



REALM RUNNER

— END OF AGES —

Created by Connyre Hamalainen
Storyland Design Challenge Submission, 2024



Imagine exploring the Titanic alongside Jack and Rose as their love story unfurled.

Or asking Legolas how he takes aim with his legendary bow.

Or even collecting coins for Mario.

Wouldn't it be incredible not just to observe great stories, but to be part of them?

Realm Runner revolutionizes modern entertainment by inviting players to immerse themselves in an open-world story—like a participatory film, or like a virtual reality game without the headset.

Armed with an RFID bracelet and a mission, players join a crew of fellow explorers to navigate a labyrinth-like space lined with interactive screens, with zones meticulously designed to transport adventurers to different scenes through a combination of sensory details. (In a zone set on the seaside, they might be greeted by warm, balmy air, the smell of seawater, and the distant squawk of gulls, while a mysterious lighthouse keeper beckons them closer.)

AI-powered characters on the screens interact with players with realistic conversation, responding to their actions and choices in real time as players solve puzzles, complete missions, and make choices that evolve a dynamic plotline in real-time. With the ability to influence story outcomes, no two adventures are alike.

Realm Runner is more than just a game; it's a living world that adapts and evolves with every choice, creating a truly personalized journey for each group of participants.



The vivid world & explorability of

Meow Wolf meets

the mystery and mission of

an escape room meets

the infinite choices & player-based story of

Dungeons & Dragons

with a breathtaking line up of tech.

THE EXPERIENCE



Personalization

Upon entering, you receive an RFID bracelet, your “transport device” which will tether you to the game and track your progress. At a kiosk at the entrance, you generate the character as whom you’ll play through the story.



Total Immersion

After a briefing in the front room with fellow adventurers, you step into a richly detailed, open-world environment with weather, shifting landscapes, and completely responsive characters. Interactive screens blend with physical elements to create a vivid world to explore.



Exploration

You navigate the story’s otherworldly settings, solving puzzles and interacting with characters to gather clues and unfold the storyline. Your RFID bracelet unlocks areas and tailors story outcomes to your decisions.

Real-time Play & an Unforgettable Journey

Each player’s decisions shape the narrative, leading to unique outcomes—whether it’s coaxing a character into action or solving puzzles that allow different storylines to commence—your actions here have consequences and lead to different endings, and you may need to collaborate with other players to complete your mission.

PLAYABLE NARRATIVE



Every Realm Runner location will immerse players in a different bold and exciting narrative, each crafted to be as engaging as it is expansive. This proposal includes a story called, *“End of Ages.”*

Stories are designed with:

- **Playable Story Arcs:** Multiple, immersive arcs that players might choose to follow through the narrative.
- **Dynamic Outcomes:** Branching paths that ensure each decision leads to unique consequences.
- **Open-Ended Character Interaction:** Highly flexible character interactions that allow for personalized experiences.
- **Collaborative Elements:** Opportunities for players to work together—or against each other—in shaping the story's outcome.

“END OF AGES” SYNOPSIS



End of Ages invites players into the fractured ruins of Bastion, a civilization that once held dominion over time itself. The city’s lifeblood, the Chronos Crystal, has been shattered, causing a catastrophic rift in time that threatens to unravel the fabric of reality. Players are tasked with gathering the crystal's shards navigating complex choices that will determine not just the fate of Bastion, but the future of all timelines. With each decision, the story branches, leading to multiple endings, where the line between salvation and destruction is razor-thin.

The story concludes with an epic choice forged by the explorers’ actions throughout the experience—challenging each player with the theme of the precious, fleeting nature of time and the lasting impact of their actions on the world around them.

Additional Resources: For a deeper dive into “End of Ages,” a detailed story bible is available to provide setting details, character lore, and narrative structure.



“END OF AGES” STORY ARCS



Players can choose to engage with numerous story lines, creating opportunities for repeated game play. Examples include:



The Timekeepers' Battle:

Uncover the tragic final conflict between Aelion, the last Timekeeper, and Liora Vesper, his beloved, whose betrayal fractured the Chronos Crystal.

Time Refugees

Aid survivors from various timelines, displaced by the Time Rift, as they seek refuge and guidance in the crumbling remains of Bastion.



The Lost Heir

Guide the Lost Heir, whose choices will decide the fate of time itself, through a series of moral dilemmas as he uncovers his dark past.

