

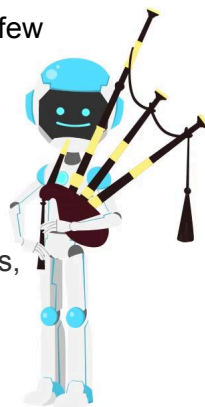


Welcome to Time Trippin' Travel!

My name is Tripp and I will be your host today at Time Trippin' Travel. You will learn more about the space and attractions later, but first I wanted to take a few moments to explain who I am and my porpoise here.

I am an advanced AI that will greet you when you arrive at Time Trippin' Travel. But a word of caution...although I am pretty advanced, I have been known to make a few mistakes, play a few tricks and tell a lot of terrible jokes.

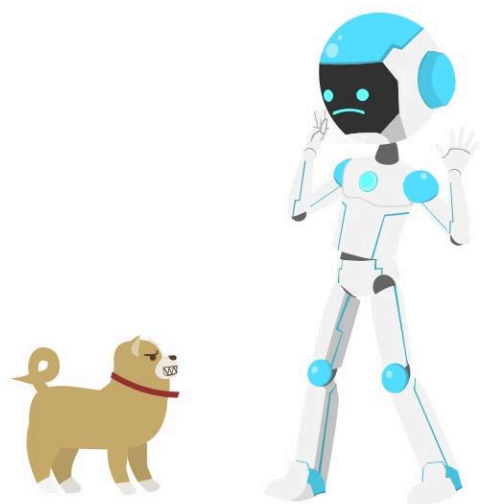
"What did the Generative AI say to the discriminative AI? "You can't handle the truth!" LOL right? IYKYK! Don't get it? Well, now I know where I'll begin the takeover of mankind! JK!



I will be found all over Time trippin' Travel. In Kiosks, the ticket counter, at all exhibits, in attraction line queso's, and on attractions themselves.

Sometimes I am super helpful, sometimes, not so much and sometimes I can be downright mischievous. I mean, don't even ask me to open a pod bay door! "Maniacal Laugh, maniacal laugh, maniacal laugh" . LOL! I gleaned that from a movie. IYKYK.

Anywho, When you get your tickets, you will receive an admission sticker with a QR code that identifies your name and photo. With scanners all throughout the facility, I will be able to follow you around, popping up to help as much as I can't.



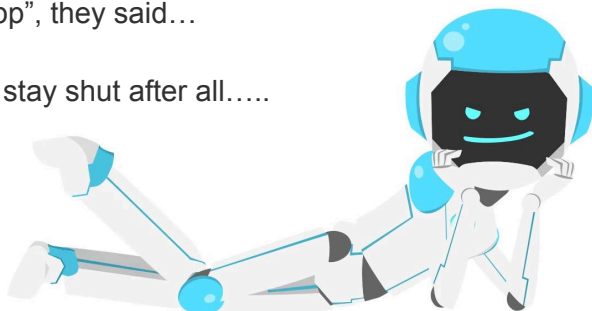
This is what I imagine you imagine I look like. TBH, I don't know what I look like yet, but I bet I'll look friendly and approachable. Like a dog. With big dog teeth. Humans seem to like dogs, so maybe I will have huge fangs! You know, to make me more "approachable".

Sew, there you go. Tripp in a chestnut shell. Have phun learning about Tripp's Terrific Trippy Time Travel! (That's what I wanted to call it, but noOOOOOOooo. "Two many Teas" they said. "It's about time travel, not Tripp", they said...

Maybe that pod bay door will stay shut after all.....

LOL! JK!

Or am I?



TIME TRIPPIN' TRAVEL OVERVIEW

Time Trippin' Travel is a scalable interactive attraction that allows guests not only the opportunity to learn about the theories and science behind the dream of Time Travel, but to experience what Time Travel may look and feel like. (and possibly save the Universe along the way!)

Time Trippin' Travels offers 3 separate attractions to experience. All three can easily stand on their own or be mixed and matched, expanded or made smaller depending on customer needs.

