



ESCAPE  
THE  
GOBLIN  
KING

Who will you trust?

Corinne Mestemacher



Escape the Goblin King is an interactive, choose your own adventure, immersive theater experience.

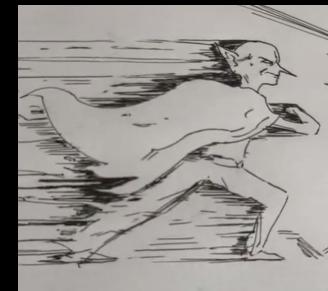
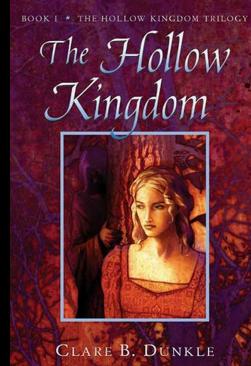
Guests come to explore the newly-opened Goblin King Caverns, but soon find themselves trapped by the goblin king Roark inside an underground world of magic and monsters.

Along with their tour guides, the guests will have to choose who they trust in order to escape before time runs out and they're stuck in Roark's kingdom forever.

# GOBLINS WORLDWIDE

Goblins are found all over the world. They are mischievous trickster characters who value treasure and jewels. This trickster tendency usually puts the goblins at odds with humans, acting as an antagonist to varying degrees.

This shared mythology makes the goblin easily translatable across cultures with minimal adjustments to the targeted culture's perception of the character.

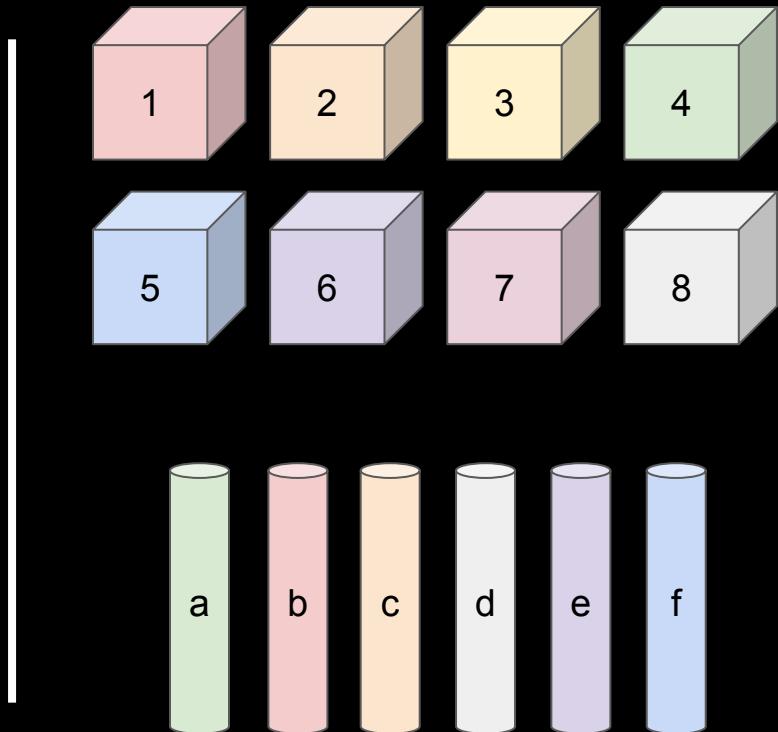


This location-based experience takes place in the depths of a cave system. Cramped, winding tunnels open into cavernous rooms. This particular setting allows for a new type of modular design.

8 rooms connected by 6 tunnels make up the entirety of the needed spaces.

This attraction is an architectural octopus in that it can be twisted and molded to fit an existing structure, capitalizing on the concept of adaptive reuse. A sustainability practice helping to keep old buildings standing while reducing construction and energy costs.

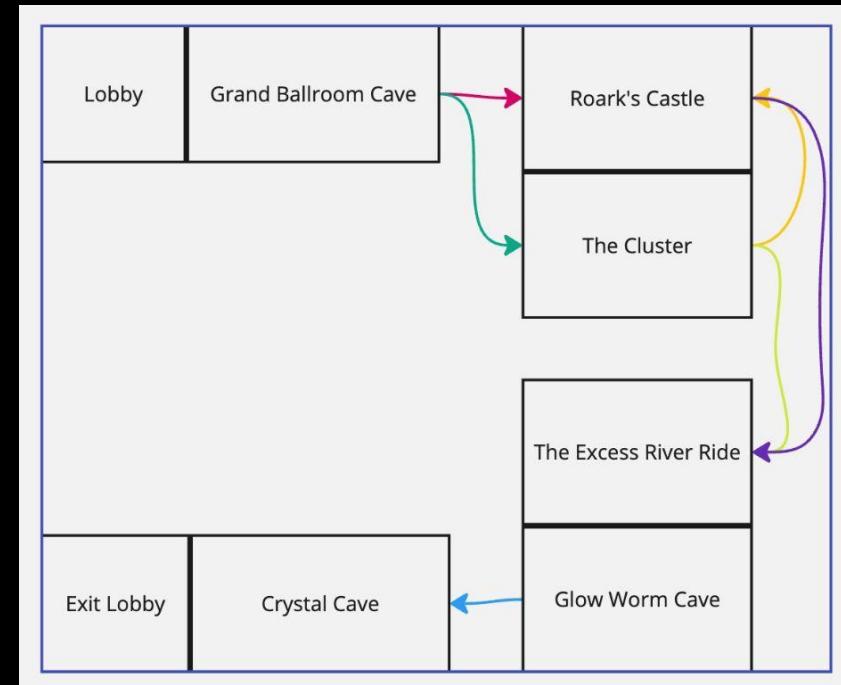
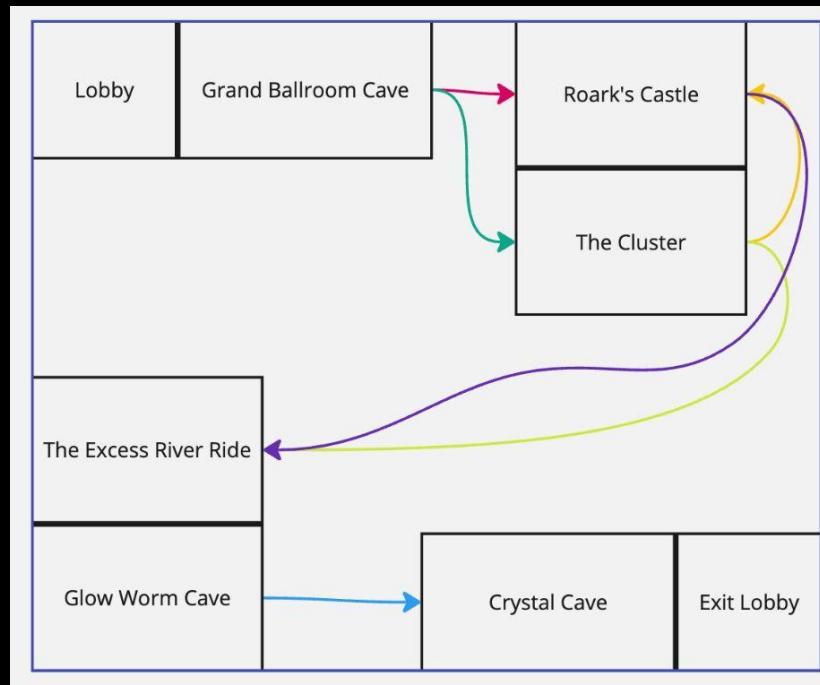
Furthermore, this practice allows for *Escape the Goblin King* to fit inside existing urban areas.

