



DESTINATION  
**ORBIS DECIMA**

DESTINATION  
ORBIS DECIMA

THE  
EXPERIENCE

# DESTINATION ORBIS DECIMA

ORBIS DECIMA, a planet thousands of lightyears from Earth, is now open for human tourism! After decades of research, scientists are eager to share the beauty and discoveries of this strange planet.

Travel from Earth to Decima and back again in just one day!

Explore the wonders of a planet thriving through an alternate path of evolution

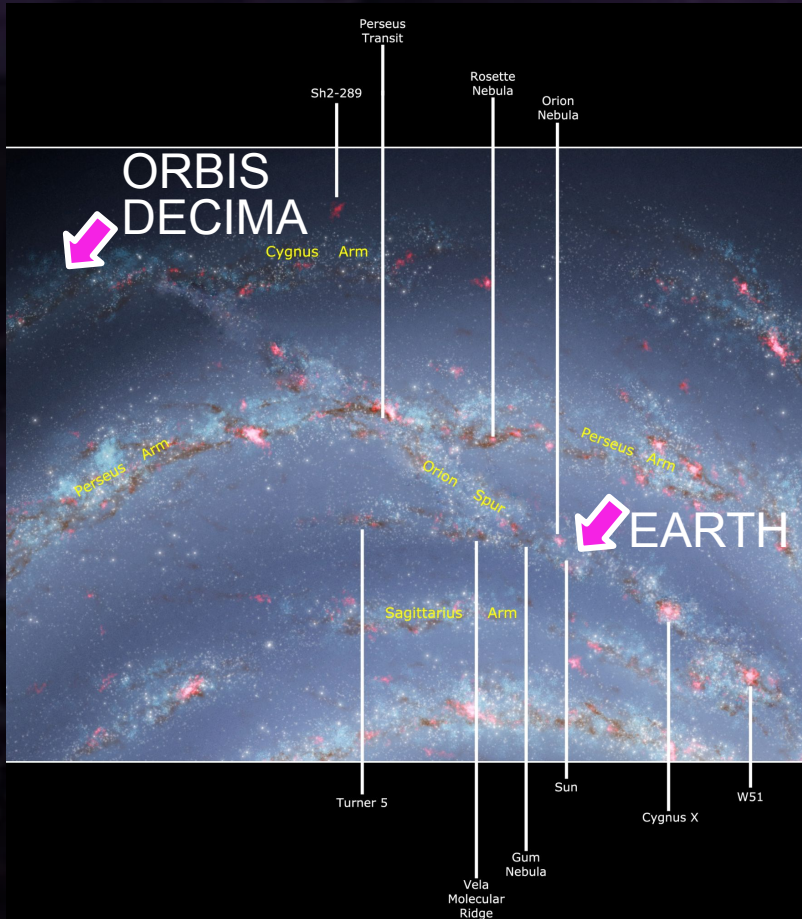
Open your eyes to the alternate realities discovered by scientists

Enjoy rides, shows, and attractions only available on this unique planet

All five senses will have an experience like never before!



# DESTINATION ORBIS DECIMA



It won't take long on Orbis Decima to discover that things aren't always what they seem, and our version of reality isn't the only one.

On Decima, one day lasts only 72 minutes, weather manifests in alternate forms, most creatures breathe nitrogen instead of oxygen, and each day our scientists are learning more about alternate results of a parallel evolution lightyears from our own.

# DESTINATION ORBIS DECIMA



Before your journey, you'll need to convert your phone into an Orbis Guidance Interface (OGI) to:

- Meet and engage with your live Journey Guides
- Livestream your visit with Friends and Followers
- Enhance your Journey through pre- and post-visit games and activities

Using existing social media platforms guests can connect live with followers while interacting with AI generated "Journey Guides".

With Journey Guides are triggered to spread guests on busy days and direct guests to rides and attractions as they open and close on slower days, allowing for lower staff numbers without decreasing guest experience.

Don't want to use your phone? We will have OGI's available to rent too!

# DESTINATION ORBIS DECIMA



On the day of your journey, you will arrive at our convenient travel terminal to check in for your transference.

“Destination Orbis”, the brand title, can fit within shopping centers, as part of a larger attraction, or as a stand alone building. Orbis Decima is designed at just under 50,000 sq ft. Alternate designs could utilize other names to indicate to guests the experience they will have including smaller Orbises.



# DESTINATION ORBIS DECIMA

After a quick check-in, you will board your transference ship, a travelcraft designed to propel you through spacefolds arriving at Orbis Decima in just a few minutes

After guests board the travelcraft, they are taken on a topsy-turvy journey, warping the reality of very ship in which they sit. When the transference is complete the same door in which guests entered the ship reopens to reveal a new planet full of things to discover.



DESTINATION  
**ORBIS DECIMA**



Your destination has been prepared with human amenities for your journey. Upon arrival, your Journey Guides will assist you via your OGI to explore an exciting section of the planet prepared for human visitation.

