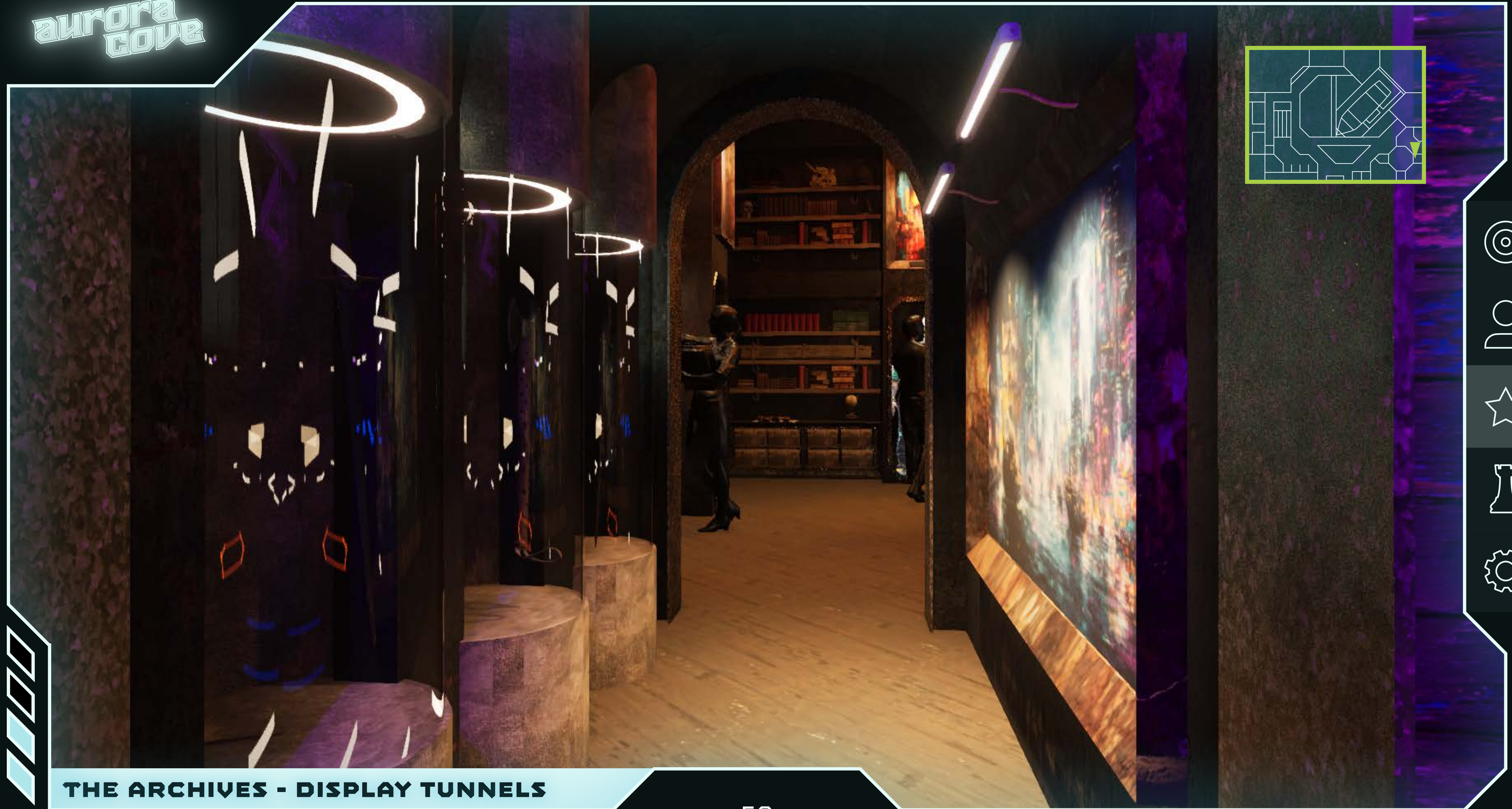
In Lumiglyphs, guests decode pirate symbols and neon colors to unlock hidden messages and secrets. Using interactive panels, they piece together messages that guide them to their next adventure within the Cove or communicate a message to other pirate crews.



At Hijack Radio, guests take control of the airwaves, broadcasting out over A.R.G.H. FM their pirate message to the Cove. They record their own snippets, delivering updates or rallying calls to fellow pirates, before moving on to their next mission.