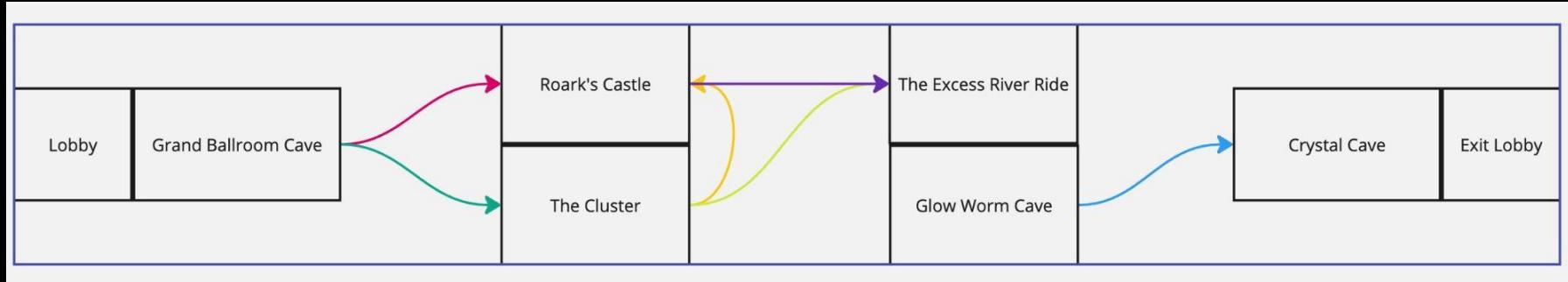


Here are examples of how the rooms and their connecting tunnels can be adjusted depending on need.

First, we have two ways of fitting into a square frame.

The tunnels being represented by the arrows, with this dead space being used for backstage, technical needs, bathrooms, and storage areas.

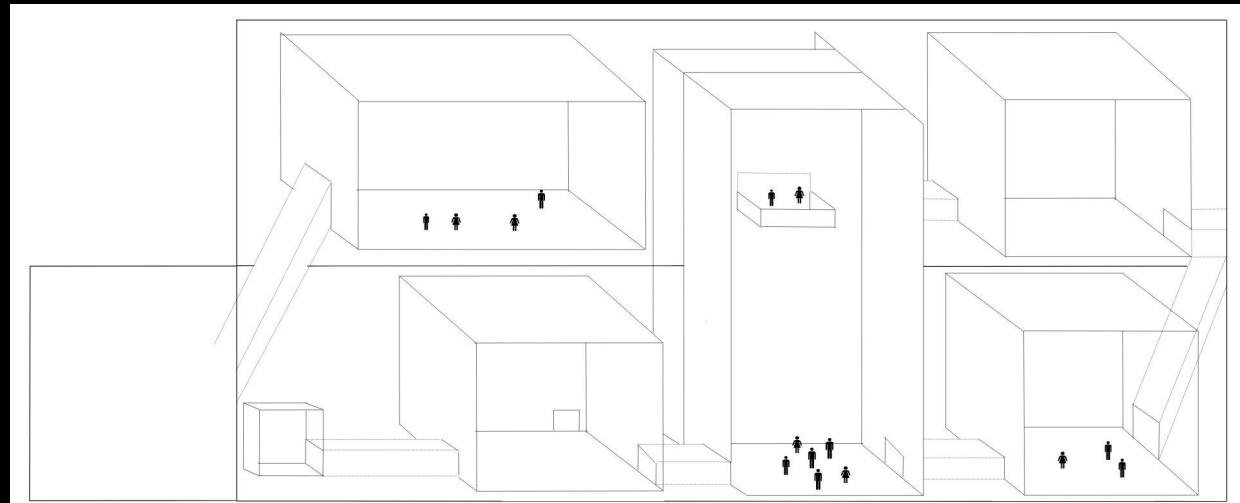




Next, we have a long rectangular space, similar to a warehouse.

And a two-story space, similar to a repurposed mall.

Again the areas outside of the rooms and tunnels being used for operational purposes.



There are 13 characters, but the protagonist is the Guest.

With this attraction, I wanted to reframe the guest's POV and make them the hero.

Giving the guests more agency will require the heavy use of improv by the performers in order to respond in real time.

Therefore, a robust worldbuilding and character description guide has been included.