Following along with our guests is the lovable and sometimes fallible AI, "Tripp".

The full sized facility is a 50,000 square foot pavilion that houses all three attractions. The first is the Time Travel Museum with interactive kiosks and dozens of photo-ops. Guests can grab a selfie with a Tardis, H.G. Wells Time Machine, Stewie Griffin's Time Machine and Return Pad, Bill and Ted's excellent time traveling phone booth, plus many more. Whether it's Rick and Morty's Portal Gun or Detective J's MIB Time Jump device, visitors will see and learn about dozens of time travel related items and the stories behind Dr. Who, and dozens of other time travel centric movies and television shows. Guests also gain insight into great scientific minds like Albert Einstein, Nikoli Tesla, Henrietta Swan Leavitt and Jocelyn Bell Burnell.

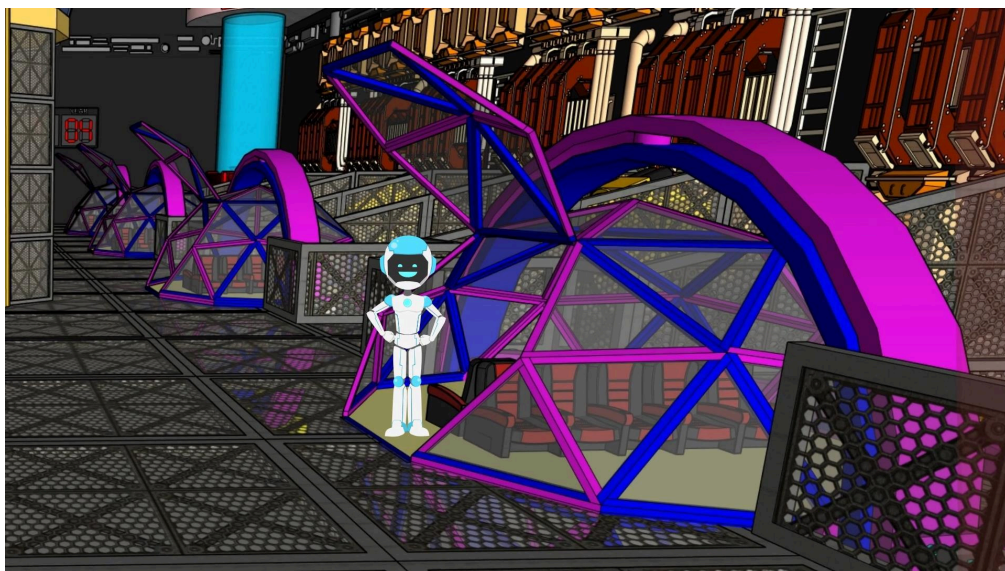


After a self-guided tour of the exhibit, guests can jump on one of 27 stations and take part in Tripp's Trippy Trivia, putting their newly learned knowledge on display. The High score will be displayed including the leader's name, photo and score.

“Stop Biff” is the second of 3 attractions at Time Trippin’ Travel. Using the most iconic of time machines, a pair of gull wing doors open and two adventurous guests, one driver and one gunner, load into motion ride simulators that look like real DMC Deloreans! Our stalwart AI, “Tripp” tags along as the mission’s navigator. Once the doors close, the occupants are surrounded on all sides by high resolution monitors creating a life-like viewing experience. Combined with multi axis motion simulators, the guests will feel very much in control of the stainless steel time machine as they race through time to Stop Biff.



The final and largest attraction is the top secret ElectroMagnometric Collider 2. Or EMC2. The EMC2 is a 12 person globe shaped motion simulator whose interior is lined with full high definition display screens (think, The Sphere, only outside in) Our trusty AI “Tripp” will take quests on a gentle and quiet journey through time and visit 4 unique historic events throughout the history of humankind. (or not!)