**THE ARCHIVES - DISPLAY TUNNELS**



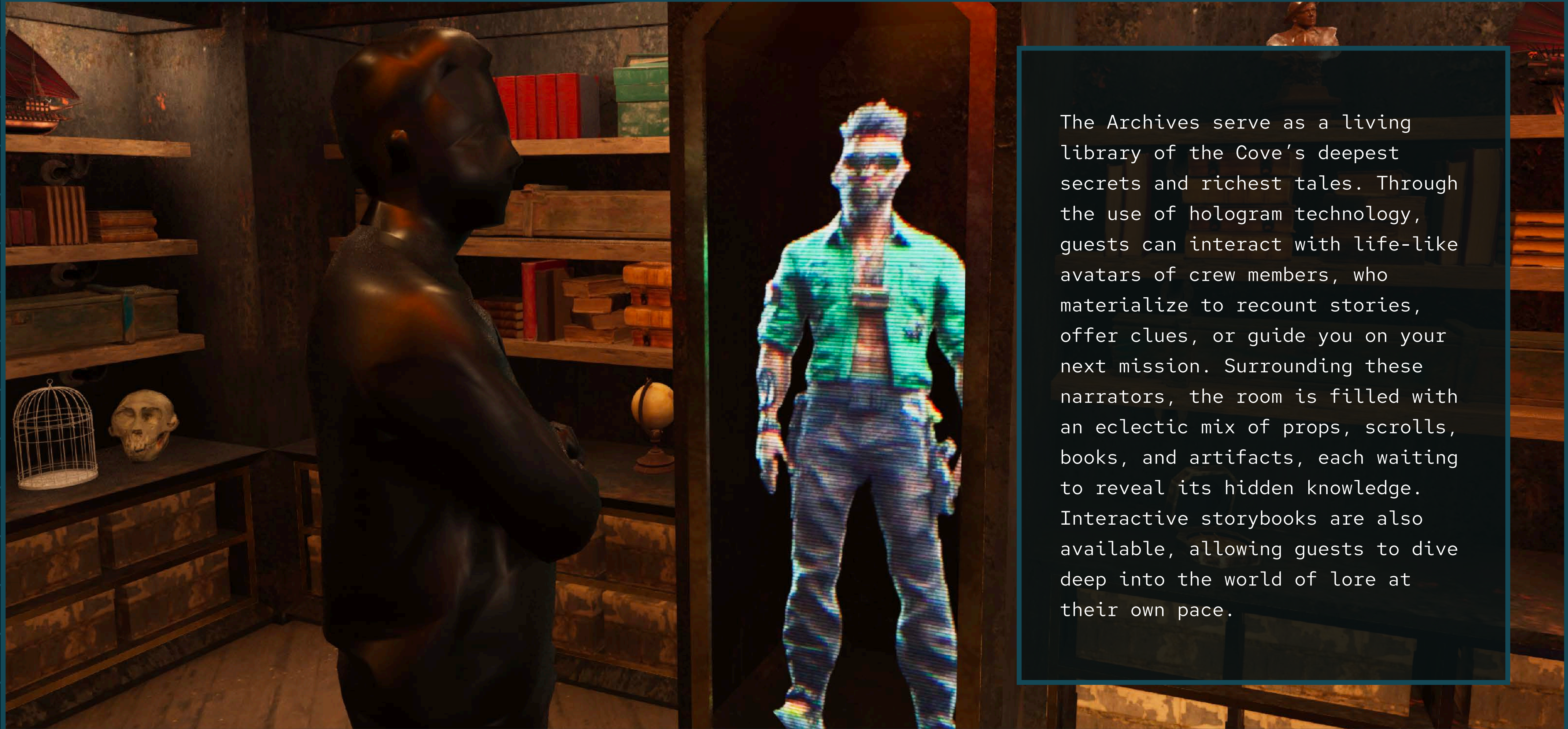


**Ghostbeard:** *If ye mean to speak fightin words, ye'd best have the experience to back 'em up. That's what the archive here is fer: a different sort of treasure, our collected histories, free for denizens of The Cove.*

**THE ARCHIVES**



## THE ARCHIVES



The Archives serve as a living library of the Cove's deepest secrets and richest tales. Through the use of hologram technology, guests can interact with life-like avatars of crew members, who materialize to recount stories, offer clues, or guide you on your next mission. Surrounding these narrators, the room is filled with an eclectic mix of props, scrolls, books, and artifacts, each waiting to reveal its hidden knowledge. Interactive storybooks are also available, allowing guests to dive deep into the world of lore at their own pace.



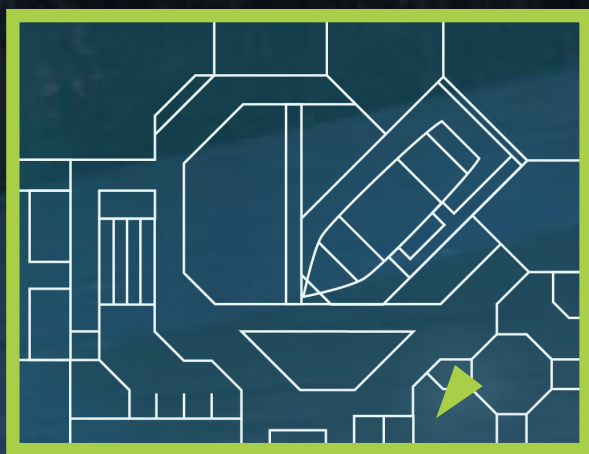




**Sol:** Looking for something more modern than a history book? Our Surveillance room has Anchor Point access to the Net, allowing you to dive in and complete different kinds of missions!



**Luna:** While you're at it, take one of our drones and explore Neo Kingston from the skies. There's plenty to keep an eye on here at The Cove, but don't forget that a sailor only needs one map: The Stars!

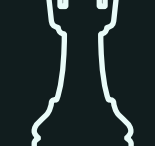
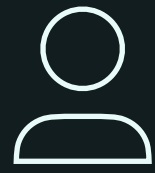
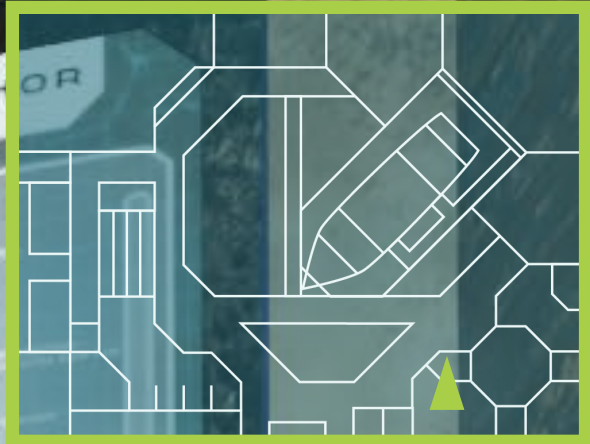