Orbis Decima has over 50 rides, shows, and attractions which can all run in a day, or can build an experience that has guests traveling back again and again.

Don't like what you OGI guides are recommending? Just let them know!



# DESTINATION ORBIS DECIMA

You will find so much to see and do on Orbis Decima

Meet the  
Creatures and  
even hop a ride!

Discover areas  
outside the  
visitation zone  
including an  
aircraft flight!

Explore the thrill  
of the planet's  
Weird Science

Assist the Orbis  
Decima team as  
they continue  
their discoveries

Taste the  
delights of  
foods unlike  
anything on  
Earth

Orbid Decima is a living breathing planet, like visiting a zoo or natural park, the experience is expected to change based on various natural causes

DESTINATION  
**ORBIS DECIMA**

CONCEPT BY TODD HULET

- RIDES
- SHOWS
- + MEET & GREET
- ▲ PLAY AREAS
- ◆ EXHIBITS
- ✕ SHOPPING
- ◆ DINING



RIDES

SHOWS

MEET &  
GREET

FULL  
WORLD

PLAY  
AREAS

WORK  
SHOPS

EXHIBITS

SHOPPING

DINING

UPSELL



# DESTINATION ORBIS DECIMA

Don't forget to keep your OGI open both to share your day with guests on Earth, and to allow your Journey Guides to recommend places to explore.

Most LBEs create zones with specific purposes. By deeply integrating attractions within one another and incorporating several multipurpose spaces, our 50,000 sq ft attraction can accommodate a full theme park list of attractions. On lower attendance days guests are guided by the OGI storyline to allow attractions to open and close in a manner that remains engaging for guests. Not all attractions need to be built immediately, but the integration plan allows for expansion without the need for more square footage.

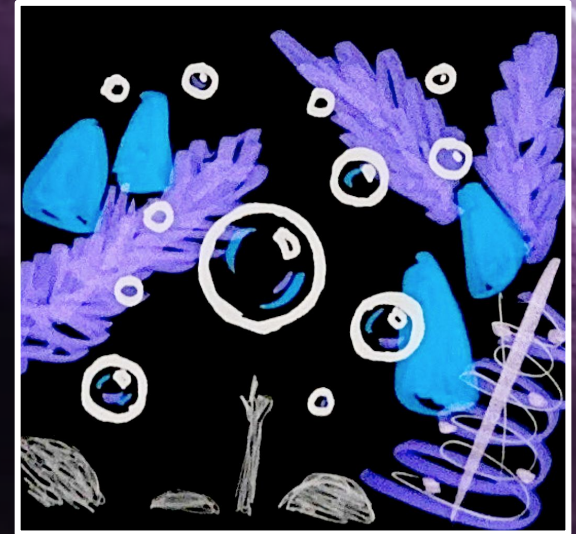




# DESTINATION ORBIS DECIMA

Even simply sitting still offers a unique experience for Earthlings on Orbis Decima:

- Sunset and Sunrise every 72 minutes
- Natural light shows during the dark minutes
- Plant-like creatures bloom, grow, and feed throughout the planet
- Weather patterns bring delightful surprises
- Oxygen-rich air invigorates human minds
- Smell the scents of another world come and go with the breeze



Your Journey Guides can build a day for anyone. Those with small children, disability, pregnancy, medical conditions, sensory concerns, and more can all be guided to great adventure with a diverse attractions list.,

DESTINATION  
**ORBIS DECIMA**



Humans have a poor history of not taking care of planets. Orbis Decima is no exception. While ride adventures focus on the beauty and positivity of a new planet, each adventure takes note of the damage that our research has already done.

To ensure continued care for Decima, our OGI has built-in tracking for the environmental impact of every guest. Be sure to enjoy Orbis Decima with care!

A group leader setting on your OGI will even allow your Journey Guides to adhere to preferred meal times, leaving times, and more, all integrated into your groups story.

# DESTINATION ORBIS DECIMA

Unfortunately, everyone's time will come to an end as the impact of humans on an environment can be unstable.

When your OGI indicates your environmental impact is running high, it's time to evacuate the planet. For this reason we have prepared escape pods available for smaller groups to quickly leave the planet and return home.

Ending a day of leisure with an "emergency exit" could be damaging to the memory of the day. The OGI will present a story-driven experience that urges guests to leave in a timely manner but without urgency.





DESTINATION  
**ORBIS DECIMA**



As you depart Orbis Decima, you will be delighted with a final view of the planet from high in the atmosphere before navigating the spacefolds back to Earth

See details for more information on this attraction

# DESTINATION ORBIS DECIMA

The use of only a portion of this planet allows for additional Orbis Decima travel journeys:  
Travel to other areas of the world which may be similar, or may feel entirely unique (i.e. forest, desert, mountain, swamp)

Or the “Destination Orbis” brand may expand to other planets:  
ORBIS = “world” or “sphere”  
DECIMA = “tenth”

Thank you for visiting Orbis Decima!

As you make your way through the shop of mementos of your visit, we invite you to take a peek at the other journeys Destination Orbis has to offer. From visits to other portions of Orbis Decima, to journeys to entirely new planets.