## Characters

Roark - The Goblin King

Edred - The Goblin Guide

Maeve - The Human Who Came Back

Claire - Tour Guide 1

Ben - Tour Guide 2

Sophie - Tour Guide 3

Grof - Roark's soldier

Thad - The River Guard

The Dwellers - A Trapped rebellion

# Attraction Specs

Cast	13
Crew	SM, ASMs, technical team, customer service/retail team, restaurant staff
Time in Attraction	1 hour - 1 hour and a half*
“The Excess” River Ride Length	5 minutes
Magic Training Sequences	10 minutes each
Number of people per tour	15
Turnaround Time Between Shows	2 hour**

Operational notes on the next page

# OPERATIONS

\*Dependent on interactions and how quickly guests make their way through the story

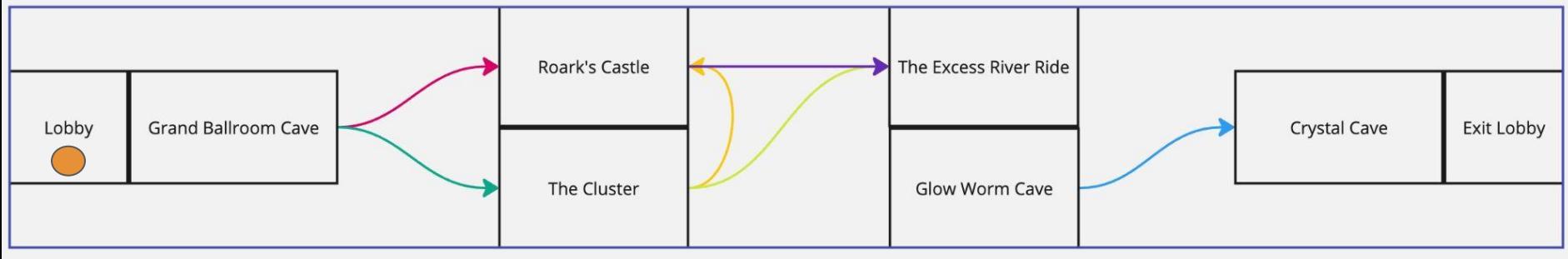
\*\*Giving time for improv/guest interactions slowing down the show/reset/rest time for the actors, guests eating and buying merch in the time.

Showtimes example: 10am, 1pm, 4pm, 7pm, 10pm



Non-performance areas of the facility will be used as "backstage". This includes a technical booth from where the stage manager can watch a live feed of all the rooms.

Actors will wear earpieces so that the stage manager can time the show correctly and be able to direct backstage staff/technicians accordingly.



The Guests begin in the entry lobby.

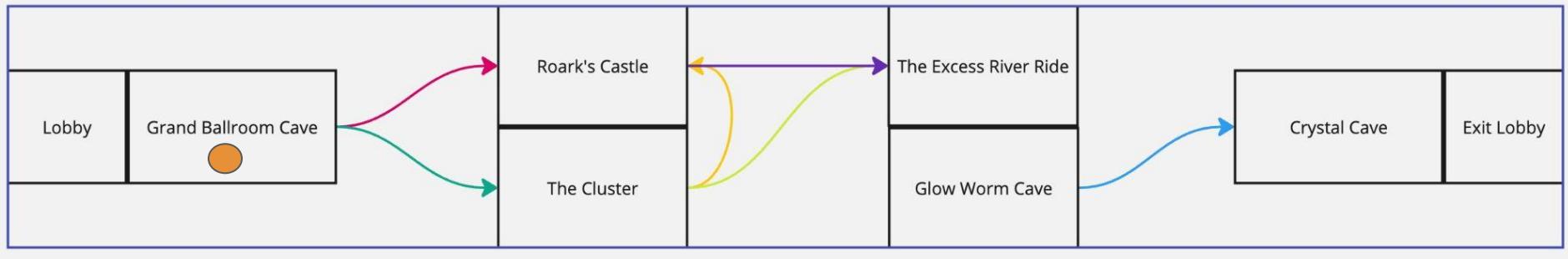
This lobby is made of warm wood tones and small-town charm, evoking the campy charm of the United States National Park System and Forest Service.





Once your tour begins, your 3 tour guides lead the group into an elevator that lowers you all into the cave system.

The tour guides go through the rules and give you an overview of what you're about to see.



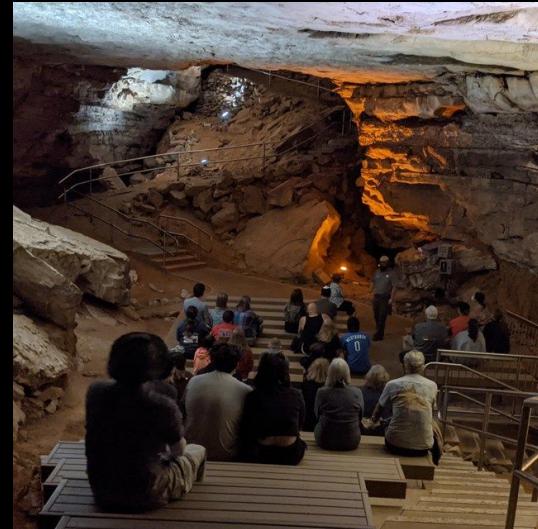
When the elevator doors open, you'll walk into The Grand Ballroom.

This is the name that the tour company has given this room due to its massive size and various stalagmites that look like guests attending a ball.

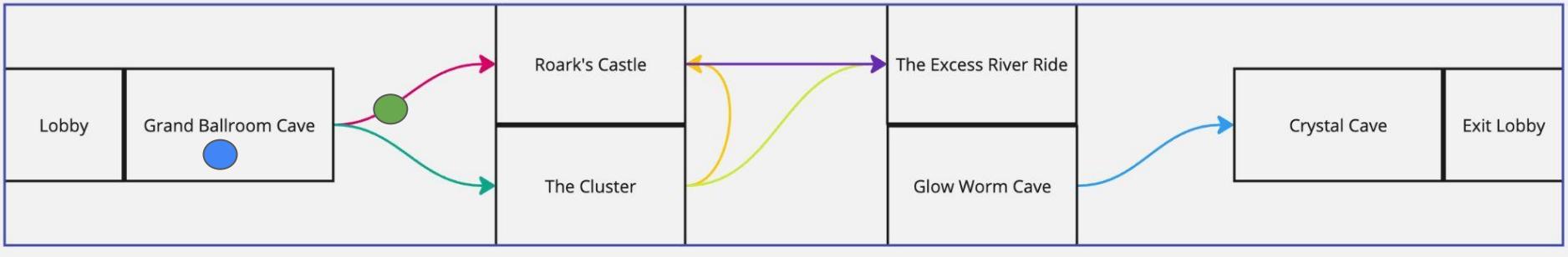
Roark, the goblin king, appears and the group realizes they're trapped in the cave. Roark says that while there are many entrances, there is only one exit out of his goblin kingdom.