**THE SURVEILLANCE ROOM**



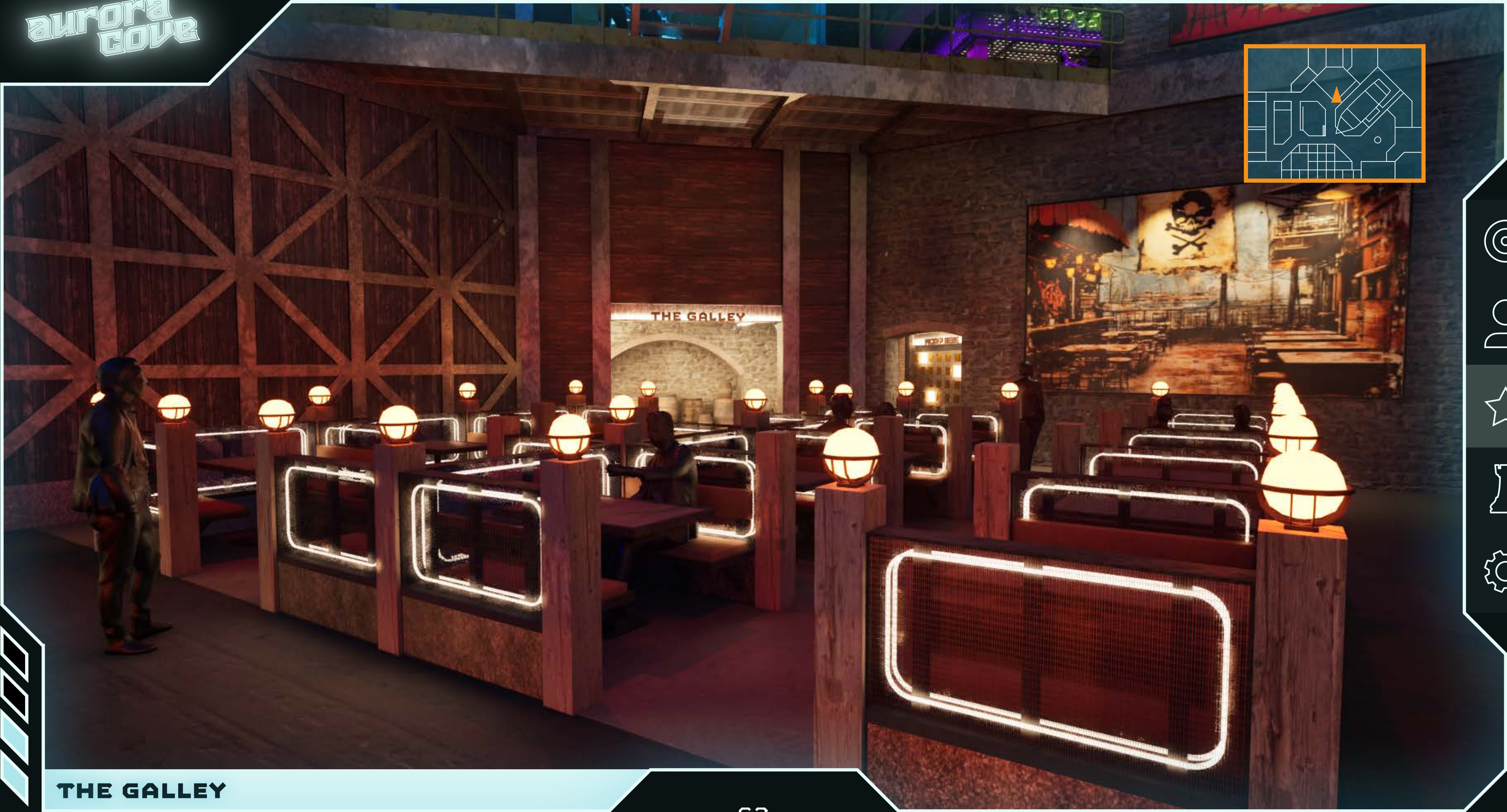
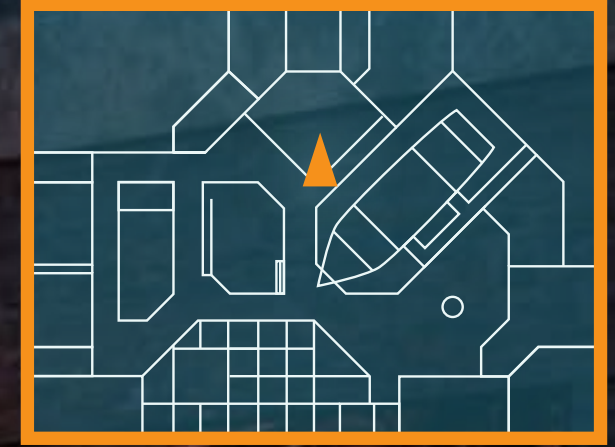


Anchor Point is the main terminal for digital infiltration, where guests can engage in high-stakes hacking missions. At the interactive kiosk, guests work to breach the Neo Kingston surveillance system, access classified documents, or siphon virtual bank funds. The challenges test their skill and speed as they uncover secrets and disrupt the Technocrats' control. Each successful hack unlocks rewards and reveals deeper insights into the city, all while contributing to their pirate crew's success.



**ANCHOR POINT**





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THE GALLEY



# THE GALLEY



The Galley is where guests can refuel with ease while staying immersed in the world of Aurora Cove. Orders are placed at digital kiosks, offering a variety of themed dishes. Meals are delivered through a sleek automat system, a nod to the blend of tradition and technology that defines the Cove. With 35 cubbies for quick food pickup and seating for 64, The Galley combines efficiency with the immersive atmosphere, making it a central hub for all adventurers.