We know you have many planets to choose from for your family activities and are honored you chose to spend your day at Orbis Decima!

We hope to see you again soon on another Destination Orbis journey!

What new evolutionary wonders will you find on ORBIS TRIGINTA SEPTIMUS?





DESTINATION  
ORBIS DECIMA

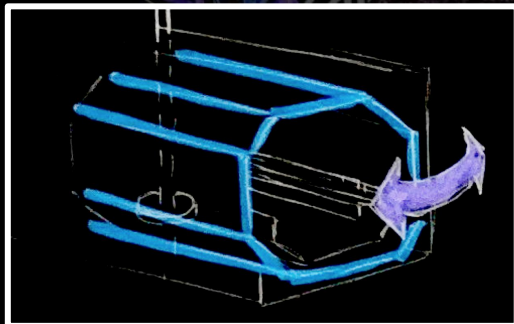
A T T R A C T I O N  
DETAILS



# DESTINATION ORBIS DECIMA

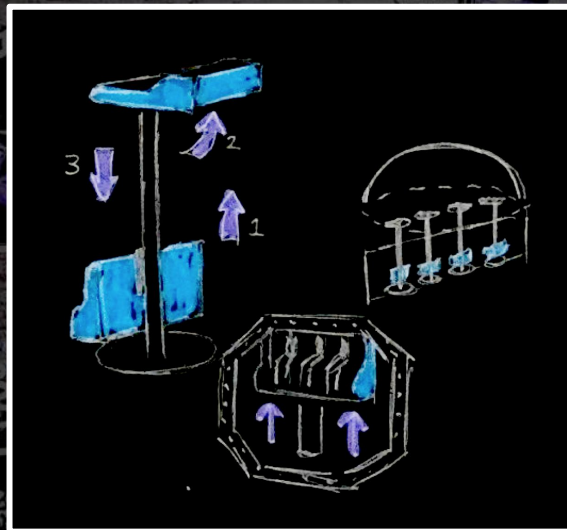
Six rides serve as featured adventures of the experience.  
Two rides serve as bookends to the story shown here:

## Travelcraft to Decima - Madhouse



A Madhouse ride on a pivoting base allows the feeling of having traveled. See more on page 7.

## Escape Pods - Rotating Jumping Tower



A return trip through escape pods launching on rotating jumping towers reach peak height before leaning back to view a planetarium style view as Orbis Decima disappears from view. Each tower contains two cars which can be unloaded and loaded during the planetarium viewing portion for continuous throughput.

RIDES

SHOWS

MEET &  
GREET

FULL  
WORLD

PLAY  
AREAS

WORK  
SHOPS

EXHIBITS

SHOPPING

DINING

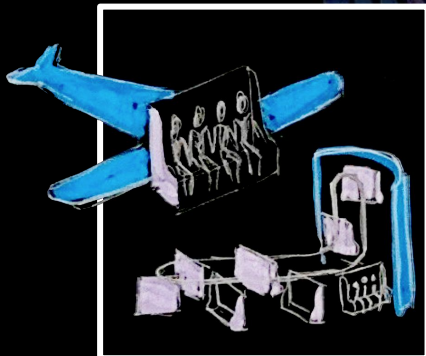
UPSELL

# DESTINATION ORBIS DECIMA

Four additional rides fill the main space

## Flycraft

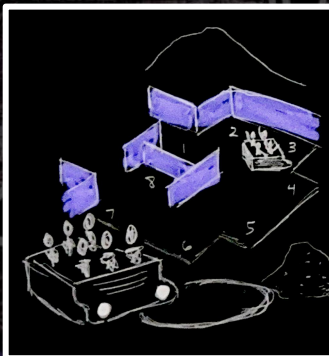
Tracked Flight Theater



Combining a hanging track system with a half cylinder screen creates a continuous flying theater style ride to explore more of Orbis Decima

## Down Deep

Trackless Dark Ride



A trackless dark ride with a very small footprint using a theme of darkness to tell the story of journeying below the surface on a small footprint

## The Root Chute

Flume Ride



A flume ride themed to traveling through the roots of the strange planets flora could even be developed without actual water.

## Creature Ride

Unique Minicoaster



A track ride combining a teacup shape with a see-saw motion makes riding an alien lifeform a small but wild ride.