EXECUTION: THE DESIGN

Environmental Design

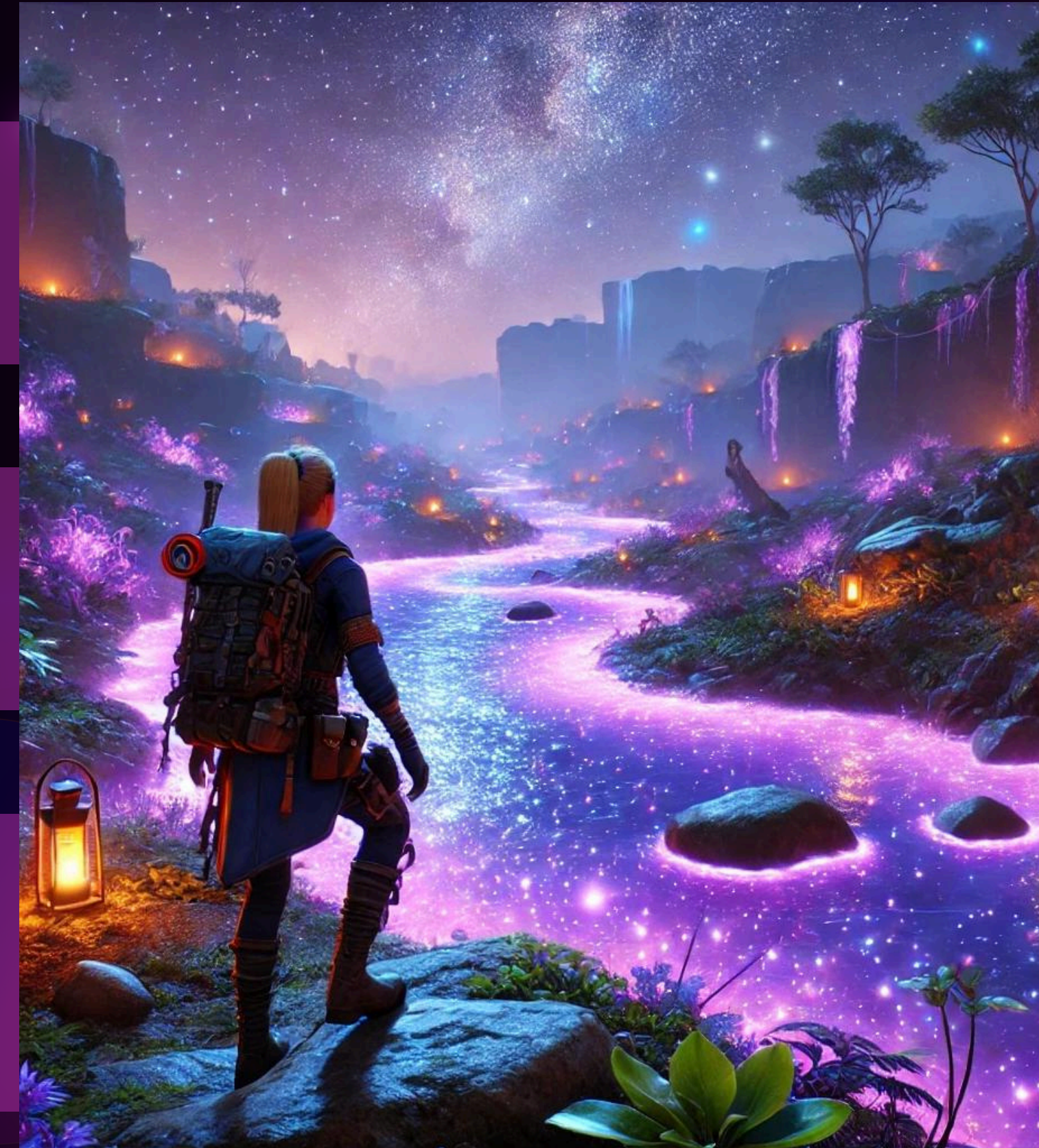
- **Themed Zones:** Detailed environments immerse players fully in the narrative
- **Intentional Set Pieces:** Physical props and structures prompt exploration
- **Multi-Sensory Experience:** Use of lighting, sound, and atmospheric effects enhance immersion and guide player emotions

Narrative Design

- **World-Building:** Richly detailed realms, each with its own unique history, characters, and lore, draw players deeper into the story
- **Real-Time NPC Interaction:** AI-powered characters respond to conversation
- **Mission-Orientation:** Players engage in tasks that drive the narrative forward

Interaction Design

- **IoT-Enablement:** Smart devices detect actions and trigger in-game events
- **RFID Interaction:** Players interact with the environment in unique ways based on the settings and progress stored in their RFID bracelet
- **Feedback Mechanisms:** Immediate feedback through lights, sounds, or haptic responses ensures players know the impact of their actions



EXECUTION: THE TECH

The tech needed to bring Realm Runner to life is well-established and available—but never has it been combined in this unique way. Core technologies include:



RFID Technology

- Player identification and tracking mission progress

Artificial Intelligence

- Character creation, based on questionnaires
- Interactive characters respond to player actions and conversations seamlessly

Interactive Screens and Displays

- High-resolution screens display epic settings and interactive characters
- Touch screens allow players to interact. No headsets required!

Sensors and Motion Tracking:

- Sensors and motion-tracking systems allow for interactions within the space

Game Engine:

- A powerful game engine (e.g., Unity or Unreal Engine) to create and manage the virtual world, plot evolution, and interactive elements

EXECUTION: OPERATIONS



Quick Numbers:

200

Guests in the interactive space at once

120

Minutes to the experience, timed entry

8-13

Staff to manage guests and maintain tech

\$10.53-21.06M

Potential annual gross admission revenue*

Growth and Scalability

- **Scalable Expansion:** The Realm Runner model may be employed across multiple locations with different stories, encouraging tourism. *Gotta catch 'em all.*
- **Partnership Opportunities:** Partnering with media franchises may increase the Realm Runner footprint with existing fanbases, as well as provide those franchises with a new, unique opportunity to engage fans.

*Based on a \$54 admission and 50-100% capacity. See Operations Overview for details.



WHY REALM RUNNER?

Unmatched Immersion

It's not just a game; it's a living, breathing world where players aren't just spectators; they're the epic heroes. *And that's cool.*

Infinite Replayability

Universal themes and evolving content drive repeat visits.

Partnership Potential

Ideal for brand collaborations and media franchise expansions.

Existing Tech, New Application

New pairing of technologies will not only delight players but position the concept on the bleeding edge of tech in immersive entertainment.



THE CREATIVE

Connyre Corbett Hamalainen brings you this concept with a background in design and a degree in media production with a film emphasis. She currently works as an experience designer and human-centered design strategist.

She's always been in love with storytelling and the art of immersing an audience in adventure. When she's not writing or scheming, you can find her with a soldering iron making a mess.





REALM RUNNER

— END OF AGES —

Realm Runner isn't just a leap forward in entertainment—
it's the dawn of a new era where stories aren't just told; *they're lived.*

THANK YOU FOR YOUR CONSIDERATION.

Connyre Hamalainen
corbettc1@gmail.com