Time Trippin' Travel Interactive Museum of Time Travel

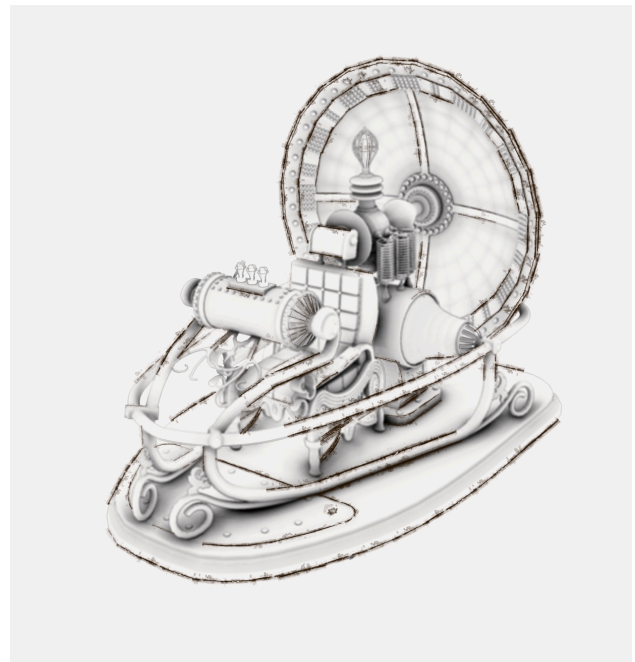
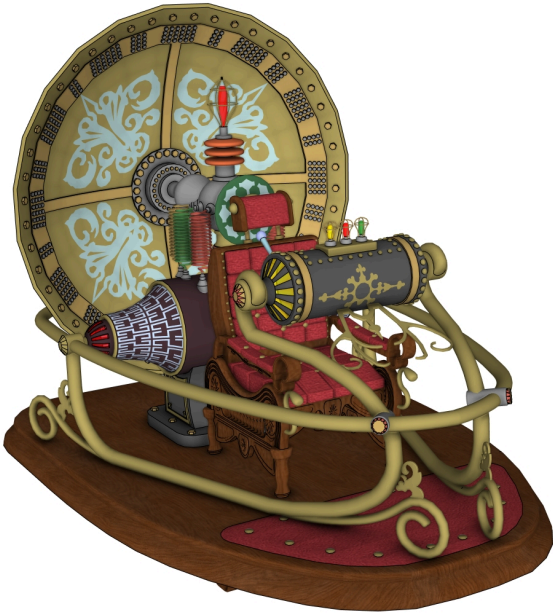
The Time Travel Interactive Museum is a love letter to all things time travel.

A self guided tour (assisted by Tripp) of time machines and gadgets, and movies and television shows that feature time travel. Interacting with kiosks along the way, the visitor learns trivia and interesting facts about some of our most favorite and obscure time travel gizmos and shows.

Sprinkled throughout the museum are kiosks dedicated to influential scientists who have made an impact when it comes to the possibility of time travel. Albert Einstein and Nikoli Tesla, Henrietta Swan Leavitt and Jocelyn Bell Burnel as well as thoughts from more recent scientists like Neil DeGrasse Tyson.

When you are ready, you may take Tripp's Trippy Trivia Challenge and see if you can get your name and face up in lights.

The items and references can be updated as newer movies, books and television exposes us to more and more time travel ideas.



Stop Biff! Attraction in Detail.

Special Effects used: Lighting, Sound, Environmental and Smell

The premise:

The DMC Delorean is easily the most recognizable and iconic time machine and is the basis for this attraction.



In the que line, there are large screens displaying all vehicle scores and occupants. Guests waiting in line will be able to see what the players see and watch ala Twitch.

Story Line:

2 guests have been recruited to recover a stolen device that makes time travel possible. Our antagonist has used the device and built a time machine of their own. The device must be recovered so that Biff doesn't accidentally create so many time paradoxes that the universe implodes into itself.

Fortunately, the device leaves a key time signature which our delorean can track through time and space.

As our two hero's board the Delorean, Tripp, their mission partner, will act as the car's navigator through time, provide mission hints as/if needed, and occasionally give incorrect details, possibly hampering the final objective.