They can either choose him or choose to find the exit before time runs out.

STORY NOTE: The goblin texts say that only the one who controls the magic can walk between worlds. While the portal opens occasionally, since the king controls the goblin magic, he's the only one who is able to leave when the portal is closed.



Mammoth Caves & Blanchard Springs Caverns

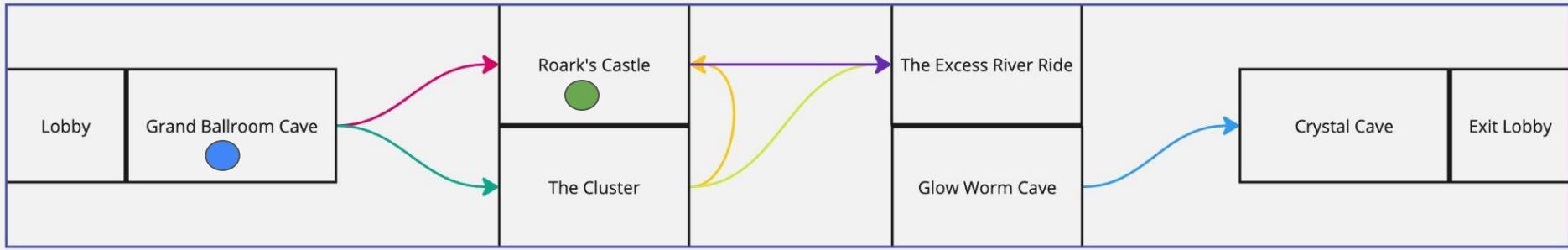


One tour guide, Claire, agrees to follow Roark while tour guides Ben and Sophie choose to find the exit.

Let's leave them behind for now as Claire and Roark lead us through the first tunnel. (Green dot)

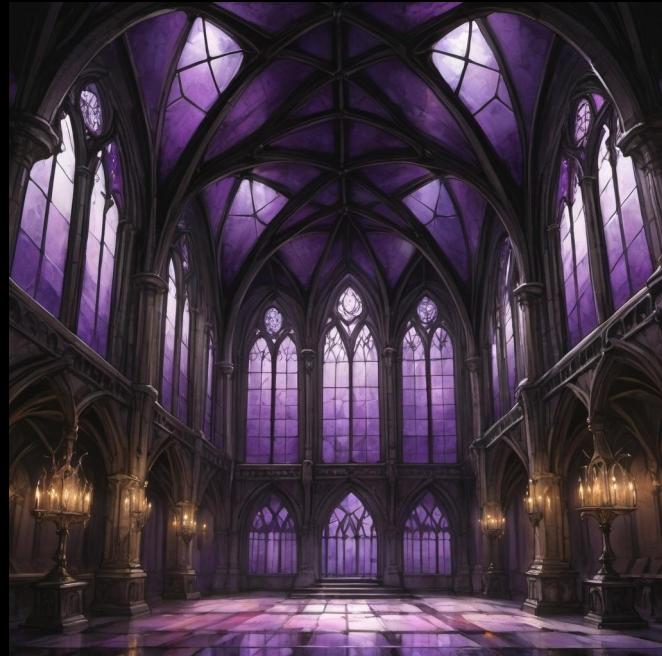
This tunnel is well kept and, as we walk through, it gradually turns into a hallway.





The tunnel opens up into Roark's castle, more specifically The Ballroom. This is an actual ballroom, unlike the cave version from which we came.

Stained glass windows surround the guests. Each window is an LED screen that projects different images in response to the scene playing out in the space.



This is the first time  
that the Guests will be  
able to participate in  
MAGIC TRAINING.

Guests choose which type  
of magic they want to  
wield; gold, green, blue,  
or red. Each color will  
produce a different type  
of magic.

Guests are given a crystal  
bracelet in the color they  
choose.



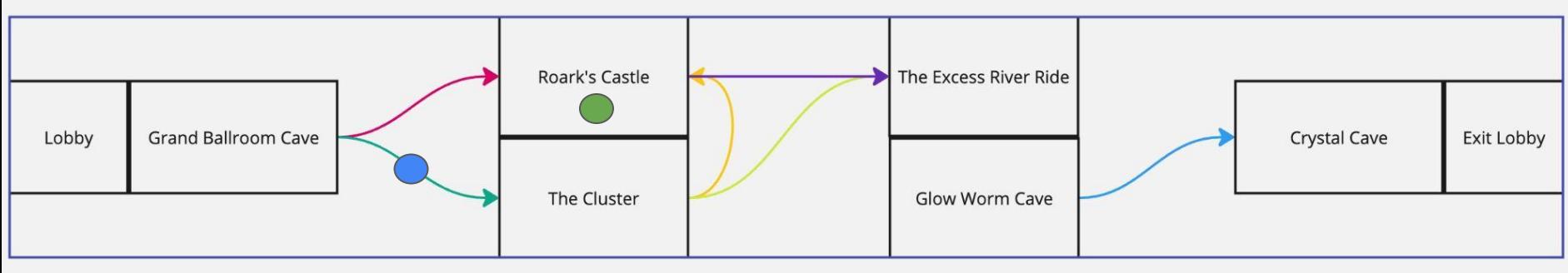


LED screens, light projections, and physical objects work together to respond to Guests' interactions.

Computer vision and motion tracking identify the bracelet color and the Guest's gestures, telling the computer which output to produce, creating a fantastical world that the Guests control.



Aquascope, Futuroscope, France



Now we'll leave Roark, Claire, and the rest of that group and return to Ben and Sophie. (Blue dot) They are alone with the other guests who have chosen to find the way out when Edred arrives.