RIDES

SHOWS

MEET &  
GREET

FULL  
WORLD

PLAY  
AREAS

WORK  
SHOPS

EXHIBITS

SHOPPING

DINING

UPSELL

# DESTINATION ORBIS DECIMA

Live shows provide guests with story driven spectacle and allow for the use of stage magic to bring wonder to the world

Show Concepts include:

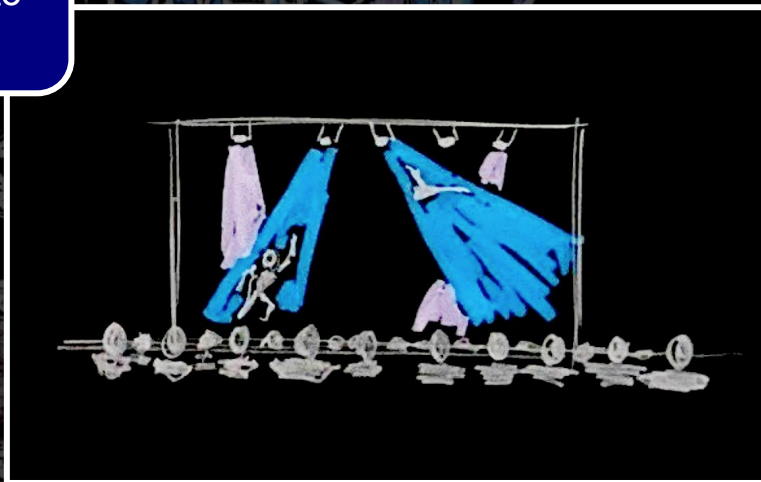
**Flying Creatures** using balloons and drones.

**Bugs and Slugs** showcases things that creep and crawl using puppetry, costumes, and robots.

**Nocturnal Creatures** allows for a spectacle both of darkness and suspense.

**Quantic Life** transforms the theater to a tank of Decima Liquid to see life living under wildly different conditions.

**Predators of Decima** brings size and sound to the front of a chilling live experience.



SHOWS

RIDES

MEET &  
GREET

FULL  
WORLD

PLAY  
AREAS

WORK  
SHOPS

EXHIBITS

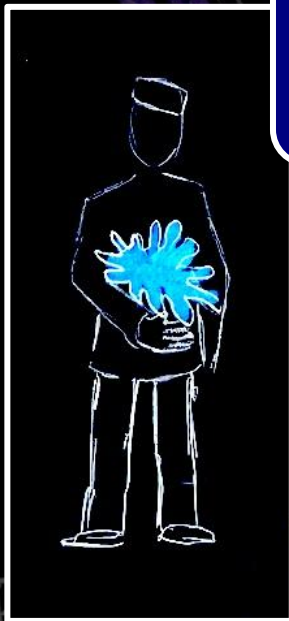
SHOPPING

DINING

UPSELL



# DESTINATION ORBIS DECIMA



Interact with creatures for photos and memories with Meet & Greet utilizing costume, puppetry, and robots for that personal experience.

No IP is needed when guests are able to interact with friendly creatures completely inhuman. Methods include hand puppets, full-body costumes, robots, and a large-scale animatronic of the creature featured in the ride.



MEET &  
GREET

RIDES

SHOWS

FULL  
WORLDPLAY  
AREASWORK  
SHOPS

EXHIBITS

SHOPPING

DINING

UPSELL

# DESTINATION ORBIS DECIMA

## World Experiences Include:

Sunset and Sunrise brings visual interest to the sky and changing lights and colors

A weather system approaches and brings “rain” manifest as bubbles!

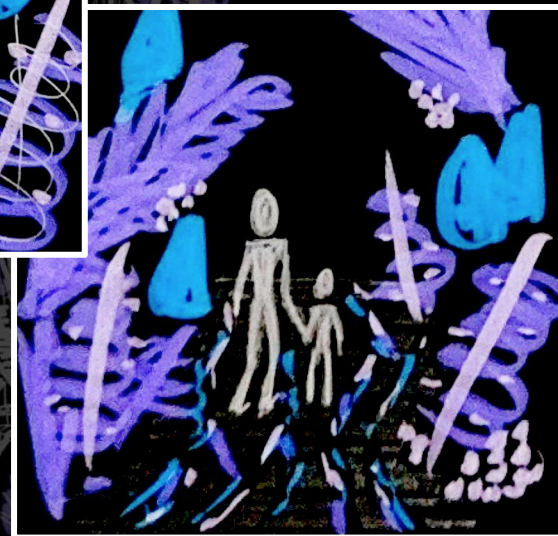
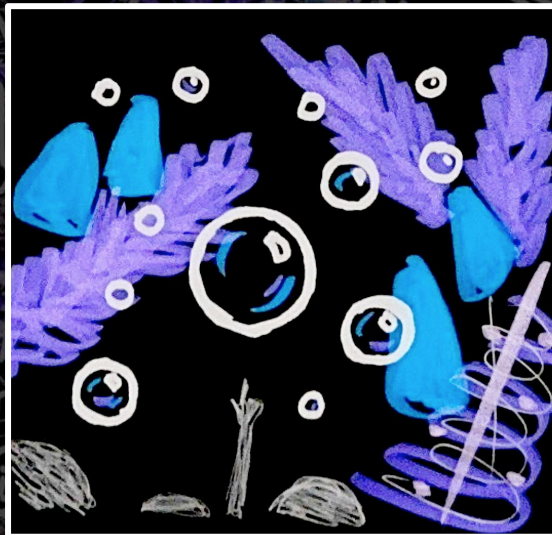
Unseen Creature “Stampede” moves across the landscape shaking the plant life and creating waves across the sky

Flowers react to a feeding time opening and closing to music-like sounds.