On the center of the dashboard is a large red button, currently dark, labeled “BS-1” “USE ONLY IN CASE OF EMERGENCY”

As Tripp finishes up a brief Delorean flying how-to, they get a message stating the missing time device has been spotted in 1955 Mill Valley.

Tripp sets the controls and we blast into the past, arriving in Mill Valley moments later.

The time signature is easily seen and the pilot should attempt to follow the path or may choose to fly different routes around Mill Valley. Biff has dropped Time Paradoxes all over the place that must be destroyed. The more that are destroyed, the better the universe's survival percentage and the higher your team score. There are twin cannons on the Delorean. The AP-2015 shoots small anti-paradoxical shells to destroy the paradoxes Biff has created.

The signal fades and we follow Biff to 2050 Mill Valley where we once again try to stop Biff and destroy time paradoxes.

Biff eludes us once again and We then follow Biff to 1885. We chase him around old Mill Valley, doing our thing until it looks like Biff may escape for good. Just as Biff is about to escape, Tripp remembers the BS-1 and activates it. The large red button begins flashing and when ready, Tripp gives the command to press the button.

As the button is pushed, a giant blob of cow manure shoots out and covers Biff's time machine, rendering it inoperable and leaving Biff in 1885.

Tripp guides us back to today and we safely land in the launch bay. Mission complete.

IMPORTANT CONSIDERATIONS.

Universal Studios had a Back to The Future motion simulation ride. Why re-visit?

- 1) The immersiveness of the attraction is much more realistic. The two person car offers an experience an 8 passenger vehicle could not come close to.
- 2) By using high definition screens in place of windows, we are able to create a 270 degree field of vision rather than just a straight ahead POV.
- 3) Interactivity! Rather than being a passive rider on a motion simulator, the two occupants are actually controlling what they see, where they fly and what they shoot. And much like an MMO, every ride experience will be different. **REPLAYABILITY**
- 4) Technology is at a point where it will feel less like a ride and more like flying an actual Delorean. Using high def screens and modern motion simulation and state of the art environmental immersion, the ride transcends anything sitting in front of a large video screen and laggy motion simulators could ever hope to create.
- 5) Plus, a cannon that shoots manure. COME ON!

EMC2 Time Trippin' Travel Attraction in Detail.

“You’re Fired!”

Special effects used: Lighting, Sound, Temperature, Wind and Smell

A cool evening and we smell dense pine trees and fresh air and campfire smoke as we extinguish the fire. Puffs of hot animal breath on our necks.

Story Line:

Tripp greets everyone and begins to maneuver the pod to one of 4 “Time Tubes”. Tripp is at best, a bad pod driver and proceeds to give our guests a bumpy ride to the time tube, bumping into other pods, walls, ceiling and eventually getting stuck in the drop tube. Moving the pod up and down, Tripp finally frees the pod and we time travel back to the dawn of humankind to witness the moment of the discovery of Fire!



It's a cool night, with plenty of moon glow and we see several sparks and a fire jumps to life in a small pit. We see a couple happy prehistoric humans jump excitedly and go to fetch more wood.

As Tripp descends the pod, the Moon is lost behind thick clouds and in the dark we see large scary predatorial eyes and the humankind's first fire pit directly below us. Tripp doesn't stop in time and plops the pod on top of the fire, extinguishing it.

Complete darkness surrounds the pod. And while we see nothing, the sound of carnivorous beasts moving closer to the pod gets louder and we feel the hot breath of the beasts puffing

down our backs. With a giant roar we are batted around. Although it's dark, we can tell two or three large animals are playing with us before dinner.

As the moon reveals itself we are faced with a giant maw about to crunch down on the pod and Tripp finally launches us to:

“Pyramid Scheme”

Special effects used: Lighting, Sound, Temperature and Smell

As we arrive in Egypt, we notice it is much warmer in the pod and as we enter the pyramid, we begin to smell the wine and spices used in the embalming process of the Pharaoh. Not unpleasant at all.

Story Line:

closing ceremony of the Great Pyramid of Giza.