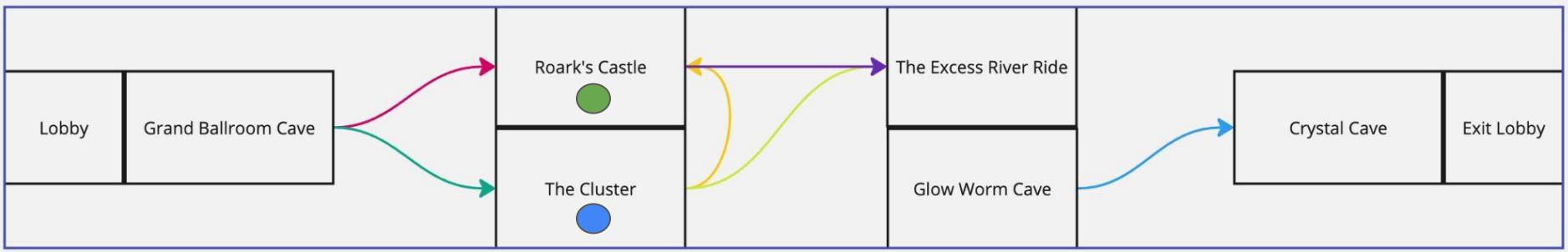
Edred tells this group that he can take them to the exit.

Seeing no other option, Ben, Sophie, and the rest of the group follow Edred into another tunnel.

This tunnel is smaller than the others because, at this moment, the attraction is playing with the guests' perceptions of space. Manipulating them into feeling a little cramped now so that the next room feels much larger.



Robber's Cave - Nebraska, US



The next room is The Cluster.

This is the biggest room in the attraction and is the heart of the goblin kingdom.

The Cluster is a bustling room filled with noise, lights, and signs of a vibrant community.

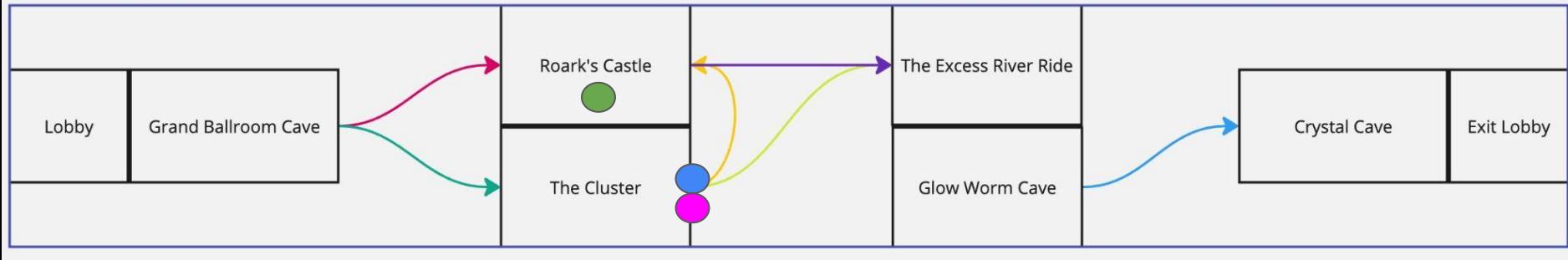
This is also where the Guests meet Maeve.

Meanwhile, back in the castle, the first group has learned how to wield magic and Roark tells them that they have to use their new skills to save their friends from Edred.

The windows of Roark's Ballroom open up to a balcony that looks out over The Cluster. The two groups can now see each other as Roark's group uses their powers to scare off Edred and Maeve while the second group runs from the attack and hides in a tunnel on the other side of The Cluster.



Meow Wolf - Denver, Colorado, US

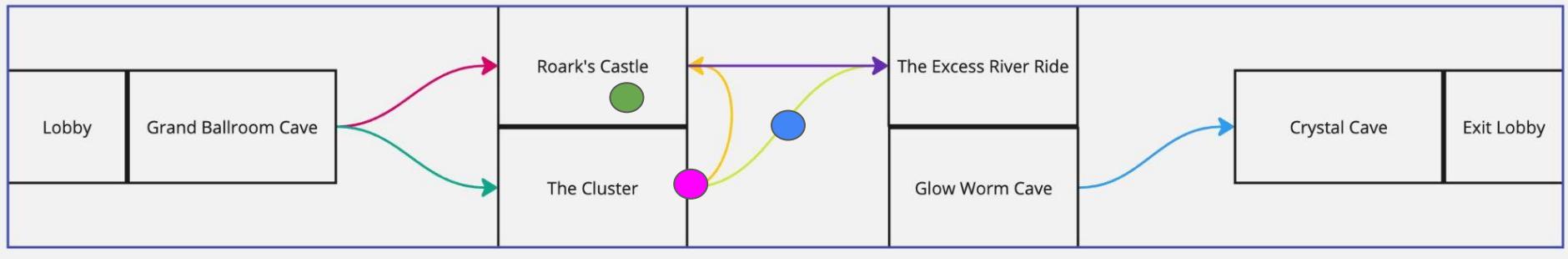


Now, this is where that second group gets to make their next choice.

They will choose to continue with Edred or follow Maeve.

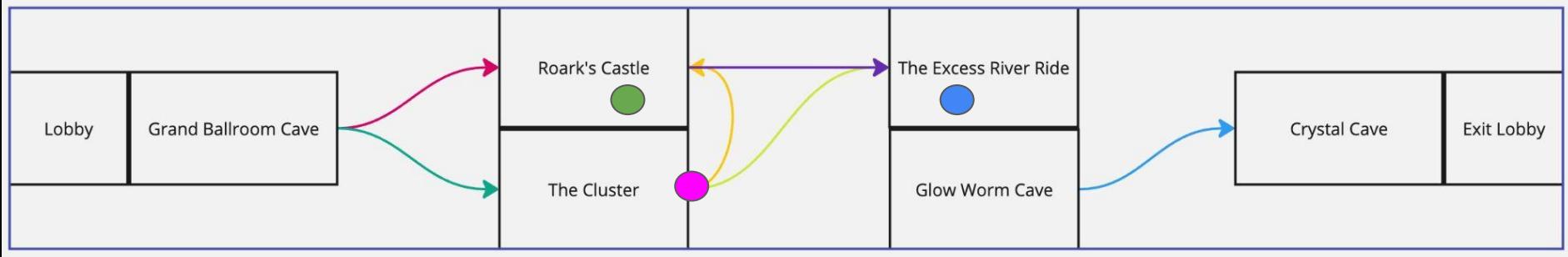


Tom Sawyer Island - Disney World - FL US



Tom Sawyer Island - Disney World - FL US

First, let's follow Edred. (Blue dot)  
 He leads us through the third tunnel  
 which opens onto the shore of the  
 underground river called The Excess.