Under your feet suddenly becomes a light spectacle when the plants begin to feed.

A liquid show delights guests at the base of the central landmark.

Like fireworks at an outdoor park, fully immersive “world experiences” provide a moment of awe for all attending and provide wonder to all regardless of ability.



FULL  
WORLD

RIDES

SHOWS

MEET &  
GREETPLAY  
AREASWORK  
SHOPS

EXHIBITS

SHOPPING

DINING

UPSELL

# DESTINATION ORBIS DECIMA

## PLAY AREAS

Areas for guests to interact and explore their own movement and play include:

Exploration of sounds playing music of another planet.

Explore the natural world by climbing and accessing foot bridges.

Digging in the ground using equipment brought by scientists.

Self-guided science play allows guests to make their own discoveries.

## WORKSHOPS

A guided interactive live entertainment experience would include:

Maps and general exploration of the planet

Experiments and demonstrations on conservation

Hands on details of other parts of Orbis Decima

Scientific demonstrations of unique properties of this planet

Explanations and interactive presentations of the strange weather patterns on the planet

PLAY  
AREAS

WORK  
SHOPS

RIDES

SHOWS

MEET &  
GREET

FULL  
WORLD

EXHIBITS

SHOPPING

DINING

UPSELL



# DESTINATION ORBIS DECIMA

## STATIONARY DISCOVERIES

**Hidden pockets of are some of the best treasures in Orbis Decima**

Observe creatures in their natural habitat

Use the telescope at the observatory

Try the VR simulator to understand the perspective of another life form

Communicate with alien life with the translator

Search for the secrets of the planet with a scavenger hunt



EXHIBITS

RIDES

SHOWS

MEET &  
GREET

FULL  
WORLD

PLAY  
AREAS

WORK  
SHOPS

SHOPPING

DINING

UPSELL

# DESTINATION ORBIS DECIMA

## SHOPPING

Shopping options on Orbis Decima include:

Terminal (Entry) Retail - OGI rentals, sales, and other gear for adventurers

Souvenir Shop - Including items exclusive to Orbis Decima

Custom and Premade Explorer Badges - Interactive and Collectible

Exit Retail Shop (also available to non-ticketed guests in shopping center locations)

## DINING

Food options feature non-earth delights with service stations  
Including:

Treats Bar - Provides quick service grab and go “fruits” and fresh items of Decima

Café - Transferable between Counter and Table Service, serving Decima/Earth fusion

Hydration Station - Water, Soda, and Decima Flavors

Virtual Dining Trip - Transforming the Café using Digital Screen “windows” to upsell during slower hours

## UPSELL

Additional upsell opportunities are available including:

Facepaint

VR experiences

VIP In-Person Guided Tour

Photo Packaged

Alien Makeovers

RIDES

SHOWS

MEET &  
GREETFULL  
WORLDPLAY  
AREASWORK  
SHOPS

EXHIBITS

SHOPPING

DINING

UPSELL

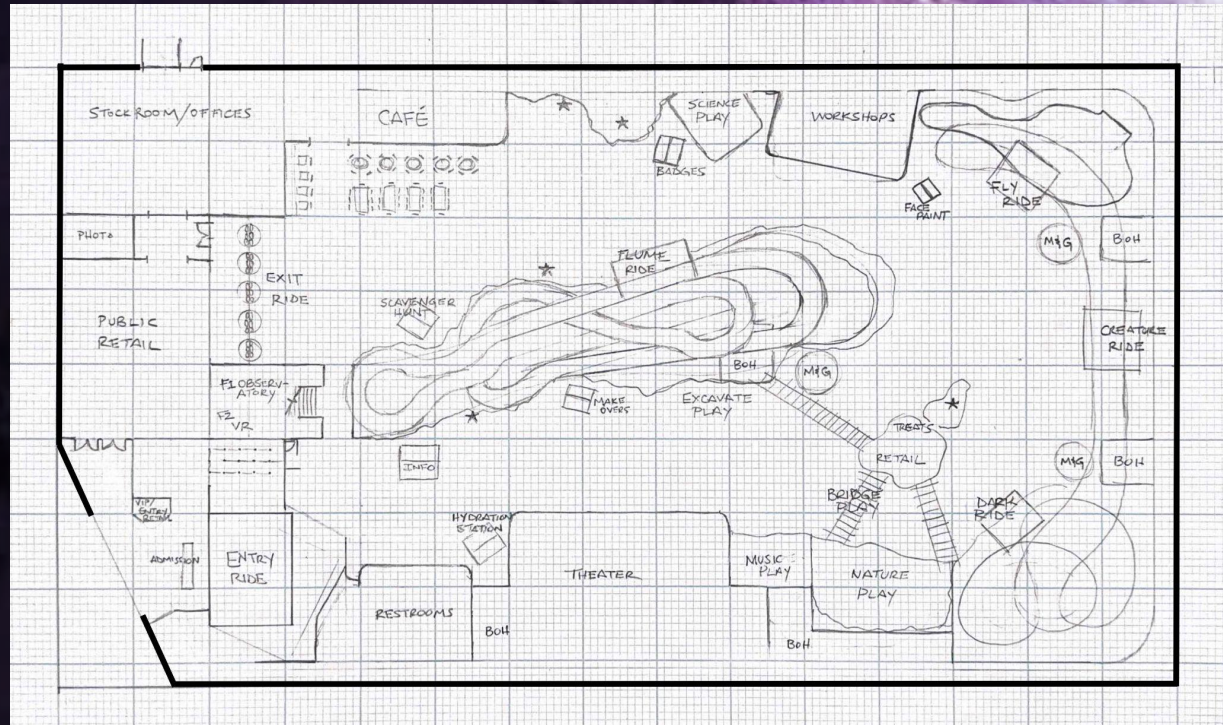
DESTINATION  
ORBIS DECIMA

# OPERATIONS



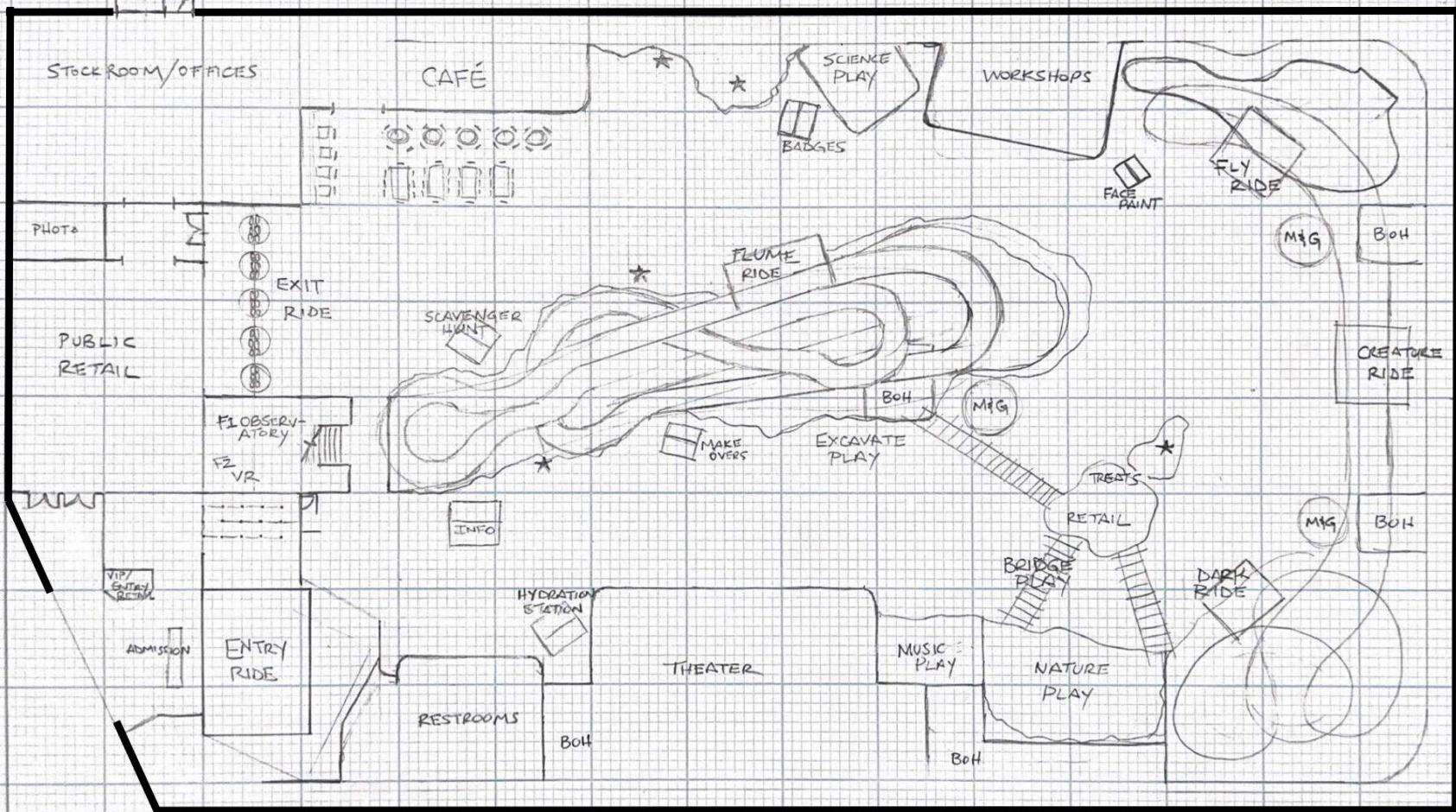
# DESTINATION ORBIS DECIMA

Additionally, by carefully designing attractions, especially a thoughtful back of house space layout, including green room space, a “ring-road” access path, and multi-use transformable spaces. These back-of-house spaces provide more options for operational success, increased safety through access and quick points of egress, and provide flexibility for existing elements. **Attractions are capable of new offerings to give the project longevity and excite guests to return again**, including special event and holiday updates to bring guests back time and again.