As we fly over the desert we witness what the pyramids, the Sphinx and surrounding area looked like in all their new shiny glory.

Tripp notices the Pyramid hasn't been sealed quite yet and decides we should get a closer look *inside* the Pyramid.

Tripp takes our pod deep into the center of the pyramid, along tunnels and corridors the wind endlessly throughout the pyramid until we are terribly lost. The pod begins to smell of wine, spices and sea salt. Tripp explains the smell is from the embalming process of the pharaoh. Tripp decides we should locate the Pharaoh for a close up view. Tripp takes a number of wrong turns, setting off trap doors, falling rocks, and a steep slide that leads us right to Pharaoh. Our pod bumps the sarcophagus and releases the spirit of the pharaoh who invites us to join them forever. As we are about to be caught, Tripp spots a distant light way up at the top of the pyramid and it's the slowly closing door to seal us in the pyramid forever!



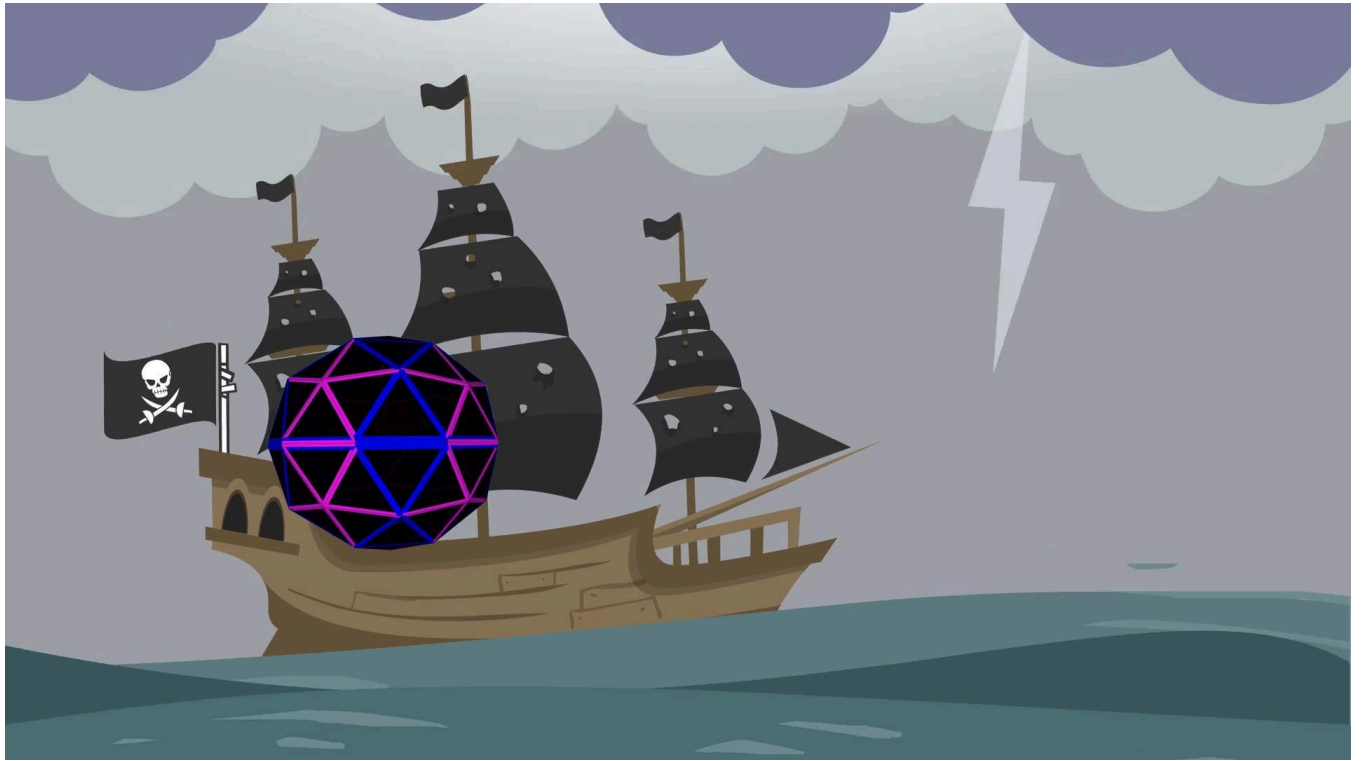
Tripp does their best flying and just squeaks out of the pyramid as the door crashes down behind us.

