



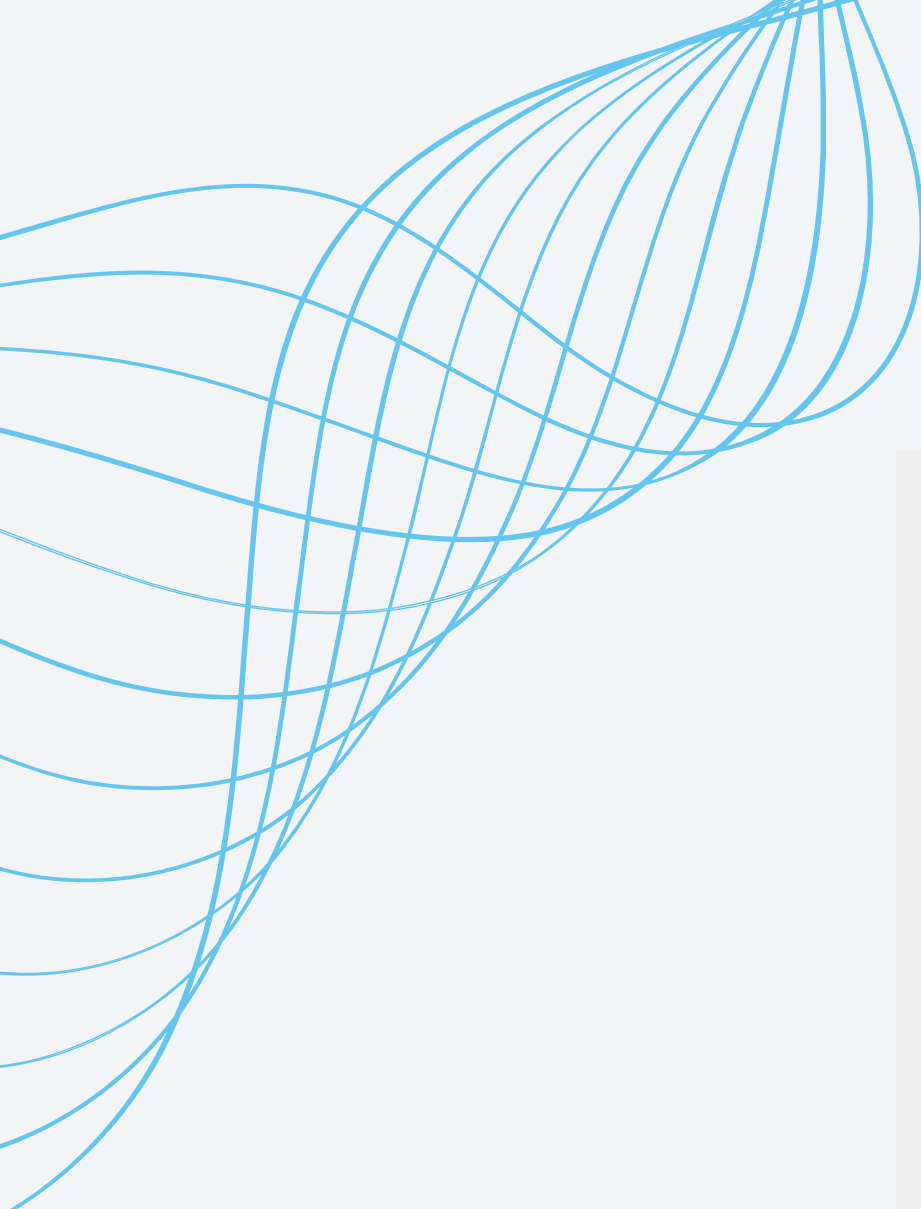
MISSION TIMELINE

Storyland
DESIGN CHALLENGE

ABOUT

Mission Timeline is an elevated immersive theatre experience combined with escape room puzzles and competitive socialising elements to blend powerful historic moments with compelling guest driven narratives. This yields a story driven experience that can be replicated across a variety of destinations, yet remain unique in each location.



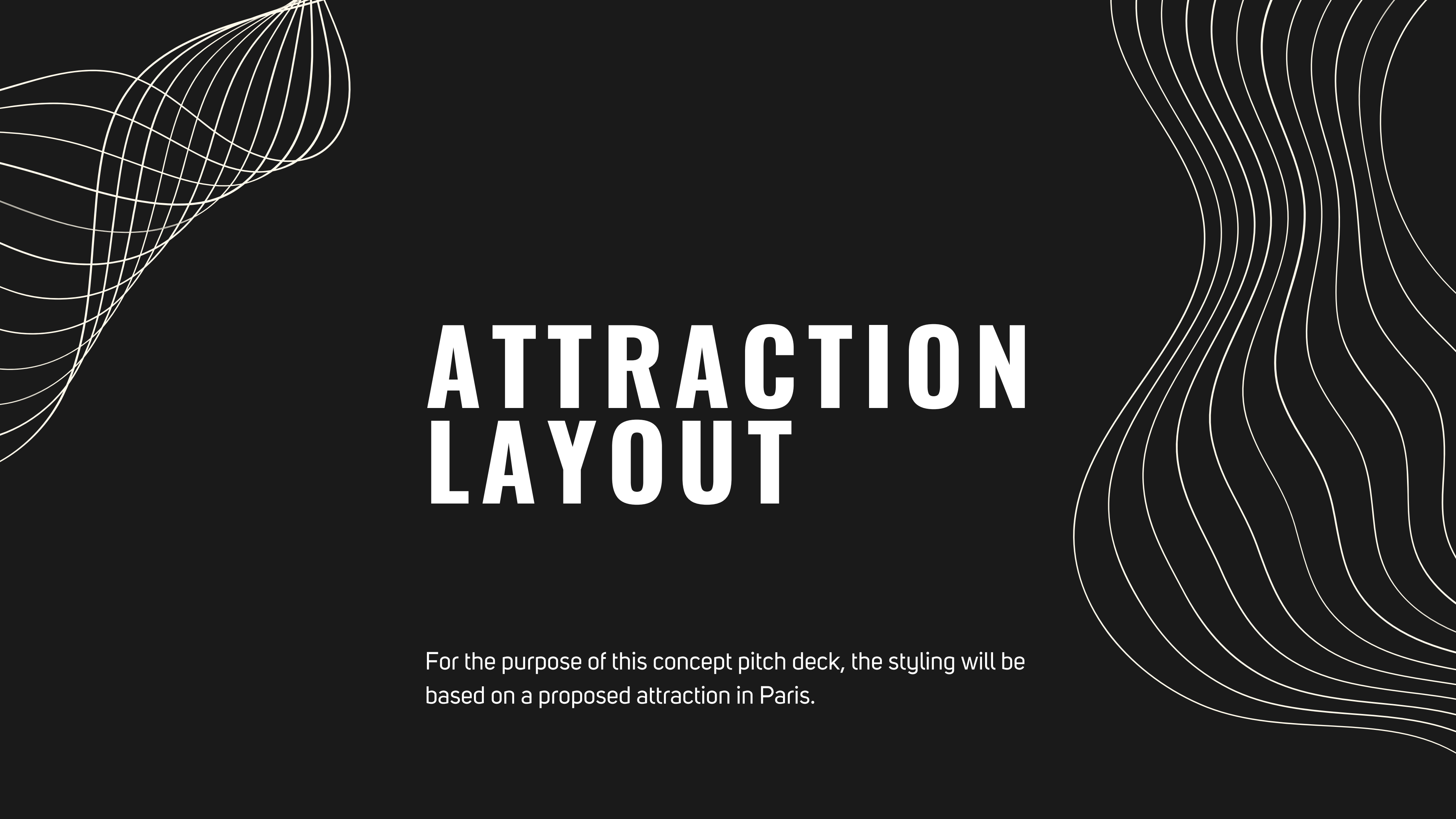


In this three to four hour experience, guests will become **Memory Makers** as part of **The Time Protection Bureau**. They are armed with the quest of protecting the correct flow of time, traveling back to the past or forward into the future to complete a series of puzzles, challenges and actor-led interactions.

Completing these combats the unforeseen fluctuations in time, preserving key memories and moments and ensuring the correct flow of time to protect the past, present and future. Overall guest interactivity contributes to this mission, the progression of which is displayed by simulating an idyllic future of the attraction's location through a simulated model located in the attraction's central core.