# THE GALLEY - SAMPLE MENU

## GHOSTBEARD'S FORBIDDEN FEAST

Forbidden Rice, Grilled Salmon, Sautéed Bok Choy, Miso Glaze, Pickled Ginger, Seaweed Salad

## NORTHWIND'S HARVEST

Quinoa Pilaf, Roasted Butternut Squash, Grilled Asparagus, Chickpea Fritters, Lemon Tahini Sauce and a Charred Tomato Relish

## FLOTSAM'S CATCH

Blackened Mahi Mahi, Coconut Rice, Grilled Plantains, Mango Salsa, Pickled Cabbage Slaw

## MUSKETEER'S PLATE

Grilled Jerk Chicken, Sweet Potato Mash, Sautéed Green Beans, Pineapple-Habanero Sauce With Cornbread



## CAPTAIN'S QUARTERS

Marinated Skirt Steak, Cilantro Lime Rice, Charred Bell Peppers, Chimichurri Sauce and Fried Yucca

## PIRATE'S PICNIC

Grilled Chicken Breast, Rosemary Roast Potatoes, Mixed Greens, Honey Mustard Dressing and Garlic Bread

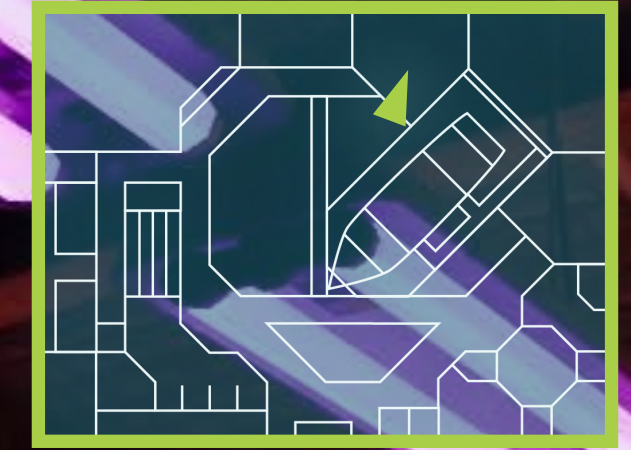
## BUCCANEER'S FRY

Crispy Fried Chicken, Spiced Mac and Cheese, Sautéed Collard Greens, Jerk Sauce, Plantain Chips

## CORSAIR'S PLUNDER

Slow Roasted Pork, Mashed Yucca, Grilled Corn, Mojo Sauce With a Side of Grilled Pineapple Coleslaw





**Ghostbeard:** *Halt! Only sailors with their Sea-Legs beyond this point. Welcome to Lookout Paradise, our hidden getaway here in Aurora Cove. Perch up at the bar and quaff a spot of grog, or stay and enjoy the digi-quarium. Training will always be there when ye get back, and every sailor deserves a day off.*

**LOOKOUT PARADISE**



# LOOKOUT PARADISE - SAMPLE MENU

## THE SMOKING GUN

Rum, Mezcal, Pineapple Juice, Lime Juice, Agave Syrup, Smoked Chili Bitters, Charcoal Salt Rim

## GHOSTBEARD'S REVENGE

Dark Rum, Fresh Ginger Juice, Honey Syrup, Lemon Juice, Angostura Bitters, Ghost Pepper Infusion

## NINE TAILS TONIC

Spiced Rum, Tonic Water, Lime Wedge, Fresh Mint Leaves, Ginger and Lemongrass Infusion

## SILENT SIREN

Japanese Gin, Yuzu Juice, Elderflower Liqueur, Matcha Syrup, Club Soda, Cucumber Ribbon, Rosemary Sprig

## THE MUSKETEER'S ELIXIR

Islay Scotch, Blackberry Liqueur, Fresh Lemon Juice, Simple Syrup, Champagne, Gold Dust Garnish

## AURORA'S GLOW

Reposado Tequila, Passion Fruit Puree, Lime Juice, Vanilla Syrup, Club Soda, Edible Glitter

## TECHNOCRAT'S GET RUM PUNCHED

White Rum, Aged Jamaican Rum, Pineapple Juice, Orange Juice, Fresh Lime Juice, Grenadine, Absinthe Mist

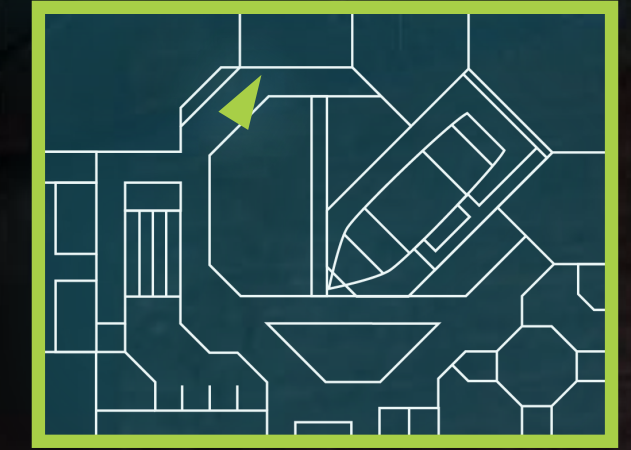
## FLOTSAM'S GROG

Rum Blend, Coconut Water, Grapefruit Juice, Fresh Lime Juice, Honey Syrup, Bittermens Tiki Bitters, Kaffir Lime Leaf