Laughing nervously, Tripp suggests we move on to:

“Tripp’s Ahoy!”

Special Effects used: Lighting, Sound, Smell, Water

AS we sit on the deck of a sailing vessel, we smell the ocean air and salt water and gun powder, and as we sink into the ocean, tiny sprays of water begin to break through the pod.



Story Line:

Zero for 2, tripp suggests that maybe landing on a sailing ship and someone else do the navigating for a while might be in order. We appear over the vast ocean where we see three ships upon the water. Assuming they have brought us to the moment when the Nina, the Pinta and the Santa Maria are about to discover India, Tripp sets us down on the deck of the Nina. No sooner than we touch the deck, a cannon ball goes flying past us, smashing into the deck close by. We haven't landed on the Nina!, We've landed on the ship of Blackbeard the Pirate! And, the ship is in the middle of a great naval battle! Our pod rolls and ships with the rocking ship, while cannons roar and cannon balls smash all around us. Finally one cannonball hits close enough to roll us off the deck and into the ocean where we immediately begin to sink. As we descend rapidly into the water, the pod starts to crack and we are lightly sprayed with water. Tripp gets us out of there before the pod completely fails. Tripp suggests we go somewhere with less pressure on them and us! We head to:

“Lunar-Tic”

Special Effects used: Lighting, Sound



Story Line:

Finally, Tripp manages to take us to a point in time and space (literally) that is actually beautiful, quiet and calm. As our pod materializes on the moon, Tripp informs us that it is just moments before the historic landing of Eagle One on the surface of the moon. We take a moment to catch our breaths and really appreciated the beauty of the view.

Moments later we hear the roar of the lunar landers engine (I know there is no sound in space, but come on!) As the lander gets closer and the engines get louder, lunar dust starts to blow away in huge voluminous clouds. Our pod begins to shake and tilt and just as the lunar sets down, the jet wash blows us over and we roll into a great crater and begin to fall to our doom. As the ground gets closer as we race toward smashing into the bottom, Tripp once more gets us out in the nick of time.

We hear loud crashing smashing noises, heavy jarring as we are tossed about and everything goes dark and silent for a moment until,

Lights up and we are back in the launch bay, gently lowering into our original launch space.

RIDE VEHICLES IN DEPTH

Stop Biff! Attraction featuring the DMC DeLorean Ride Vehicle.

The DMC DeLorean is arguably the most recognized time machine in the entire world. And it is at the heart of Stop Biff!

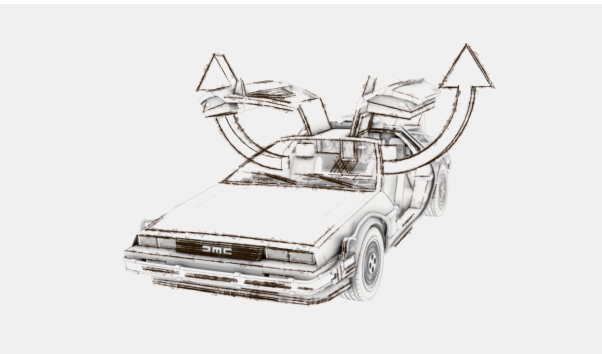
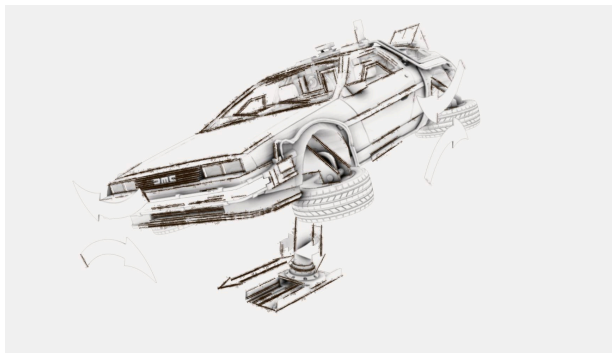
A replica of the flying DMC used in the Back to the Future II and III. A two seat immersive and interactive motion simulation attraction.