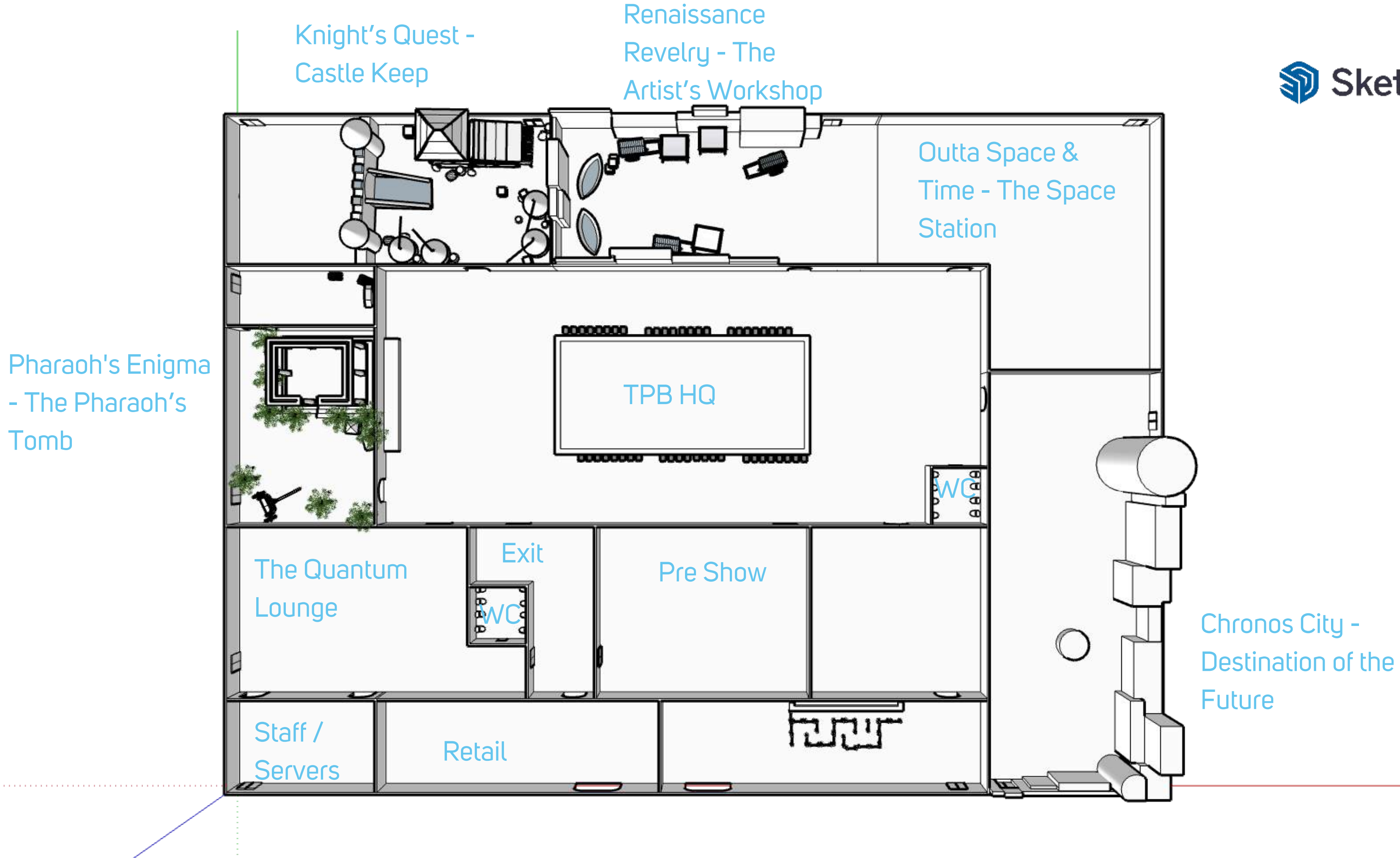
ATTRACTION LOGO CONCEPTS





ATTRACTION LAYOUT

For the purpose of this concept pitch deck, the styling will be based on a proposed attraction in Paris.

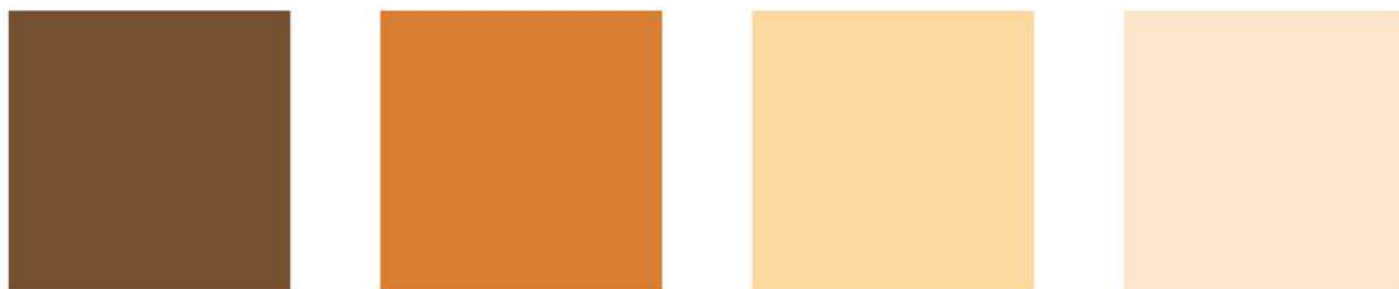




EXPERIENCE NARRATIVE

For the purpose of this concept pitch deck, the styling will be based on a proposed attraction in Paris.

ENTRY MOODBOARD



MOODBOARD IMAGES
REFERENCE ONLY

ADMISSIONS

On arrival at a Mission Timeline attraction, the facade is seemingly innocent and designed to blend in with its architectural surroundings - it only wants to be noticed by those who seek it. In the window frame are a number of clocks, varying in historic age. Roman numerals are embedded into the door frame from one to 12, and pulsate with powerful energy every half hour.

Once inside, guests are greeted by a mysterious clock store, the dark wooden shelves of which are adorned with clocks of differing sizes and ages. Copper pipes run amok in the ceiling, occasionally puffing out steam in beat with the gentle ticking sound throughout the room. If guests are lucky, they may catch some of the clock faces emitting a vibrant colourful light, as if there is something otherworldly powering them. Guests navigate through the aisles of the shop forming a queue line, making their way to the sales desk.

ADMISSIONS

At the sales desk, guests are greeted by staff embellished in steampunk-esque attire, wearing varying types of hats and each with their own fob watch suspended from their necks like a necklace. After showing/purchasing their tickets, the 'store keepers' present guests with their own Flux Band - an RFID band styled like a timekeeping device that allows guests to safely pass through Time Portals.

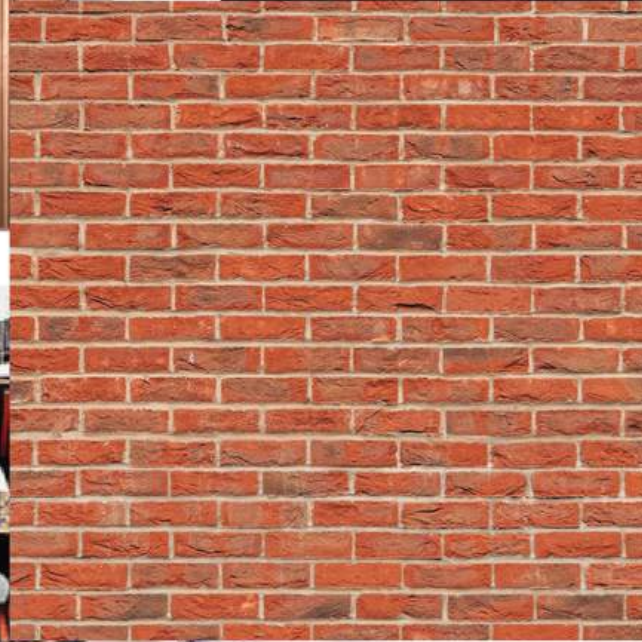
They are discreetly welcomed to the Time Protection Bureau, an organization formed to ensure the protection of the flow of time. Staffed by 'Memory Makers' these individuals/groups are able to pass through Time Portals to predetermined periods and locations.

They are able to interact with the characters and their surroundings in order to safely ensure the correct flow of time, making decisions that could impact the distant future.



RFID Band concept.