The group meets Thad - the river guard who does not like Edred.

Eventually Thad is successfully bribed into letting the group take one of the boats.



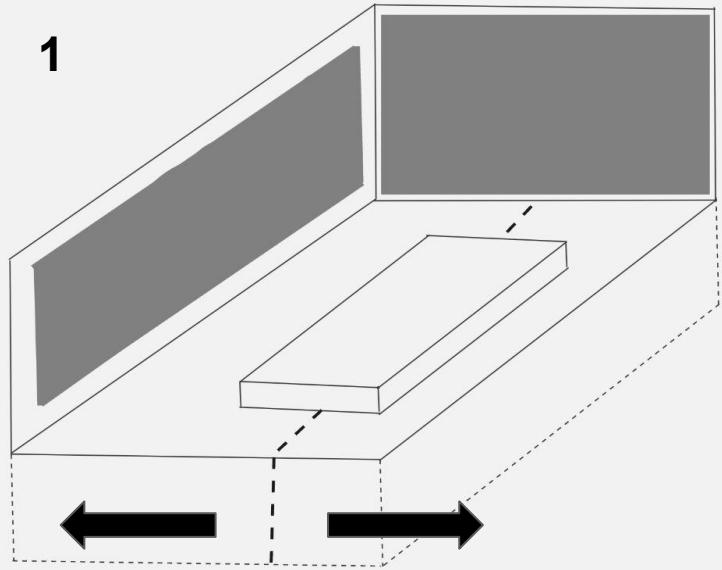
Howe Caverns, New York, US



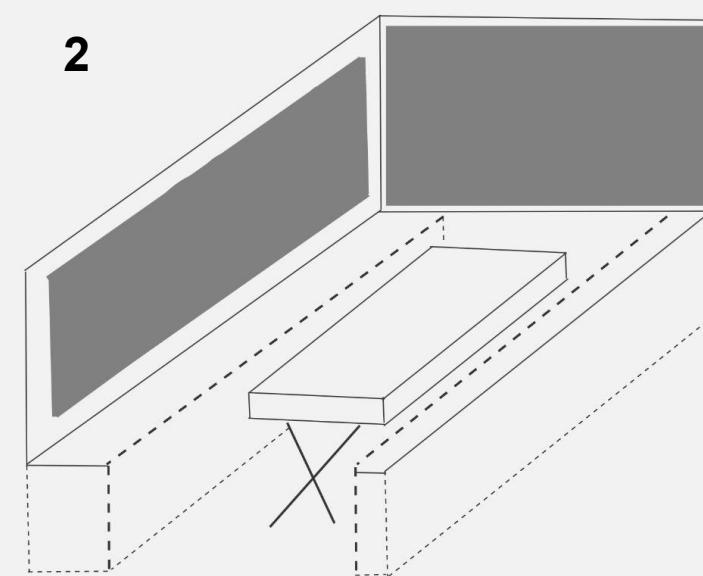
The Excess is a small dark ride built within the attraction.

Light projections, fog, and corresponding LED screens, create the illusion of navigating a dangerous river.

1



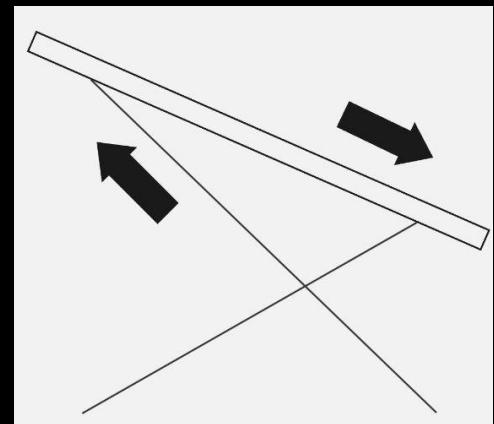
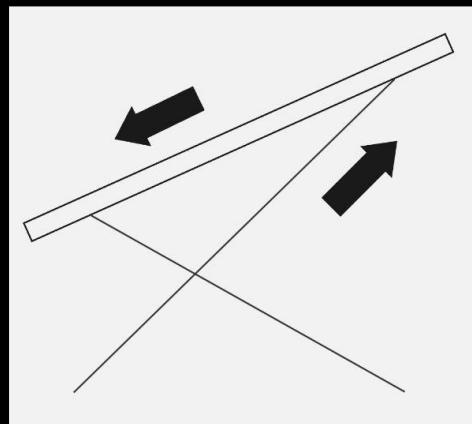
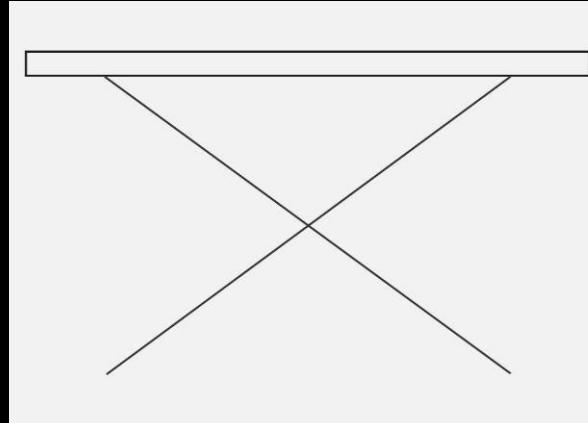
2