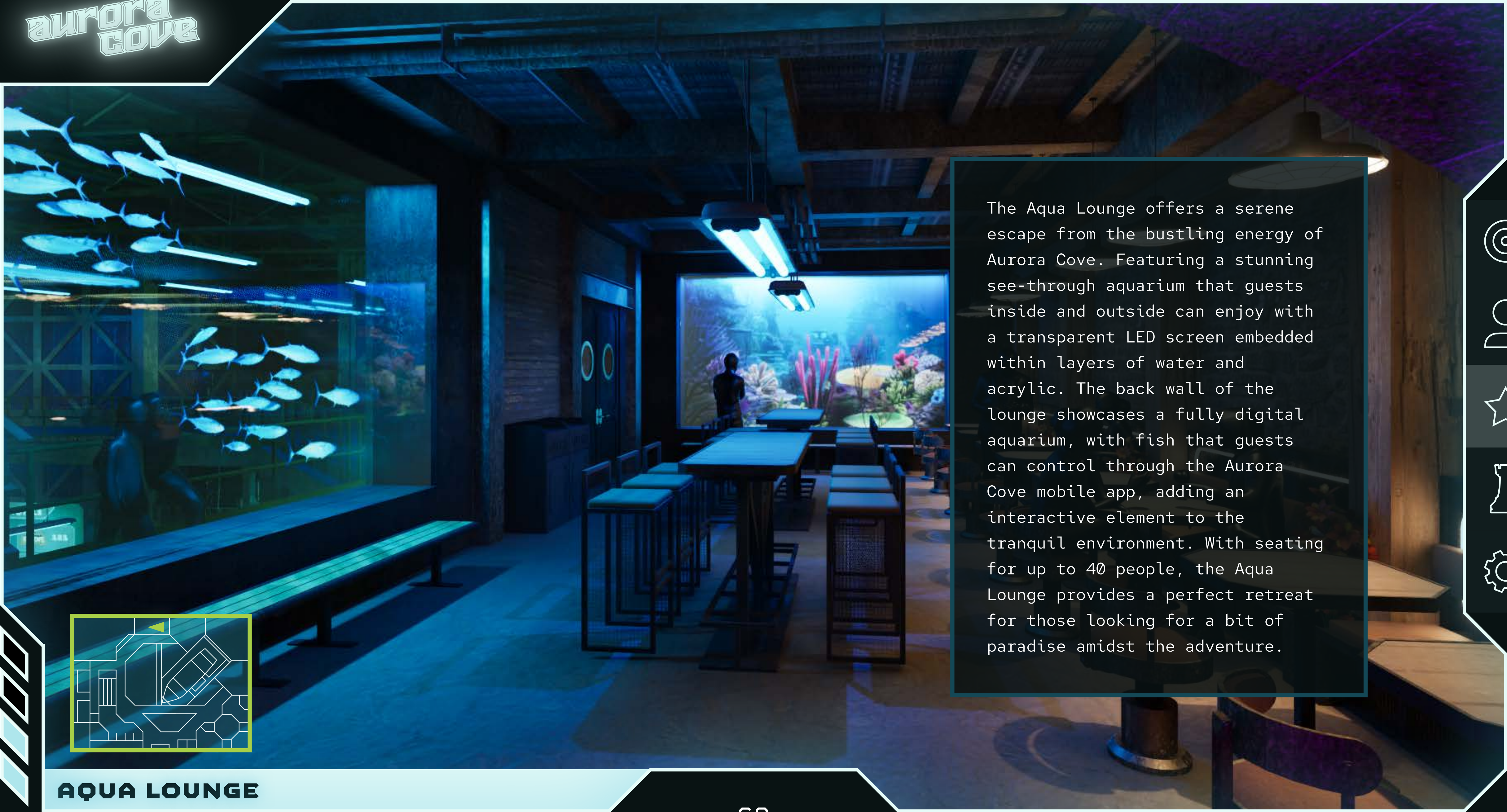
AQUA LOUNGE



**Luna:** *I'm beginning to think that you'd prefer to be underwater with how often you go diving for pre-flood tech...*

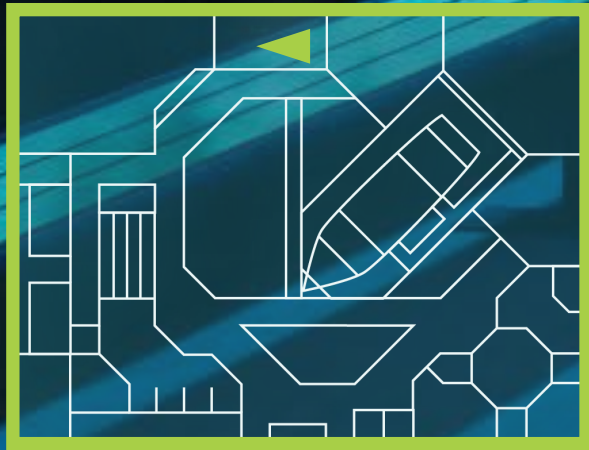
**Sol:** *Honestly it's just so relaxing to be surrounded by the water and the fish. No one is trying to slice me open and steal my loot while I'm down there!*