PRE-SHOW MOODBOARD



MOODBOARD IMAGES
REFERENCE ONLY

PRE-SHOW

Guests are then guided through a door hidden behind a bookshelf to the side of the admission desk into a room with exposed brickwork, vaulted ceilings and copper pillars flanking the walls. In between the pillars and within the iron beams of the roof are screens simulating faux bricks, with a giant rotating gear mounted to the center of the ceiling, a clock arm slowly rotating around as guests fill the room.

Upon completion of guests entering, the lights flicker to a gentle dim. A hologram appears down from the central gear - a character that varies depending on the attraction setting. They introduce themselves as the Head of Memory Making from the location, and are delighted to welcome guests as Memory Makers into the TPB. They explain that they will shortly be transported to the TPB's headquarters, a location suspended and protected outside of time itself - making it inaccessible to intruders.

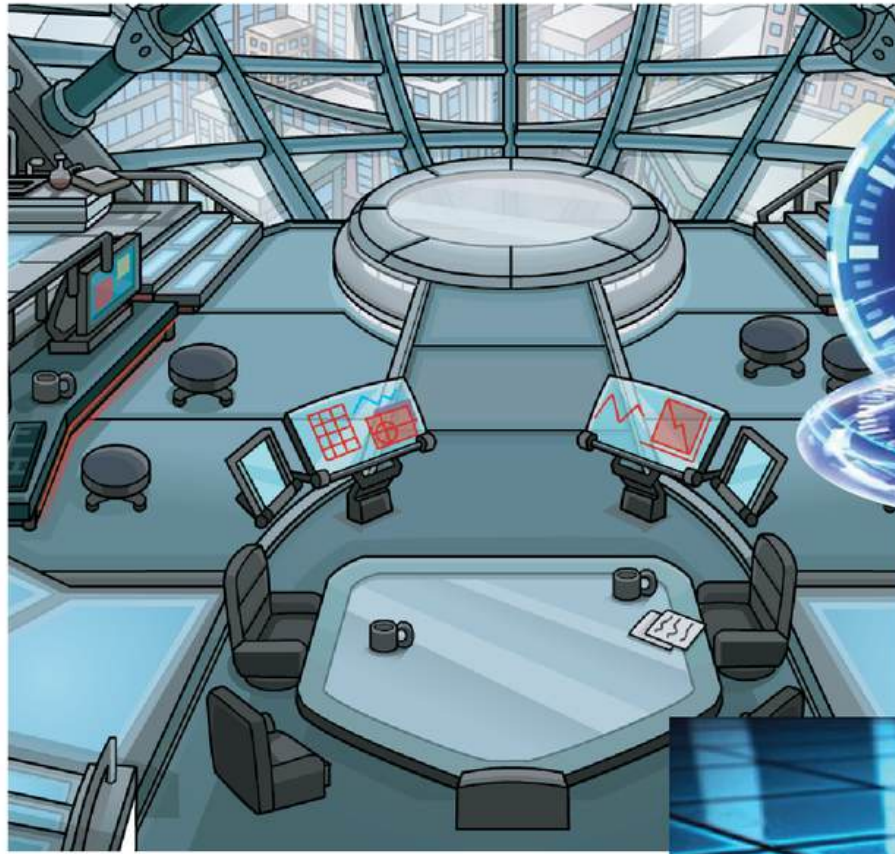
PRE-SHOW

The Head of Memory Making will explain to guests that due to unforeseen fluctuations in the flow of the time, the future of the current location is uncertain. It is therefore down to the guests as Memory Makers to step through the multiple Time Portals linked in the TPB's headquarters and address these fluctuations in time, informing them that their decisions will directly affect the future.

The Head Memory Maker then asks guests if they are ready for a journey through time. The room is plunged into darkness, and the brick walls "crumble" to reveal copper walls with an intricate series of pulsating cables, and gears. The clock gear in the ceiling begins to glow and the speed of the arm begins to increase - the humming around the room grows louder and pulsates faster, indicating guests are passing through and beyond time.

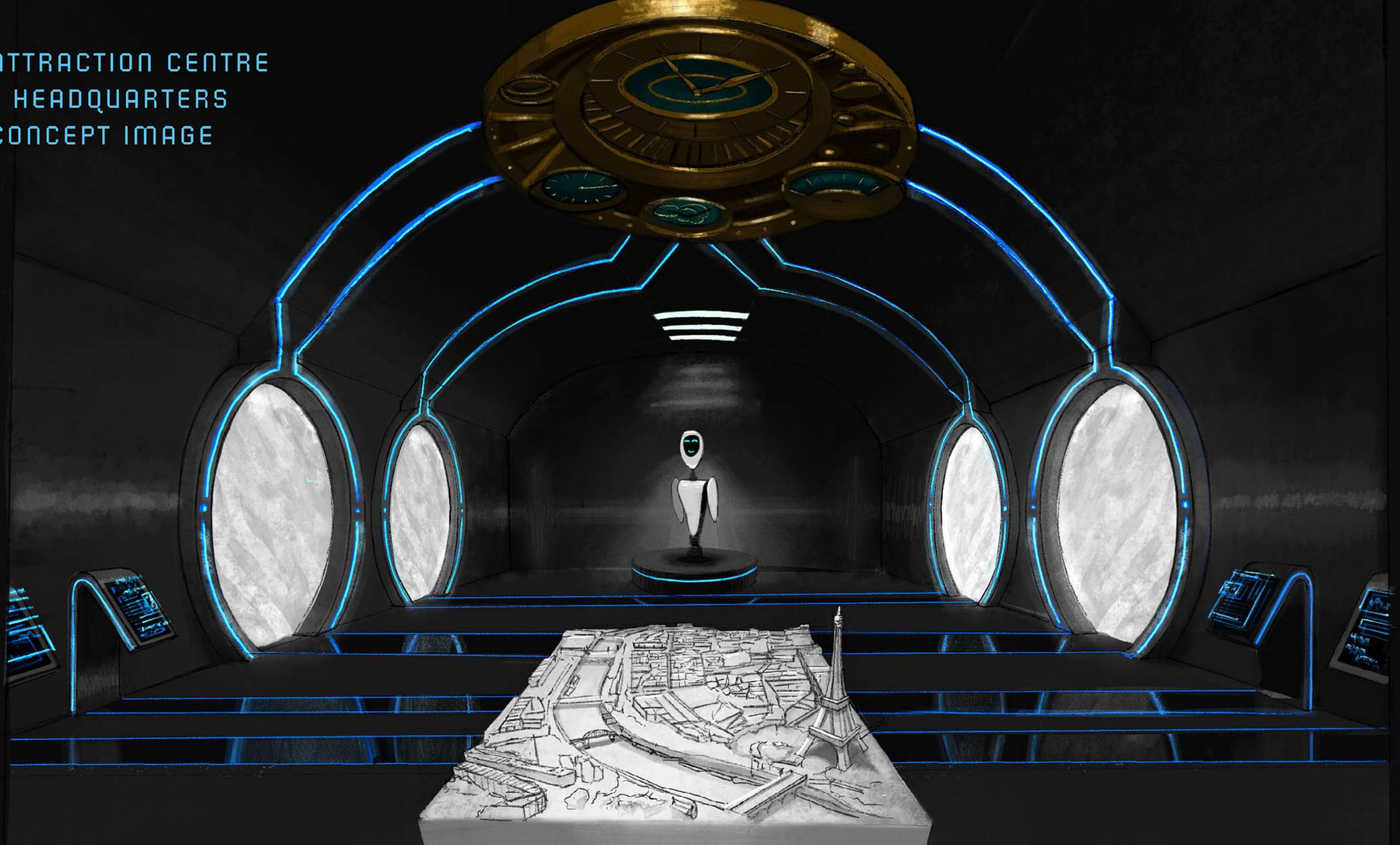
Finally, the lights return to their normal brightness, and a set of giant doors slide open to reveal the TPB's headquarters. Guests are able to step through into the main attraction.

ATTRACTION CENTRE - HEADQUARTERS



MOODBOARD IMAGES
REFERENCE ONLY

ATTRACTION CENTRE
- HEADQUARTERS
CONCEPT IMAGE



ATTRACTION CENTRE

Guests step into the Time Protection Bureau's Headquarters, a large room serving as the beating heart of the entire attraction. The room is presented in a high-tech environment, with sleek metallic surfaces, glass panels and ambient lighting. The ceiling is adorned with a large, illuminated clock and intricate time-related designs, such as gears and celestial maps, giving a sense of grandeur and sophistication.