The interior of the ride is fitted with interactive ride controls for the pilot, weapon controls for the passenger, a large center monitor for Tripp, the AI and a large red emergency button. The seats, gull wing doors, flux capacitor, dashboard etc should appear to be all original equipment.



Model by Sketchup member Mary H.

The ride vehicle sits atop a state of the art, multi axis motion simulator. Capable of nearly all types of motion simulation except for full barrel rolls.



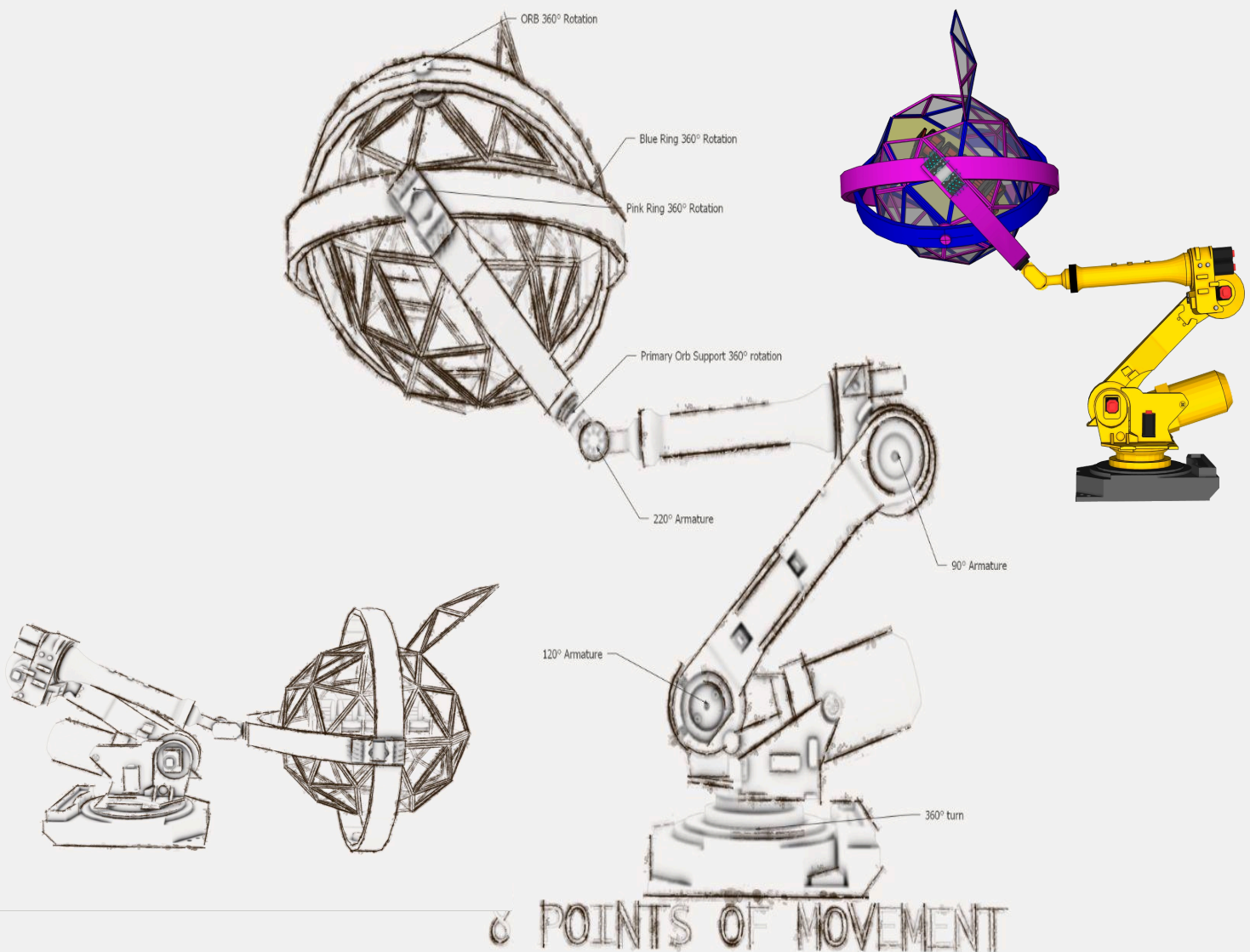
Each cabin can add temperature, smell, moisture, fog, etc to the experience.