# DESTINATION ORBISDECIMA



# DESTINATION ORBIS DECIMA

As guest counts fluctuate, the design of the space paired with the OGI digital interface allows for slower days and peak days to offer high value while allowing staffing to adjust based on variable income days.

## LOW ATTENDANCE DAY

15 Automated Attractions (1 staff)  
7 Ride Attractions (5 staff w/ app support)  
7 Live Entertainment (2 staff)  
3 Food and Retail (4 staff)  
Support (1 Technician & 1 Management)

32 attractions with 14 staff  
**Estimated Capacity 2k guests**

## MID ATTENDANCE DAY

15 Automated Attractions (2 staff)  
7 Ride Attractions (10 staff w/ minimal app support)  
10 Live Entertainment (3 staff)  
5 Food and Retail (8 staff)  
Support (2 Technician & 1 Management)

37 attractions with 26 staff  
**Estimated Capacity 6k**

## PEAK ATTENDANCE DAY

15 Automated Attractions (4 staff)  
7 Ride Attractions (14 staff)  
16 Live Entertainment (8 staff)  
6 Food and Retail (10 staff)  
6 Upsell Experiences (7 staff)  
Support (4 Technician & 2 Management)

50 attractions with 49 staff  
**Estimated Capacity 10k**



DESTINATION  
**ORBIS DECIMA**

# ATTRACTIONS

## RIDES

1. Travel to Decima - Madhouse
2. Ride a Local Creature - Track
3. Aircraft Flight
4. The Root Shoot
5. Trackless Dark Ride
6. Escape Pods

## SHOWS

1. "Aviary" Creature Show
2. Bugs and Slugs
3. Nocturnal Creatures
4. Quantic Life
5. Predators of Decima

## MEET & GREET

1. Hand Puppet 1
2. Hand Puppet 2
3. Costume Character
4. Costume Character
5. Robot Character
6. Creature Ride Robot

## FULL WORLD EXPERIENCE

1. Night Time
2. Bubble Rain
3. Creature "Stampede"
4. Flower Feeding
5. Roots Show
6. Water Show

## PLAY AREAS

1. Music Making
2. Nature Playscape
3. Excavating?
4. Science Lab
5. Bridge Walks

## WORKSHOPS

1. Exhibition about the planet
2. Conservation
3. The Rest of Decima
4. Science of Decima
5. Weather

## STATIONARY EXHIBIT

1. Creature Habitats
2. Smell the Plant-like Creatures
3. See the world as a Creature
4. Communication Translator
5. Observatory
6. Scavenger Hunt

## DINING

1. Treats Bar
2. Café
3. Hydration Station
4. Virtual Dining Trip

## SHOPPING

1. Entry Retail
2. Souvenir Shop
3. Exit Retail Shop
4. Explorer Badges

## ADDITIONAL UPSELL EXPERIENCES

1. Facepaint
2. VR
3. Private Tour
4. Photos
5. Makeover



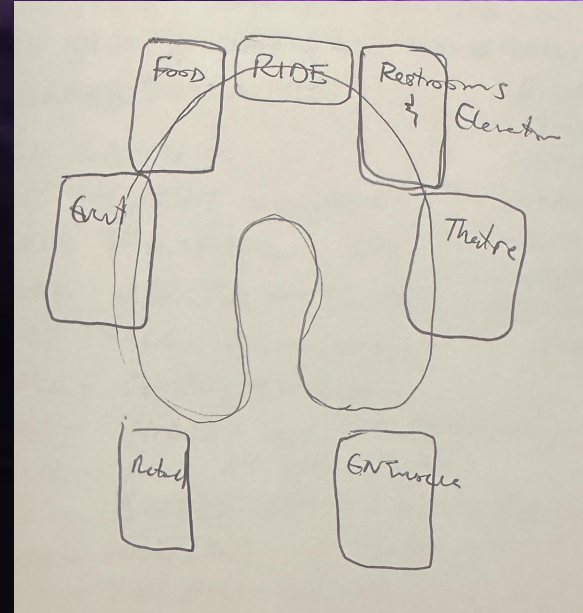
DESTINATION  
ORBIS DECIMA

DESIGN  
PROCESS

# DESTINATION ORBIS DECIMA

After studying several Location Based Entertainment (“LBE”) designs, a basic structure unfolded as sketched in the image to the right.

From there, identification of goals based on challenges of LBEs within the research developed a list of challenges to solve in connection with the objectives of the brief.