The walls are lined with functional control panels featuring holographic displays and touchscreens. Guests can interact with these panels to learn about different historical periods, upcoming missions, and the overall narrative of Mission Timeline. While holographic, these displays have touch-sensitive interfaces that allow guests to interact with the content, scrolling through information, zooming in on specific eras, and activating mini-games or quizzes.

There are functional control panels dotted around the room, with tactile buttons and switches alongside the touchscreens, providing a physical interaction that complements the high-tech visuals. They emit soft beeps, whirs, and other high-tech sounds when interacted with, providing auditory feedback that enhances the tactile experience.

ATTRACTION CENTRE

The centre of the room features a large table with a blank 3D mapped version of the location the attraction is based in. As the experience progresses and guests complete missions, the model is brought to life with lighting, sound and projection mapping, allowing guests to see their positive outcomes on the forwarding of time. Scaffolding is seen being built around the building outlines, with projected workers carrying materials to and from. As time passes, the scaffolding is brought down to reveal buildings that illuminate at night. Trees are seen to grow, pathways built and street lamps turning on as the room darkens over a cycle. Rivers flow, vehicles are projected onto the roads and pedestrians navigate the space virtually. Fireworks are projected in the sky when the model passes a certain completion rate - a celebration of Memory Maker's achievement in the attraction to preserve the flow of time.

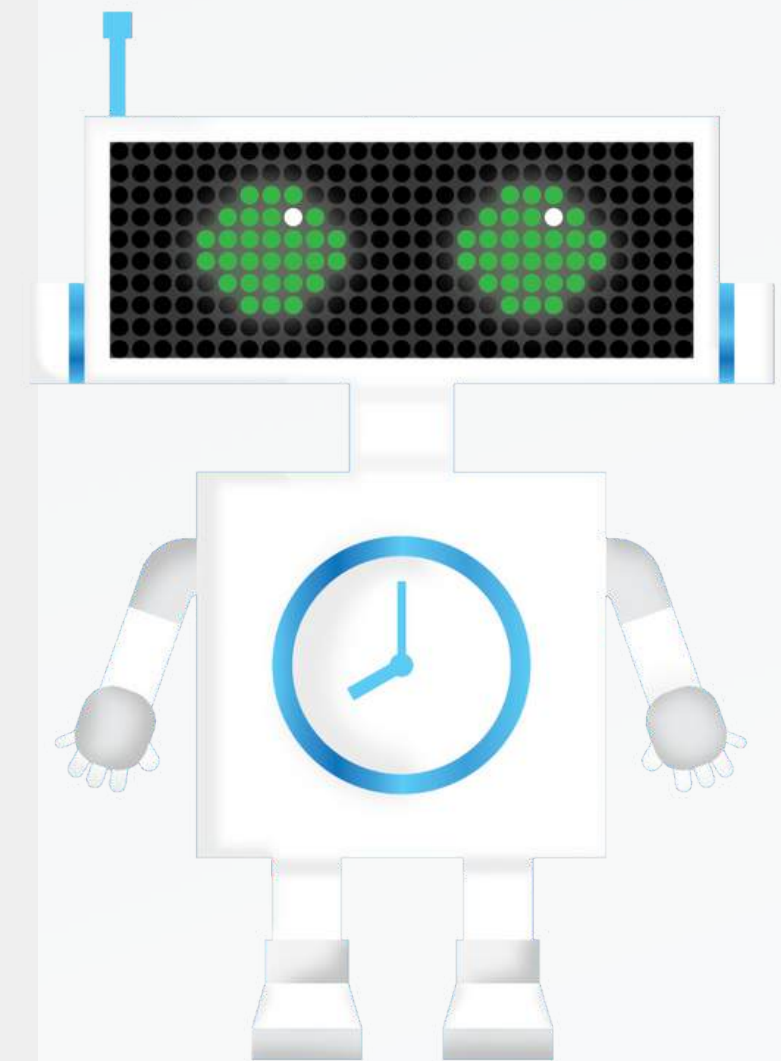
Around the perimeter of the HQ, several glowing portals lead to different historical periods and future scenarios. Each frameway takes guests down a corridor of screens projecting a transitional flow of time, before guests arrive into each period, and are able to travel back through into the HQ.

ATTRACTION CENTRE

The HQ is filled with a dynamic soundscape. Soft background music blends futuristic sounds with historical melodies, creating a constantly shifting auditory environment.

Depending on the size and footprint of each individual location, the room can be single storey or split across multiple floors, with a wraparound balcony and void space situated over the centre. At one end, an encased glass podium is present and occupied by an animatronic robot - called Tempo.

Tempo is the Chief Time Officer at the TBP - highly knowledgeable about all historical periods and future scenarios, offering interesting facts and insights. They are able to interact with and assist guests with general conversation, questions or even hints to challenges they encounter throughout the attraction. They are an excellent guide, providing clear and concise instructions while maintaining a positive and encouraging demeanor. They motivate guests with enthusiastic praise and humorous quips, making the experience enjoyable and memorable.



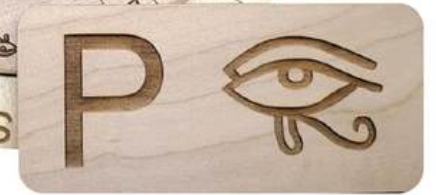
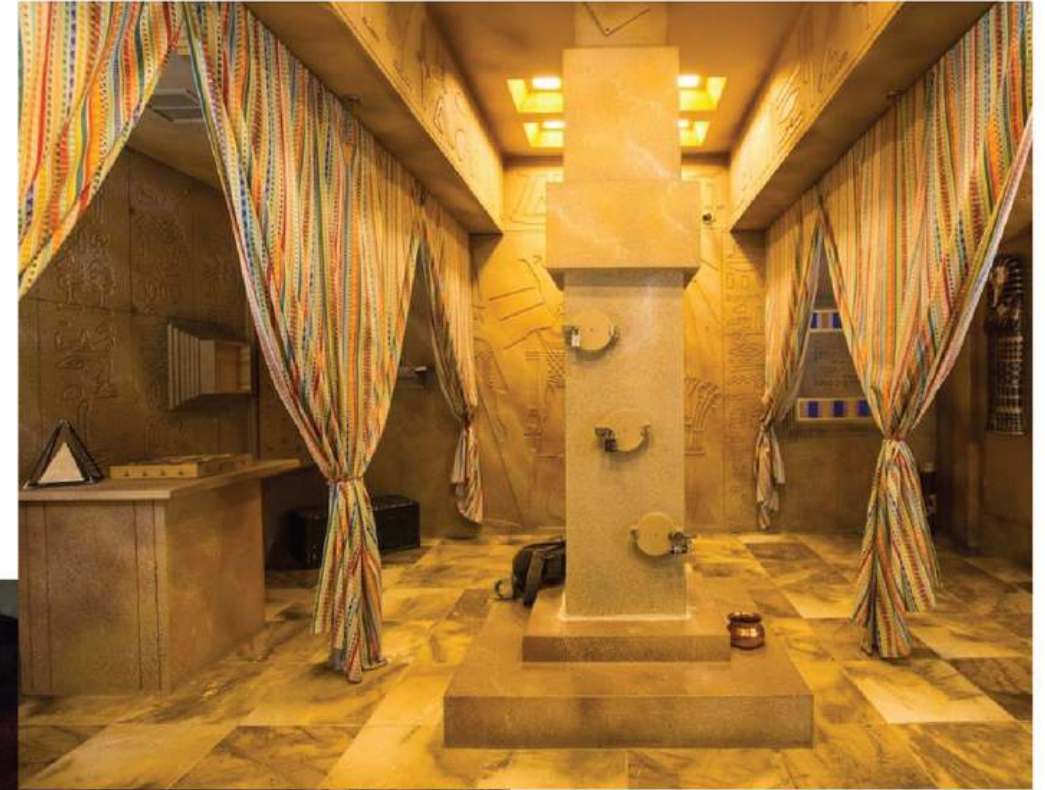
Tempo concept

ATTRACTION CENTRE

Tempo has a cheerful and upbeat personality, always ready with a joke or a witty comment to keep guests entertained. They frequently use puns and light-hearted humor related to time and history, ensuring that interactions are fun and engaging.

Tempo has a sleek, polished metallic exterior with a friendly, humanoid shape. Standing at about 6 feet tall, they have a streamlined, ergonomic design that blends futuristic aesthetics with a touch of whimsy. Their body is primarily silver with accents of blue and white, featuring glowing lines that pulse with energy, indicating their active status. Their head is slightly larger than a human's, with expressive LED eyes that can change color and shape to convey different emotions and expressions. A flexible, animated mouth allows them to speak with a wide range of facial expressions. Arm movement and the ability for them to lower their body and pose for photo opportunities and selfies with guests, in addition to the personable interaction.