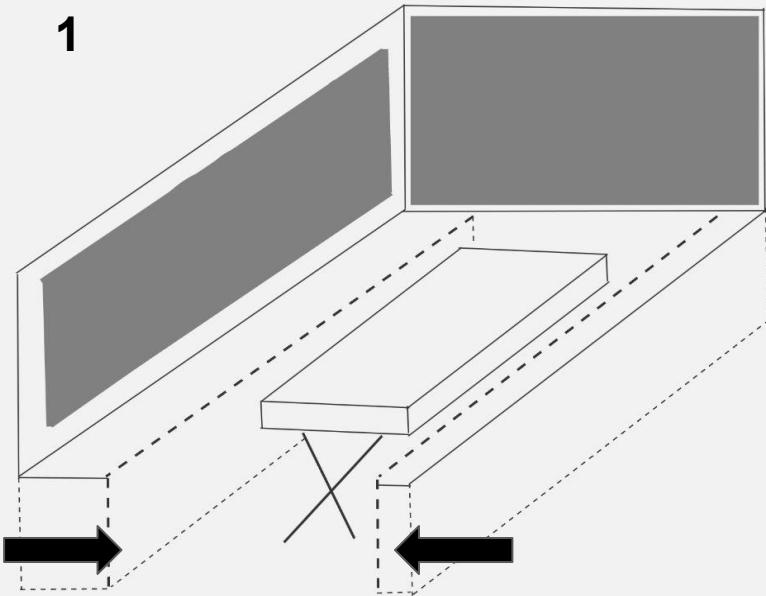
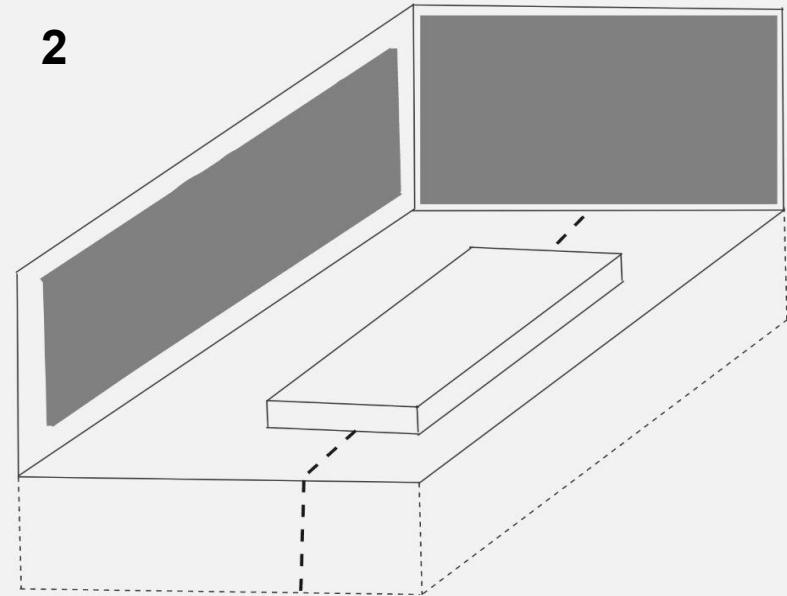


The Guests will walk onto a mechanical floor that will allow them to board the boat.

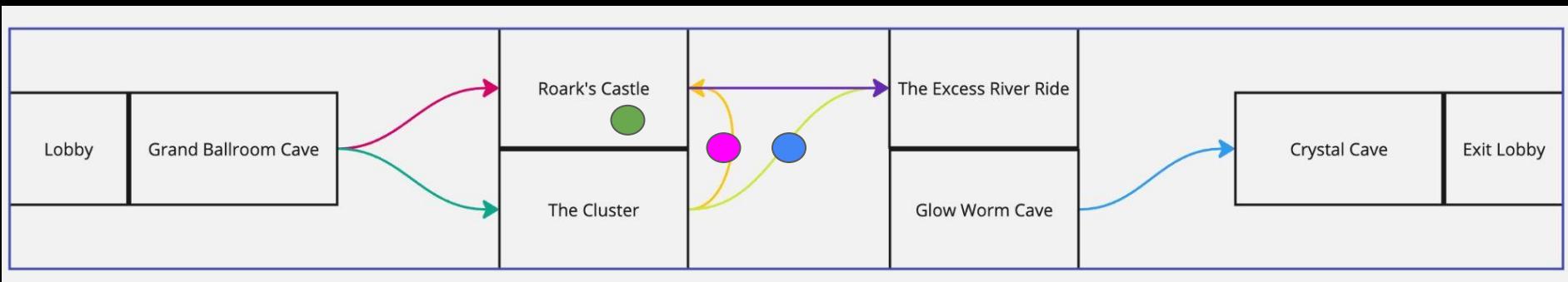
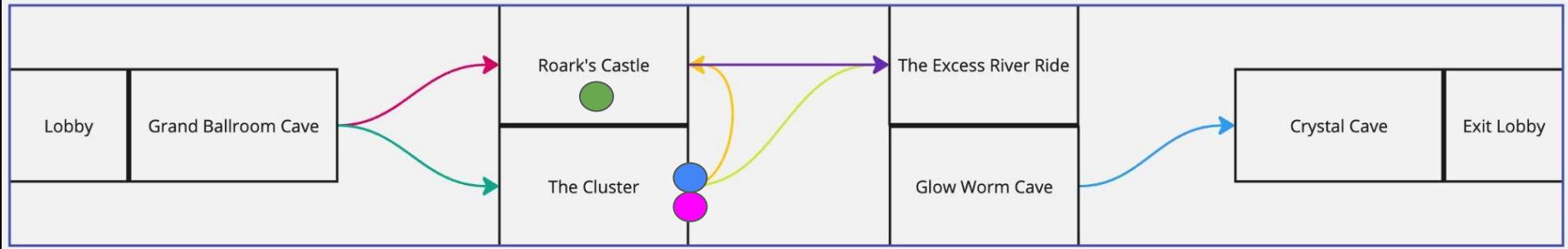
Once the ride starts, the mechanical floor pulls away from the boat, allowing the ride vehicle to move freely.

The ride vehicle is situated on actuators that can move independently or together to simulate the river rapids.