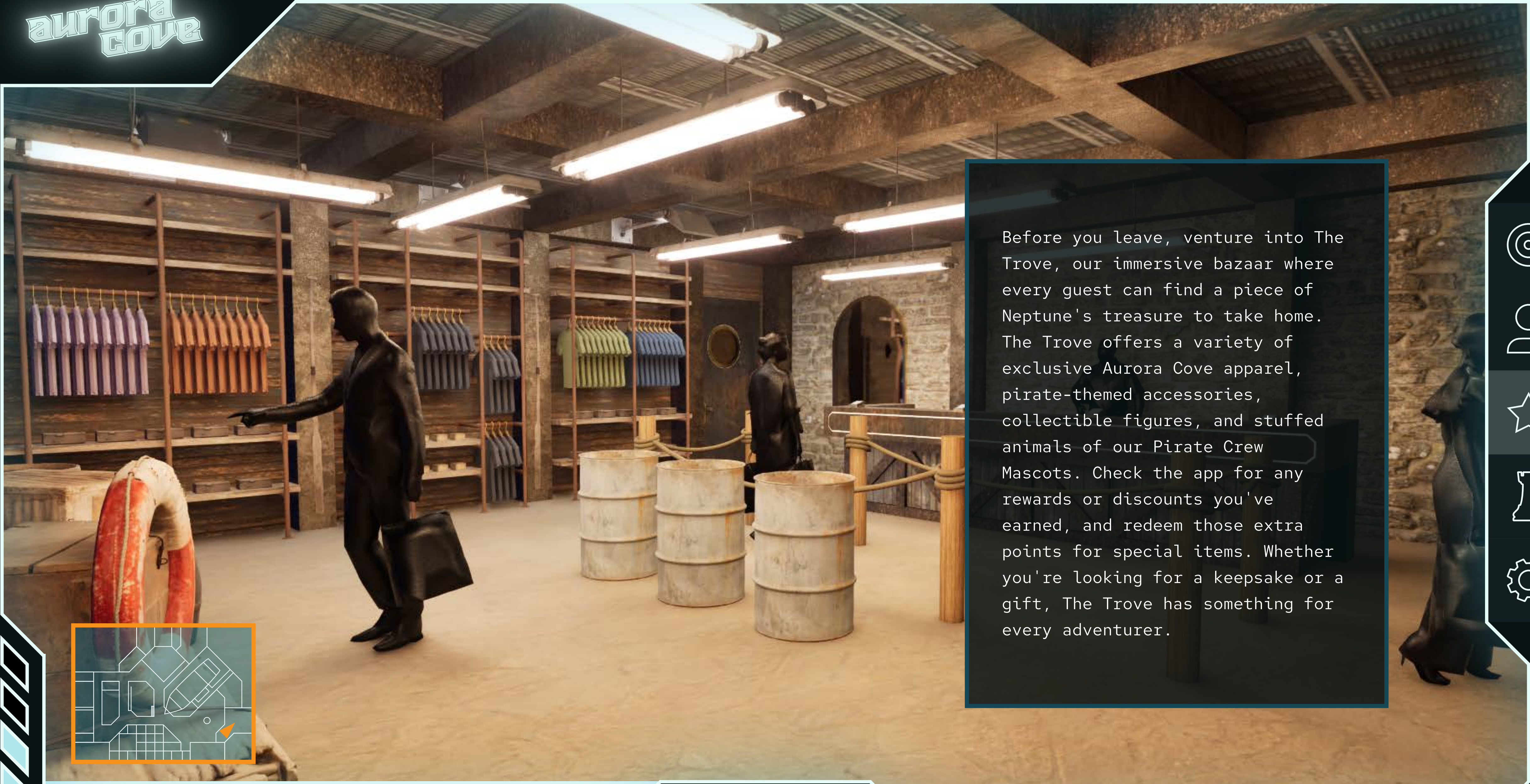
The Aqua Lounge offers a serene escape from the bustling energy of Aurora Cove. Featuring a stunning see-through aquarium that guests inside and outside can enjoy with a transparent LED screen embedded within layers of water and acrylic. The back wall of the lounge showcases a fully digital aquarium, with fish that guests can control through the Aurora Cove mobile app, adding an interactive element to the tranquil environment. With seating for up to 40 people, the Aqua Lounge provides a perfect retreat for those looking for a bit of paradise amidst the adventure.

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**AQUA LOUNGE**





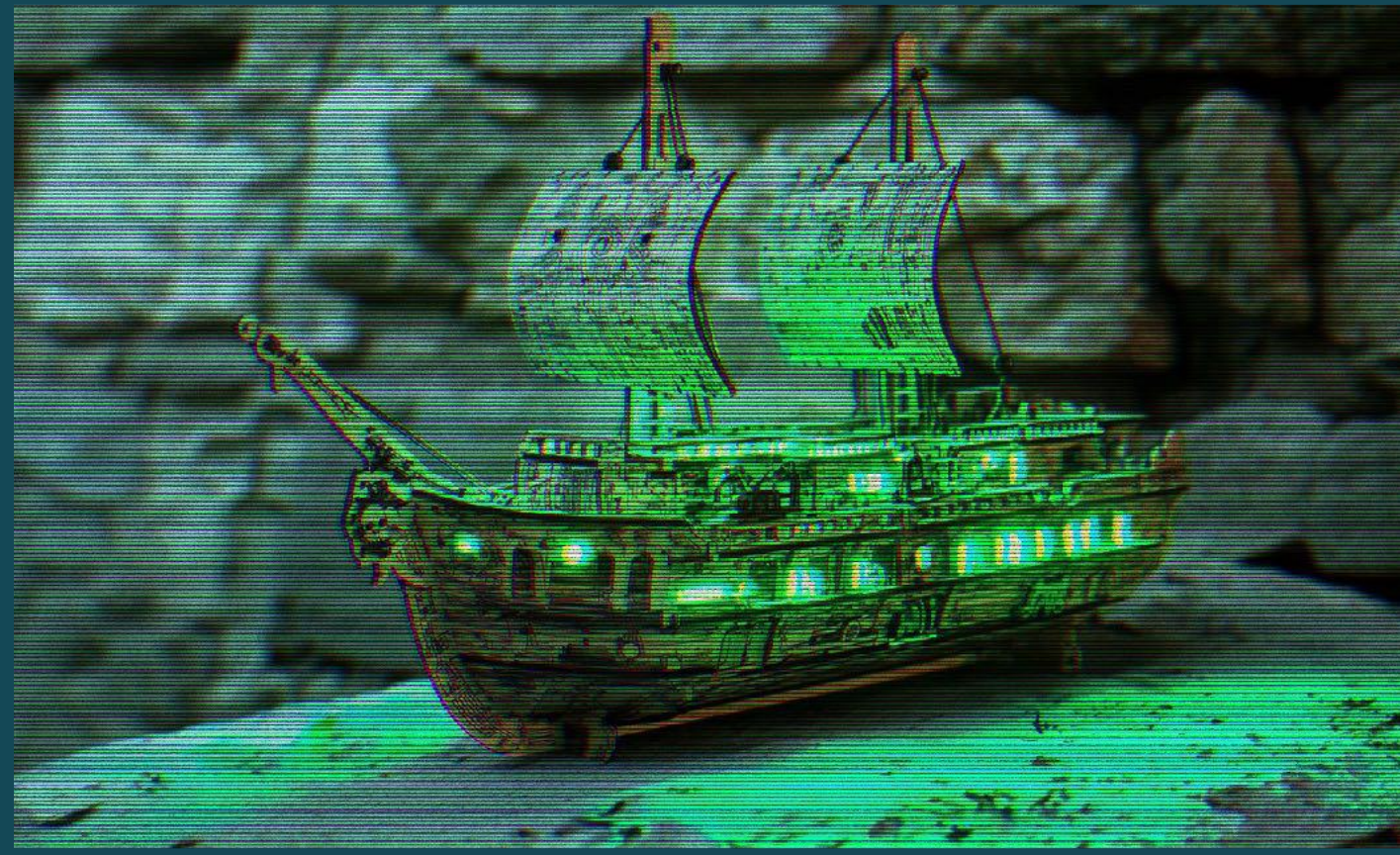
Before you leave, venture into The Trove, our immersive bazaar where every guest can find a piece of Neptune's treasure to take home. The Trove offers a variety of exclusive Aurora Cove apparel, pirate-themed accessories, collectible figures, and stuffed animals of our Pirate Crew Mascots. Check the app for any rewards or discounts you've earned, and redeem those extra points for special items. Whether you're looking for a keepsake or a gift, The Trove has something for every adventurer.