EXPERIENCE ONE MOODBOARD PHARAOH'S ENIGMA - THE PHARAOH'S TOMB



MOODBOARD IMAGES
REFERENCE ONLY

EXPERIENCE ONE PHARAOH'S ENIGMA - THE PHARAOH'S TOMB



PHARAOH'S ENIGMA - THE PHARAOH'S TOMB

After traveling through the first time portal, guests find themselves in a dimly lit Egyptian tomb, with stone pillars, wall-mounted flickering torches and a center piece seating area and archaeologist camp. The air is cool and carries the faint scent of ancient stone and spices. Ambient sounds of distant drums and mysterious whispers set the tone, creating an atmosphere of adventure and discovery

Here, guests meet a number of TPB 'Time Archaeologists', who specialize in discovering and the preservation of ancient history. Dressed in classic explorer garb, they inform guests of their presence in the enigmatic tomb of Pharaoh Akhenaten. Due to the time fluctuations, the Pharaoh's discovery has been lost to time and it is up to guests as Memory Makers to rediscover the tomb and establish the discovery into the correct flow of time.

The first puzzle involves guests solving a Hieroglyphic puzzle in one corner of the room. Guests must tap into the puzzle using their RFID bands, and then use the interactive message decoder to decipher the Hieroglyphics, depicting the life and achievements of Pharaoh Akhenaten.

A faint, mystical glow emanates from certain hieroglyphs, hinting at their importance.

PHARAOH'S ENIGMA - THE PHARAOH'S TOMB

The second puzzle involves unlocking the correct sarcophagus of the Pharaoh. A smaller chamber features a number of ornate sarcophaguses that guests must scan into using their RFID band. There are pillars either side of the sarcophaguses with rotating panels, and the panels must be rotated into the correct order to unlock each sarcophagus.

When guests complete the pillar puzzle, the corresponding sarcophagus will open containing a model mummy inside. If the guest has unlocked the correct sarcophagus, a projection of the Pharaoh will light up, playing a pre-recorded message humorously berating the guest for waking them up. The recording will then give the guest a word, which can be typed into a keypad next to the RFID scanner which will illuminate green to signal to the guests that they have completed the puzzle, allowing them to scan out.

The completion of this puzzle unlocks the discovery of Akhenaten, adding this achievement to the correct flow of time.

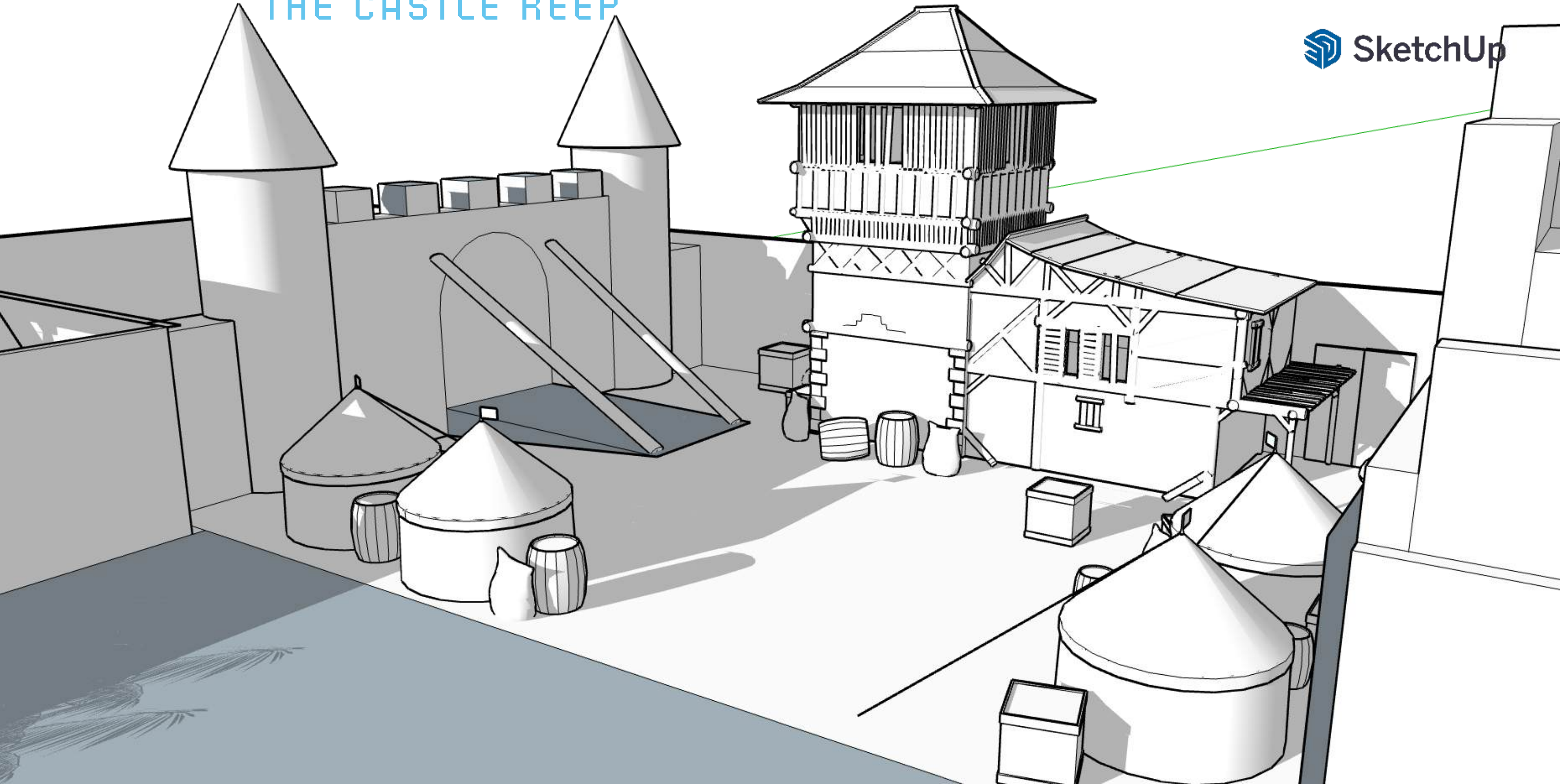
PHARAOH'S ENIGMA - THE PHARAOH'S TOMB

The third puzzle will involve a treasure room, with a large number of objects scattered around the room. The archaeologists will be looking for certain artifacts, and will ask guests to find certain objects. This will be randomised based on the actors portraying the archaeologists, and once guests have successfully found the correct number of items requested by the archaeologist, they will be permitted to scan their RFID band on the centre tablet and present the discovery of the pharaoh's treasures to the correct flow of time.

With the three puzzles completed, guests will have successfully re-introduced the Pharaoh's Enigma section of Mission Timeline to the correct flow of time, and will be able to return to the TPB's HQ back through the portal.

EXPERIENCE TWO KNIGHT'S QUEST - THE CASTLE KEEP

 SketchUp



KNIGHT'S QUEST - THE CASTLE KEEP

As guests step through the portal from the Time Travel Headquarters, they are transported to a medieval setting. They find themselves standing in an encampment before the imposing entrance of a grand castle, its stone walls towering above them. The air is filled with the scents of wood smoke and damp stone, and the sounds of distant horses, clashing swords, and medieval music create an immersive atmosphere.

Guests meet Sir-Time-A-Lot, a fellow Memory Maker with an avid passion for this particular period. He introduces guests to the Castle of King Alaric, where dark forces threaten the realm and only the bravest of Memory Makers can aim to restore peace.

To ensure guests are fully equipped with the ability to defend the realm against the dark forces, Memory Makers are able to participate in archery lessons. Guests must wield a crossbow or long bow and partake in target practice. This competitive social gaming concept sees guests select a game mode from a number of different games, and then fire at a screen to hit targets, or see who can shoot the farthest. Guests are able to track their scores using the screen or a tablet, and scan their RFID bands to mark the completion of their archery training.

KNIGHT'S QUEST - THE CASTLE KEEP

Guests can step from the knight camp at the foot of the castle into the entry leading to The Great Hall, featuring long wooden tables laden with medieval fare, flickering candlelight, and colorful tapestries depicting epic battles and royal crests. A large, ornately carved throne sits at the far end of the hall, with a majestic suit of armor standing guard beside it. If guests are observant, they may catch the armor's head occasionally turning to observe the hall! Guests are able to purchase a range of medieval fare and beverages from wall-outlets, whether for quick bites to go or to enjoy at the tables.