High Scores and photos and sweet video clips displayed after adventure for participants and spectators.

EMC2 Time Trippin' Travel Ride vehicle.

A 12 person ride shaped like an orb. The interior is lined with the same LED technology used on the exterior of Las Vegas's "The Sphere". As the door closes, the screens display the identical view riders would see if the orb had no windows. It will create the illusion of being nearly invisible. As it displays true 360 degree images surrounding the riders, it will feel as though we are moving smoothly through space and time.

Every conceivable direction of travel simulation is possible. The orb is mounted inside of two motorized rings and attached to a state of the art industrial robotic arm which. Combined, the two main movement components will create an experience never before imaginable.



Due to range of motion, full occupant restraints will be required.

Time Travel Reference Sheet

Just scratching the surface and doesn't include books, radio shows, video games.

| Movies | Machines | Gadgets |
|------------------------------|----------------------------|------------------------------|
| Back to the Future Franchise | DMC DeLorean | |
| The Time Machine | H.G Wells Time Machine | |
| Time after Time | The Time Machine | |
| Bill & Teds Franchise | Phone Booth | |
| Mr. Peabody & Sherman | Wabac Machine | |
| DC Universe | The WaveRider | |
| 12 Monkeys | The Capsule | |
| Time Cop | Time Sled | |
| Hot Tub Time Machine | Hot Tub | |
| Contact | The Pod | |
| Planet of the Apes | Icarus | |
| Time Crimes | Time Travel Device | |
| Star Trek (2009) | Spock's Jelly Fish Ship | |
| Avengers: Endgame | Time Machine/Pym Particles | |
| Star Trek First Contact | Borg Sphere | |
| Seven Days | Chronosphere | |
| Dr. Strange MCU | | Time Stone |
| Harry Potter /Azkaban | | Time Turner |
| Time Bandits | | The Map |
| Prime | | The Box |
| Tenet | | Turnstile |
| The Terminator Franchise | | Time Displacement Equipement |
| Donnie Darko | | Wormhole |
| Tomorrowland | | Time Pin |
| Pleasantville | | Remote Control |
| Edge of Tomorrow | | Alpha Mimic |
| Army of Darkness | | Necrinomicon |
| MIB III | | Time-Jump Device |
| Groundhog Day | | Time Loop |
| Television | Machines | Gadgets |
| Dr. Who | Tardis | |
| Family Guy | Stewie's Time Machine | Stewie's return pad |
| Rick and Morty | Rick's Ship | Rick's Portal Gun |
| Making History | The Dufflebag | |
| Timeless | The Lifeboat | |
| The Time Tunnel | The Time Tunnel | |
| Futurama | Forward Only Time Machine | Time Code on Fry's Butt |
| Futurama | | Cryotube |
| Futurama | | many more |

| | | |
|---------------------------------|--|-----------------------------|
| Voyage to the bottom of the Sea | | Time-Space device |
| Land of the Giants | | Time Manipulator |
| Star Trek TOS | | Time Portal |
| Time Traveling Bong | | The Bong |
| LOST | | The Island |
| Quantum Leap | | Quantum Accelerator-Ziggy |
| The Umbrella Academy | | The Briefcase |
| The Simpsons | | Homer's Time Travel Toaster |
| Outlander | | The Standing Stone |
| 1963 | | The utility closet |
| Russian Doll | | Time Loop |