**THE TROVE**



# THE TROVE - SAMPLE OFFERINGS





## THE TROVE - OFFERINGS

### APPAREL & HATS

A range of t-shirts, hoodies, and hats featuring pirate crew logos and symbols, perfect for representing crew allegiance.

### DRINKWARE

Custom sculpted mugs, tumblers, and flasks inspired by the Cove's narrative, offering a keepsake from the adventure.

### TOYS & GAMES

Pirate-themed plushies, puzzles, playing cards and board games that extend the adventure beyond the Cove.

### ART & DECOR

Framed prints, wall banners, & scale model ships capturing the essence of Aurora Cove and Neo Kingston

### COLLECTIBLES & JEWELRY

Rings, necklaces, keychains, magnets & pins that add a pirate touch to your self-expression.

### TECH & GADGETS

Phone cases, neon lights, and other tech accessories, all with a cyberpunk pirate twist.

### BOOKS & MEDIA

Storybooks, comics, and soundtracks that delve deeper into the world of Aurora Cove.

### FOOD & DRINKS

Themed treats, gourmet snacks, our very own line of Pirate Rums, and take-home goodies inspired by the flavors of Aurora Cove.





## LIVE SHOWS



A 45 Minute live show involving all of the Captains, full of swashbuckling, special effects, and big kabooms! The time for a Parlay amongst the Captains has come. According to the rules of The Cove, whichever Captain's Crew amassed the most points, gets to choose the next target of our Pirate Armada. Will their plan render, or be corrupted?



**Ash:** The time has come for a Parlay, and I must say, they're really quite a show. Amongst the Captains there'll be shouting, scheming, and power plays for what The Cove's next move should be. Definitely some threats of swordplay, followed by actual swordplay. **Perhaps I'll even have a chance to make something go boom! I'll tell you, it's my favorite show.**





aurora  
cove



# CAPTAIN'S TALES

APPENDIX



## CPT. EDGAR "GHOSTBEARD" SKEW



Edgar Skew began his sailing career as the deckhand on a fishing boat in the Fishtown district of Neo Kingston. He'd arrived in the cyber-city as a young man, strong enough to do the hard labor of bringing in fresh food for hungry mouths. The Captain of the boat would turn out to be his mentor, and later friend, Hamish Stoa. A few short years later, the two men would be offered a gig by Don Titan Silverback to steal a valuable chrome shipment sailing outside the Blackout Zone.

Hamish and Edgar completed their mission successfully, and so quit the fishing business, and joined the Privateer life. They were frequently given assignments by Don Silverback, while nabbing other gigs on the side. Hamish made Edgar the Quartermaster and First Mate. Eventually they upgraded to a larger and faster vessel: a frigate called Fairweather. They built out their crew, adding a demolitions expert, an extraordinary carpenter, and a two-for-one with a navigator and hacker by hiring twins.

But Edgar had only ever thought about one thing: the score to end it all. The number which would be so grand that he could finally walk away from Privateer life. He'd had his fill of the sea, he ached to wake up and find solid ground beneath his feet. He used intimidation tactics to scare the fight out of his foes, including a mist machine to constantly shroud him in storm clouds. Most simply surrendered at the sight of the Ghostbeard. He knew only too well, though, that such a life favored the young and bold, and that luck would not always be in his favor.

Luck did run out for Ghostbeard when Captain Hamish turned on the crew, and threw in with the Guv'nor, to sell out the rest of the sailors of the Fairweather. The duel between Ghostbeard and the Turncoat became a well known story amongst the dives and coves of the Blackout Zone. Ghostbeard's tricks couldn't save him from the friend who knew him best though, and he lost a hand for his folly. Hamish Turncoat slipped overboard and got away, back to the clutches of Neo Kingston and The Guv'nor.

As the squabbling over who the new Captain of the Fairweather should be began amongst the Mutineers, it was Ghostbeard who offered the first Parlay to all as equals. From there, they devised their plans for Aurora Cove, and a chance to strike back at both The Guv'nor, and Hamish Turncoat.





## CPTS. LUNA & SOL NORTHWIND



Luna and Sol grew up in the slums of Inflation, a town where everything is wet. The wood beneath your feet is swollen and sodden, and even if you have a roof over your head, it probably leaks at night too. The folks here are refugees with no place else to go.

Luna and Sol met in an orphanage and immediately declared themselves brother and sister. Anyone who disagreed woke up to wet socks.

From a young age, they were a dynamic duo, with Luna being able to understand the water's movements better than anyone, and Sol had a knack for tech-diving. Together, they brought in good hauls. At first they funded the whole orphanage, but they soon learned that they couldn't earn enough coin from scrap to keep the place afloat.

Sol anchored into the Deep Net looking for work, and found a private listing looking for able minded hackers for discreet gigs. He tried to go without Luna, but she followed him the whole way to the industrial yard. There they snuck onto the ship with the AP address identical to the listing, but Luna was caught by none other than Ghostbeard.