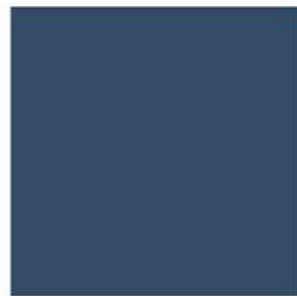
From the Great Hall, guests can enter the Castle's Dungeon. The dungeon is dark and foreboding, with cold stone walls, iron bars, and the faint sound of dripping water. Chains and medieval torture devices are displayed, adding to the eerie atmosphere. Flickering torches and hidden fog machines create a sense of suspense and urgency. Here, guests will find a cell holding a trapped Nobel, whom they must free. The locked cell has a complex locking mechanism. They must use clues found in the room to unlock the cell and free the noble. This includes finding hidden keys and solving a mechanical puzzle. On freeing the Nobel, he provides guests with a letter for the king, which can be safely posted back at the Knight's Camp to ensure it reaches him.

KNIGHT'S QUEST - THE CASTLE KEEP

The final accessible room in the castle is the foot of the Castle Tower, which is damaged from a previous assault by the dark forces. Guests must help to repair the damage in order to help fortify the castle and hold off future offenses to preserve the peace. Guests tap into the puzzle using their RFID band, and must correctly place a series of bricks into a template to rebuild the damaged walls. After completing their section of the wall, they are thanked by the castle staff and are able to tap out of their puzzle.

Having successfully delivered the secrets to the king via mail, proved their combat abilities and helped to rebuild the castle, the Memory Makers have proven their worth to defend King Alaric's kingdom against the dark forces, preventing a future conquest and preserving the correct flow of time. They are then able to step back through the portal in the TPB HQ.

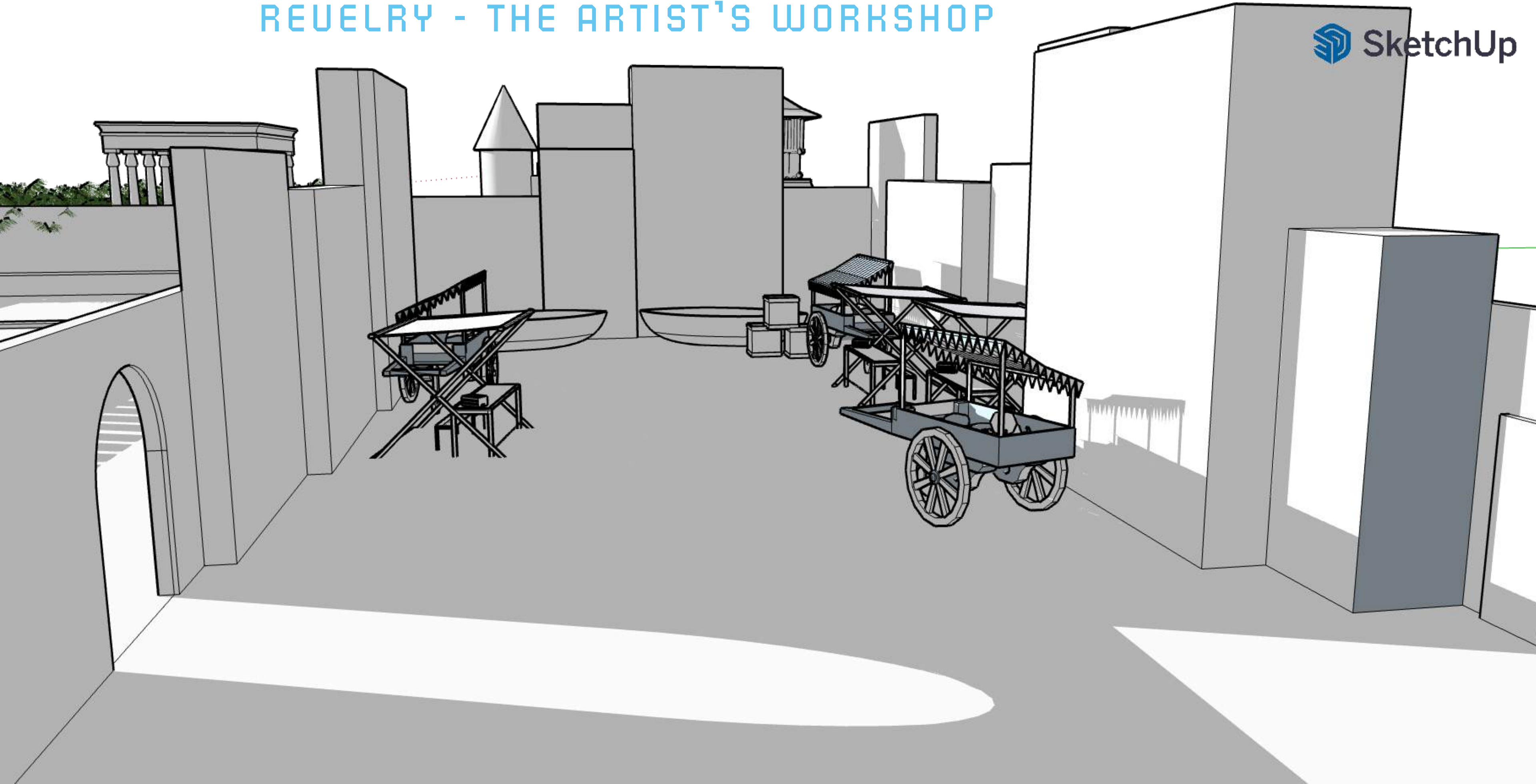
EXPERIENCE THREE MOODBOARD RENAISSANCE REVELRY - THE ARTIST'S WORKSHOP



MOODBOARD IMAGES
REFERENCE ONLY

EXPERIENCE THREE RENAISSANCE REVELRY - THE ARTIST'S WORKSHOP

 SketchUp



RENAISSANCE REVELRY -
THE ARTIST'S WORKSHOP
CONCEPT IMAGE



RENAISSANCE REVELRY - THE ARTIST'S WORKSHOP

As guests step through the portal from the TPB HQ, they are transported to the vibrant and culturally rich world of the Renaissance. They find themselves in a bustling marketplace at dusk, filled with the sounds of merchants hawking their wares, street musicians playing lively tunes, and the distant chatter of townsfolk. The air is fragrant with the smells of freshly baked bread, blooming flowers, and a hint of incense. The marketplace is filled with colorful stalls selling fabrics, spices, books, and artworks. Actors in period costumes engage with guests, adding to the immersive experience. The lighting is warm, with a golden hue cast by lanterns and the setting sun.

Guests must gather clues from various merchants and artisans. Each stall offers a piece of the puzzle, whether it's a coded message in a book, a hidden diagram in a painting, or a cipher written on a scroll. Interactive displays and touchscreens allow guests to decode messages and piece together a map that leads to Leonardo da Vinci's workshop. Once guests have gathered all the pieces of the clues, they are able to tap into an RFID spot that unlocks a door, allowing guests to enter the secret workshop.

RENAISSANCE REVELRY - THE ARTIST'S WORKSHOP

The workshop is a spacious room filled with sketches, models, and inventions in various stages of completion. The walls are lined with shelves holding books, scrolls, and tools, while large windows let in natural light. A large workbench dominates the centre, cluttered with Leonardo's famous sketches and prototypes. Guests meet his comedic somewhat bumbling apprentice, who unattended, has accidentally left the workshop in a state of affair. He requests Memory Makers to help return the workshop to its proper condition through participating in three different small puzzles:

- Art Puzzle: Reassemble a fragmented digital painting by arranging movable panels on a screen. The art and puzzle is randomised per guest.
- Invention Puzzle: Assembling a scale model of one of Leonardo's inventions, such as a flying machine or a mechanical knight. Each correctly placed piece triggers a part of the mechanism to activate, leading to the next step.
- Code Puzzle: Deciphering a message written in Leonardo's famous mirror writing, using provided mirrors and magnifying glasses to reveal the text.

RENAISSANCE REVELRY - THE ARTIST'S WORKSHOP

After having restored the workshop back to its proper condition, guests are able to step out through a secret door back into the Marketplace.

Across the Marketplace from the Workshop is a Library; an elegant room filled with towering bookshelves, intricate wooden carvings, and soft, ambient lighting. The scent of aged paper and leather-bound books permeates the air.