DESTINATION  
**ORBIS DECIMA**

## LBE CHALLENGES

Overcoming a Limited Footprint

Multi-Location Replicability

Scalability of Concept

Capturing a Revisiting Fan-base

Comfortable Capacity and High Throughput

Avoid “Playground”/Babysitting Atmosphere

# DESTINATION ORBIS DECIMA

## LBE CHALLENGES

Overcoming a Limited Footprint

Multi-Location Replicability

Scalability of Concept

Capturing a Revisiting Fan-base

Comfortable Capacity and High Throughput

Avoid “Playground”/Babysitting Atmosphere

Provide Diverse Visitor Experience including solutions for Disabilities and Neurodivergence

Built-In Marketing Strategy

Market Leader & Attraction Competition

Criteria & Objectives of Design Brief  
- Depth and Richness of Storytelling - Emotional Resonance -.Design-Innovation - Creative Use of Materials  
-.Executability - Ecological & Sustainability Compatibility

## ADDITIONAL GOALS & OBJECTIVES OF THE BRIEF

# DESTINATION ORBIS DECIMA

A “message” was determined early on as a takeaway for the project:

**“My paradigm is not the only reality.”**

This purpose led to the addition of the topic of environmentalism and the fragility of our own planet as a way to activate the experience of alternate realities and the need to honor them.





# DESTINATION ORBIS DECIMA

Research and data collection ensures that the concepts are feasible. Existing rides determined footprints required, throughput numbers, and staffing requirements.

Orbis Decima Capacity Chart

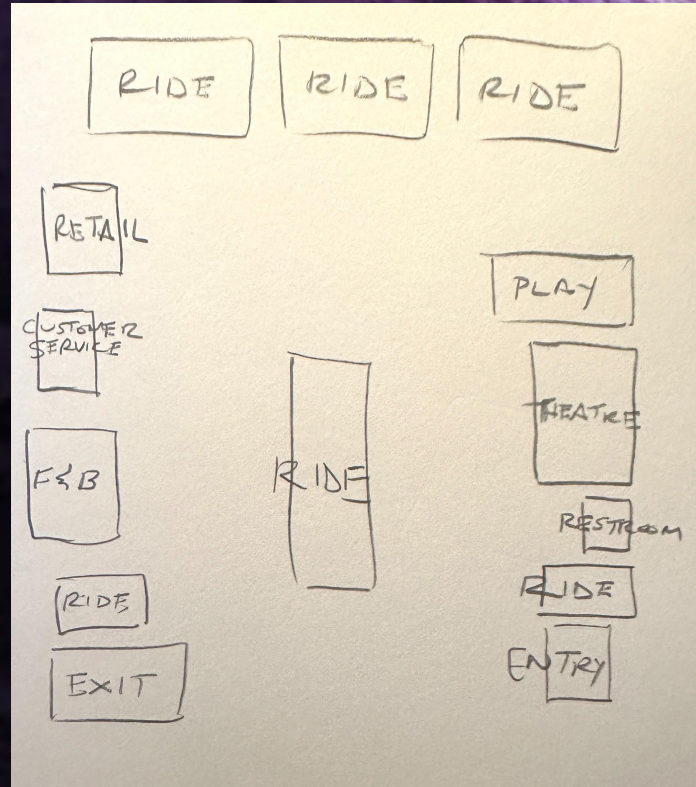
File Edit View Insert Format Data Tools Extensions Help

100% 123 Default... 10 B I A

A	B	C	D	E	F	G	H	I	J	K
		Hourly Throughput						guest sq ft	40000	
								total guests	1000	
	<b>RIDES</b>									
x	1. Travel to Decima - Madhouse -	720	30x22x23h	660	<a href="https://darkridedatabase.com/product/mad-house/">https://darkridedatabase.com/product/mad-house/</a>					
x	2. Ride a Local Creature - Track	450								
x	3. Escape Pods	650								
x	4. Travel a Root	920	285.5x180.5x42h							
x	6. Soarin over the rest of the planet	580	62x52	3224	<a href="https://www.simworx.co.uk/products/flying-theatre/">https://www.simworx.co.uk/products/flying-theatre/</a>					
x	7. Trackless Dark Ride	650								
	<b>Average Throughput</b>	<b>661.6666667</b>								
x	PRESENTATION POD	400	2per row, 32x22 for	704				Footprint:m 9,00 x m 6,60 excluding any out		
x	MEET & GREET 1	100						Height:7,00 m excluding any outside decora		
x	MEET & GREET 2									
x	RIDE M&G									
	CREATURE HABITAT 1									
	CREATURE HABITAT 2									
	EXPERIENCE LIFE AS									
	TRANSLATOR									
	OBSERVATORY									
x	FACEPAINT									
v	VR									
x	PHOTO									
x	MAKEOVER									
x	BADGES/PINS									
x	WORKSHOP POD									

# DESTINATION ORBIS DECIMA

Finally, the elements were put back into the original pattern to determine the final layout before drawing the final floor plan on graph paper to ensure actual footprints fit within the 50,000 sq ft capacity as seen on page 28.






DESTINATION  
**ORBIS DECIMA**



**Concept sketches and thumbnail drawings were colored in green and orange—Earth-like colors—and then inverted to alien colors to ensure a connection to the Earth experience for human guests.**





**Thank you!**

**Todd Hulet**

**toddhuletproductions@gmail.com**

DESTINATION  
**ORBIS DECIMA**