Sol bartered for her release, saying that their expertise could increase the Fairweather's fortune. Ghostbeard laughed; until Sol showed him the Quartermaster's own bank account information on a tablet. Then Ghostbeard seriously considered the boy's offer, and agreed to make him the crew's hacker.

The currents shifted in Luna's favor that night as well, for when she learned where the Fairweather was headed, she gave Captain Hamish new coordinates based on the stars, the sway of the sea, and "the smell of the Northbound wind". The Captain trusted the honest young girl, and they arrived at their destination in time to catch their prey by surprise. From then on, the "Northwind Twins" were part of the crew.

They pulled off some good heists together. Packed in a lot of gigs. But nothing chrome can ever stay, can it? Captain Hamish became Captain Turncoat, and the twins were able to crack his virtual safe and snag some important blueprints before they were locked out for good. They were the ones who discovered his plan in the first place, and forced his hand to the rest of the crew.

With the escape to Aurora Cove, the Northwind Twins know now that they have a better chance than ever to steal from The Guv'nor's private vaults, and be able to fund the orphanage for good





## CPT. "FLOTSAM JACK" JACK LAFOND



Jack LaFond came to Neo Kingston by accident, he floated into The Welding Yard as a boy on a piece of driftwood. He had no memory of what came before, only that there had been a mighty rogue wave which had capsized the vessel he'd been aboard.

He was taken in by a kindly older man, who had once had a son, but the boy had passed from the flux. In the Industrial

District, both Jack and his adopted father were employed as Carpenters in the shipping yard. Though their craft was recycled metal as opposed to woodworking, Jack had an engineering mind, and was able to build sculptures out of scraps.

Unfortunately, Jack's father caught ill, and Jack began to work overtime to cover the costs of his father's care. Late one night while he was working, a ship pulled into Marina Malmar that he didn't recognize. It had been damaged from an altercation, and once it docked, men started unloading cargo containers. Jack snuck closer to get a better look, but was taken by surprise at the sight of Ghostbeard and Captain Hamish. They argued about what to do with Jack, and whether or not he would tell anyone.

"Three may keep a secret, if two are dead," Jack told them, and explained that their boat would sink in a matter of hours with the damage they had taken on in exporting the cargo. He offered to patch up their vessel, if they would part with a portion of their earnings. The Privateers agreed, and Jack welded up their vessel.

The night time tune-ups would continue for some time until an official offer was finally made to Jack to join their crew as an engineer, but he declined. Jack wished only to make enough sandies to keep his father comfortable, but with medicine prices skyrocketing, he had to resort to other methods of acquisition and turned Privateer.

Jack joined up as the engineer of the Fairweather, and after a lucrative gig brought medicine and sandies into his possession, he returned home only to learn that his adopted father had passed. After cremating his father-figure, Jack continued on with the Privateering life, in the hope that all which he stole from the Technocrats could be distributed to those who truly needed it.

The crew of the Fairweather made their base in an abandoned military fort, hidden away within a small, impenetrable cove. With his engineering prowess, Jack was able to re-fortify the space, and turn it into a multi-purpose space for training, and some relaxation now and again. But when Captain Hamish became a Turncoat, Jack couldn't say he was surprised. He'd never trusted the Captain, and was glad to rewire the Fairweather so that it no longer answered to the Turncoat. It was Jack who'd renamed the vessel, and claimed it as his own: The Sapphire Renegade.



## CPT. ASH "THE MUSKETEER" GRAY



Ash began their illustrious career as a demolitions expert under the command of Clayton Cane AKA Brigadier-General Firewall, The Guv'nor's last line of defense and the most deadly. From the time that they were young, Ash had delighted in fireworks and grand displays of canonfire.

To see more explosions, they signed up to serve in the military, and their

affinity for being bold and barking orders caused them to rise in the ranks.

Ash quickly became one of the youngest Lieutenants in The Guv'nor's army, and begged BGF to give them command of their own ship and crew. On the hunt for glory, Ash sought to hunt down all the Privateers sailing the waters of the Blackout Zone. However, BGF never granted their request, considering Ash too reckless for their own good.

During a routine sailing drill, BGF command spotted a Privateering vessel weaving in and out of rocky coves, and Ash ordered them to give chase. The crew, confused, listened to Ash's orders and went after the ship. Ash unleashed the firepower of their ship, firing at the ship, which had seemingly disappeared in thin air.

For their disobedience, Ash was court-martialed by BGF, and found guilty of treason. Ash argued in their own favor, saying that they had only sought to rid the Blackout Zone of those who opposed the Guv'nor, but their story fell on deaf ears. Ash was sentenced to be executed the following day.

That night, the Captain of the Privateer ship and his Quartermaster snuck into the prison which held Ash and made them a deal to join their crew, after having seen their ability to wield firepower. However Ash refused the offer, saying that they would never turn Pirate. Captain Hamish made one last offer, saying that if Ash were to change their mind, all they needed to do was send up a signal flare.

As Ash's execution time neared and they saw that BGF and The Guvnor would not budge on the sentencing, Ash slipped the noose and escaped into the armory. Setting fire to kegs of powder, they set off one last explosion before diving into the ocean to escape, whereby they were picked up by the crew of the Fairweather. Having seen firsthand the fickle and unjust nature of the ruling Technocrats, Ash decided to join the Privateers and never looked back.

It became Ash's purview to train new recruits, and get them into fighting shape. When Hamish turned on his crew though, Ash was ready to mutiny, since they'd already been uneasy about Hamish's "mystery client" who'd sent them on a wild goose chase for missing data. With the Guv'nor's men having them surrounded, including their former leader the BGF, Ash set off a brilliant display of fireworks which allowed the Fairweather to slip away quietly to The Cove.





aurora  
cove

WHAT  
CREW  
WILL  
YOU  
JOIN?