A grand reading table in the center is covered with ancient manuscripts, star charts, and mathematical instruments, which is observed and protected by the Librarian. The Librarian is revealed to be a fellow Memory Maker, whom is wary of guests and their newfound Memory Maker status. To prove their worth as a Memory Maker, the Librarian sets guests a challenge to demonstrate their Renaissance knowledge:

RENAISSANCE REVELRY - THE ARTIST'S WORKSHOP

- Star Chart Puzzle: Aligning celestial maps to identify constellations and uncover hidden patterns. Guests will be able to scan the completed puzzle with their RFID band.
- Manuscript Puzzle: Solving riddles and puzzles written in old manuscripts. Each solved riddle provides a piece of a larger puzzle that leads to a hidden compartment, which contains an RFID scanner for guests to scan into.
- Mechanical Puzzle: Operating a complex clockwork mechanism that involves gears and levers. Properly aligning the gears causes a series of books scattered around the library to highlight, and guides guests to a hidden RFID scanner to tap into.

After guests have proven their worth as a Memory Maker, returned the Artisan's Workshop to its proper condition and befriended the townsfolk, they have ensured the correct passage of time through this era, and can return to the TPB HQ triumphant.

OUTTA SPACE & TIME - THE SPACE STATION

As guests step through the portal from the TPB HQ, they find themselves in a sleek, high-tech corridor bathed in neon lights and futuristic sounds. The corridor vibrates with the hum of advanced technology and the distant murmur of robotic voices, creating a sense of entering an advanced era, and leads to the deck of a space station.

The space station, Celestia, is an advanced planetary monitoring laboratory which analyses planets for habitable conditions to explore. The station is currently in orbit around the planet Lycoris, which is observed through a screen providing guests views out over the planet. This deep pocket of space is illuminated by a kaleidoscope of cosmic swirls, shooting stars and bright, pulsing planets in the distance.

Celestia's observation bay comprises sleek metal surfaces, holographic displays, and advanced robotics that give the area a cutting-edge feel. Robotic animatronic assistants are seen maintaining various systems and adding to the immersive experience.

OUTTA SPACE & TIME - THE SPACE STATION

Guests learn the Space Station is currently on lock-down due to an unknown extra-terrestrial threat. Celestia's Commanding Officer has deemed the threat to be a false alarm, and needs guests help to unlock the Space Station in order to continue monitoring Lycoris for potential habitability.

Guests must interact with a series of biometric scanners to unlock access to different areas of the space station. These scanners read fingerprints, retinal patterns, and voice commands - guests must guess which solution belongs to which biometric scanner in order to solve the puzzle. When the scanner unlocks the area of the Celestia, they will be able to tap in with their RFID band.

In order to unlock the computer servers, guests must interact Celestia's on-board AI - Aunty Viruz. Having been rudely awoken by the station's Commanding Officer, the AI is grouchy and not necessarily compliant in helping guests unlock the servers. The AI responds to voice commands and questions, providing clues and guidance and allowing guests to input numbers into keypads to restore the mainframe.

OUTTA SPACE & TIME - THE SPACE STATION

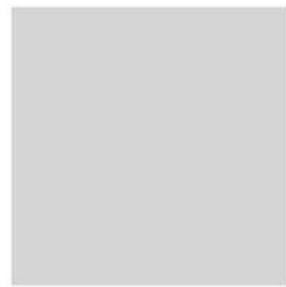
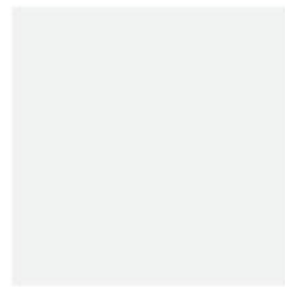
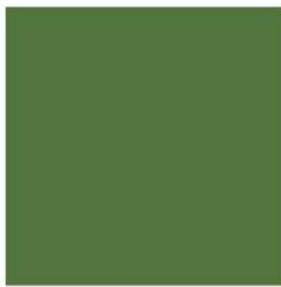
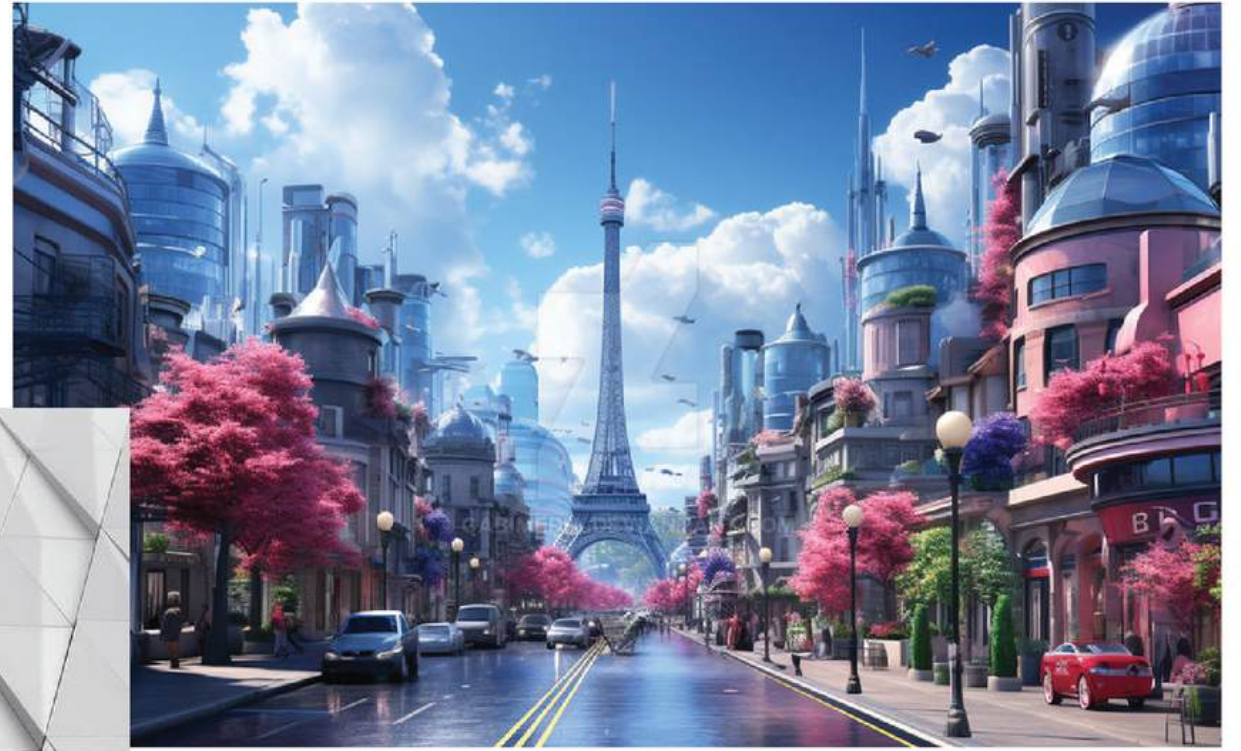
The Celestia has a number of smaller rooms to explore, including the engineering bay where guests can see robotic arms moving equipment on a conveyor belt behind a glass screen, the Command Deck where guests are able to sit in the Commanding Officer's chair and interact with the room using buttons and switches, which dim lights, produce audible noises and create vibrating humbles, and the defense bay where the final puzzle awaits guests.

In order to reboot the Celestia's shields, guests must prepare its defensive AI mechanisms for extra-terrestrial attacks. There are a number of glass tables where guests are able to play a modernised version of Space Invader to allow the AI to practice against hoarding off potential hostile attacks. After successfully completing the rounds and restoring the defenses, guests are able to tap in with their RFID bands.

OUTTA SPACE & TIME - THE SPACE STATION

With the Space Station successfully back on line, guests are able to unlock a hidden room with their RFID bands, the Orbital Analysis Lab. Here guests learn more about Lycoris - its atmosphere, orbit patterns and landscape conditions. In the centre of the room is a large sandbox with overhead projection cameras that change the colour of the sand landscape as guests interact with it, allowing them to manipulate landscapes and see the habitable conditions based on the colour and shapes.

EXPERIENCE FIVE MOODBOARD CHRONOS CITY - DESTINATION OF THE FUTURE



MOODBOARD IMAGES
REFERENCE ONLY

CHRONOS CITY -
DESTINATION OF THE
FUTURE CONCEPT IMAGE



L. Koerets
'24

CHRONOS CITY - DESTINATION OF THE FUTURE

Stepping through the time portal, guests find themselves in a large plaza surrounded by towering futuristic buildings, with the use of 3D facades and mirrors to heighten the sense of size. The city is a marvel of neon lights, towering skyscrapers, and advanced technology. The air hums with the sounds of hovercars, distant conversations, and the soft buzz of energy fields. The atmosphere is electric, with the scent of clean metal and the subtle aroma of synthesized greenery.

In this plaza, a bustling hub with holographic billboards, interactive kiosks, and a central fountain emitting colorful light displays, the lighting is dynamic, with shifting neon hues illuminating the area. Large screens showcase news updates, city maps, and advertisements for futuristic products and services.

CHRONOS CITY - DESTINATION OF THE FUTURE

In this space, a pop-up bar serves vibrant and curious concoctions of both alcoholic and non-alcoholic beverages. There are optional competitive socialising games for guests to enjoy, including supercharged shuffleboard and interactive game boxes. Guests are able to save their hi-scores for each of the games against their friends and other visitors by tapping in and out before games with their RFID bands.

In the town hall, guests are greeted by the Mayor of Chronos City, who is looking for future architects to successfully ensure the longevity and economic growth of the city. Guests are able to participate and are assigned their own plot of land on a large board in the centre of the room. Guests will be able to tap into a computer using their RFID band, and design their own building, allowing it to vary in size, functionality (residential or commercial), capacity and colour. On completion, guests can save their building and can watch it appear in the cityscape.

CHRONOS CITY - DESTINATION OF THE FUTURE

Tucked to one corner of the city is the Eco-Dome, with a curved glass roof looking up to the neon skyline. The Eco-Dome is a vast, enclosed garden featuring a blend of advanced technology and lush greenery. Bioluminescent plants, artificial waterfalls, and holographic wildlife create a serene yet futuristic environment. The lighting is soft and natural, with a subtle glow from the bioluminescent flora. In here, the Eco-Keepers need help preserving the ecological welfare of the city. A screen simulates endless rows of plants being monitored and nurtured. Guests are able to tap in with their RFID bands to manipulate virtual water streams, ensuring proper irrigation of the plants. There are various interactive screens around the Eco-Dome, highlighting to guests the importance of protecting the environment.

Having ensured the wellbeing of the city's ecological landscape and helped to inspire the Mayor with future architectural innovations (with the optional participation in resident socialising at the pop-up bar), guests will ensure Chronos City's secured future maintains the positive flow of time, and will be able to return to the TPB HQ.

ATTRACTION CONCLUSION - POST-SHOW

As the experience draws to end, tannoy announcements will invite guests to return to the TPB HQ to see the labor of their work. The atmosphere in the HQ is buzzing with excitement, as guests are about to embark on the climactic finale of their adventure. The HQ is now illuminated with dynamic lighting, casting vibrant colors across the room. Holographic displays show real-time updates of the missions guests have completed, highlighting their achievements.

The central holographic map of the attraction location glows, its light threads pulsing with energy, signifying the restored balance of the timeline. Tempo addresses the guests with a blend of humor and gravitas, ensuring that they feel celebrated and recognised for their efforts. The soundtrack turns to one of celebration, a fanfare is heard and the lights pulsate in a positive, warming glow. Guests are able to take final photos with Tempo, and are able to tap their RFID bands on screens that display their personal quests, achievements, and leaderboards for the competitive games. It allows them to create a Mission Timeline profile, allowing for crossplay against other Mission Timeline attractions around the world.

EXIT/RETAIL

After the triumphant finale and the congratulatory speech from Tempo, guests are guided toward the exit. As they proceed, a set of double doors slide open, revealing the TPB Emporium, a themed retail store designed to extend the immersive experience and offer unique mementos from their journey.

The entrance to the Emporium is marked by a grand archway adorned with holographic clocks and gears, symbolizing the essence of time travel. The lighting is warm and inviting, creating an atmosphere of wonder and discovery. The sound of gentle chimes and ambient music from various historical periods enhances the ambiance, seamlessly blending past, present, and future. A digital welcome screen at the entrance displays personalised messages for each guest based on proximity to their RFID, congratulating them on their successful quest and inviting them to explore the store.

The store is divided into themed sections, each representing different eras and experiences from the guests' adventures. Each section features décor and merchandise that reflects the corresponding time period, providing a cohesive and immersive shopping experience.

EXIT/RETAIL

Featured Displays:

- Tempo's Tower: A central display dedicated to Tempo, featuring a range of exclusive Tempo merchandise, including action figures, plush toys, and interactive storybooks that recount the adventures of the TPB.
- Time Traveler's Gear: A section with practical items for modern-day explorers, such as branded backpacks, water bottles, and multi-tools, all bearing the TPB logo.
- Interactive Kiosks:
 - Digital kiosks throughout the store allow guests to customize their merchandise. They can create personalized items such as T-shirts, mugs, and keychains featuring their names and their favorite moments from the adventure.
 - A holographic photo booth lets guests take pictures with virtual backgrounds from each time period they visited, providing a fun and memorable keepsake.

EXIT/RETAIL

- Specialty Items:
 - Collector's Editions: Limited edition replicas of key artifacts found during the quests, complete with certificates of authenticity.
 - Educational Kits: Science and history kits that delve deeper into the periods and technologies guests encountered, perfect for curious minds and young historians.

Exclusive Apparel: A range of clothing items, from T-shirts and hoodies to hats and scarves, all featuring designs inspired by the various time periods and adventures.

EXIT/RETAIL

Checkout and Departure:

The checkout area features friendly staff dressed in TPB uniforms, ready to assist guests with their purchases. The counters are decorated with holographic timepieces and gears, maintaining the immersive theme.

Interactive Elements:

- Guests can scan their RFID bands at checkout to receive special discounts and rewards, adding an extra layer of personalisation and gratitude for their participation.
- Experience and Challenges:
- As guests complete their purchases, they receive a final holographic message from Tempo, thanking them for their bravery and intelligence, and inviting them to return for future adventures.

BONUS EXPERIENCE - THE QUANTUM LOUNGE

After the climactic finale and Tempo's congratulatory speech, observant guests might notice a subtle clue or hidden pathway leading to an additional adventure. This secret experience is designed for those who wish to extend their journey and discover more about the mysteries of the TPB. Scanning their RFID band against the secretive wall scanner, guests will be welcomed to The Quantum Lounge; a luxurious and atmospheric speakeasy.

The ambiance is a blend of 1920s elegance and futuristic sophistication. The lighting is warm and intimate, with vintage lamps casting a golden glow on the rich, dark wood furnishings and plush velvet seating. The walls are adorned with time-themed art deco designs and subtle futuristic elements.

BONUS EXPERIENCE - THE QUANTUM LOUNGE

A jazz band composed of holographic musicians plays softly in the background, creating an inviting and relaxed atmosphere. The warm, inviting atmosphere is enhanced by the gentle sound of the jazz band, the clinking of glasses, and the soft murmur of conversation.

Periodically, the holographic band may transition to play tunes from different eras, reflecting the diverse timelines guests have explored.

The Quantum Lounge is divided into cozy seating areas with comfortable armchairs and small, round tables perfect for intimate conversations. A grand bar with illuminated shelves showcases a wide array of beverages, both classic and futuristic.

BONUS EXPERIENCE - THE QUANTUM LOUNGE

The Temporal Retreat: A section with low, cushioned seating and holographic displays of famous scientists and inventors, celebrating the spirit of innovation and discovery.

The Historical Nook: Decorated with antique books, vintage maps, and replicas of historical artifacts, this area invites guests to relax and reflect on their adventures through time.

The Futurist's Corner: Featuring sleek, modern furniture and interactive touchscreens displaying futuristic concepts and inventions, this area offers a glimpse into the possibilities of the future. Guests who engage with the interactive elements or converse with the holographic bartender may uncover hidden secrets and Easter eggs, such as additional stories, historical trivia, or special challenges that add depth to their experience.

BONUS EXPERIENCE - THE QUANTUM LOUNGE

Special Features:

- Signature Cocktails: The menu includes a variety of themed cocktails, each inspired by a different time period or adventure.
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- Interactive Tables: Some tables feature interactive touchscreens where guests can play time-themed games, solve additional puzzles, or explore more stories from their adventures.

Guests are able to exit The Quantum Lounge through a secret door leading into the retail emporium at their leisure.



THANK YOU

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