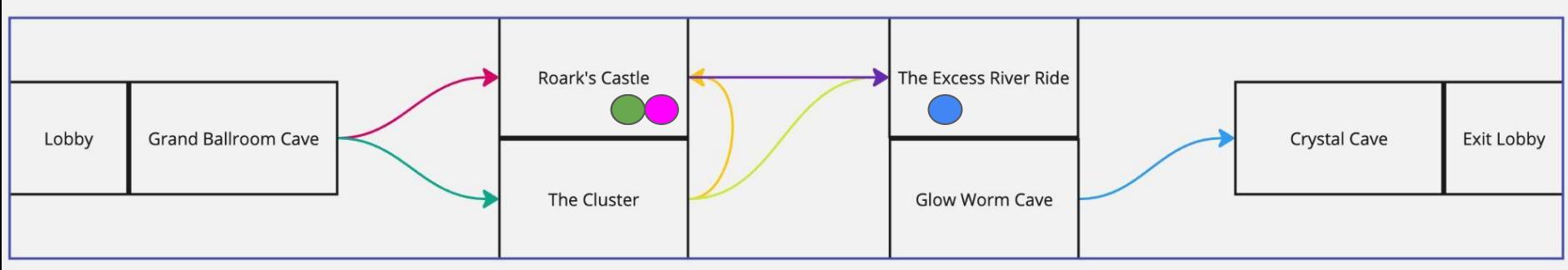


**1****2**

At the close of the ride, the mechanical floor moves back into place and the guests feel as if they have entered an entirely new part of the caverns.



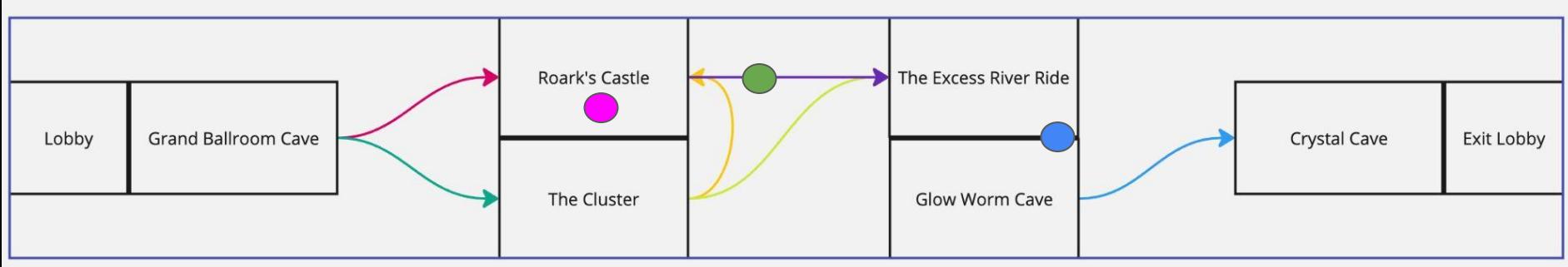
Now let's follow Maeve who leads us through the shortest tunnel of the attraction which ends at the castle. (Pink dot)



Unbeknownst to Edred, Maeve is working with Roark! She justifies her actions by agreeing with Roark that *Edred* is the dangerous one. Claire asks Ben where Sophie is and Maeve admits to Roark that she couldn't persuade the entire group to follow her.

Roark decides that he will have to go after Edred himself, bringing us to the third choice of the attraction. Now, the guests decide whether to stay with Maeve or go with Roark.

Those that stay with Maeve will remain in the castle and either learn how to wield magic or continue their training from Maeve's point of view.

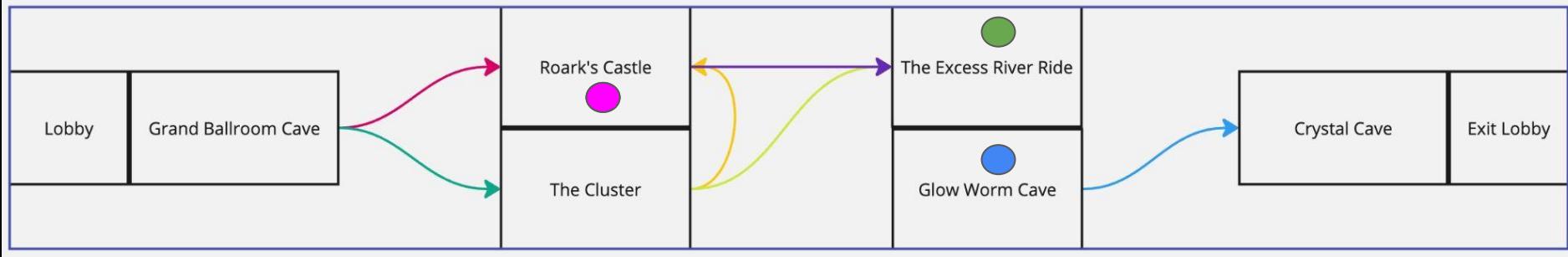


Those that follow Roark are led down the fifth tunnel which is filled with mist as they enter The Excess.

This group meets Thad and experiences the ride.



Aquascope -  
The Canyon -  
France



At the same time, Edred's group has entered The Glow Worm Cave.

This is a dark room that is lit by the blue of bioluminescence.

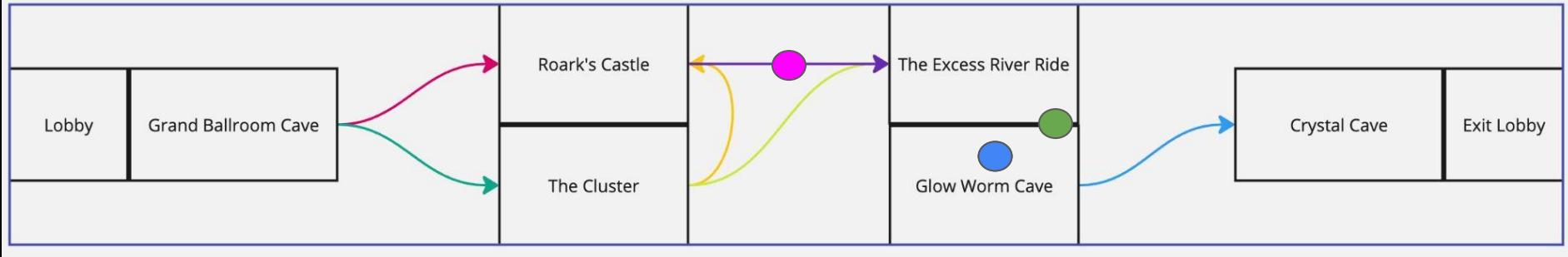


Waitomo's Glowworm Caves, New Zealand

The walls here are also screens and will provide the backdrop for the next act of the story.

This is when Edred will teach the remaining Guests about magic and how they can wield it.

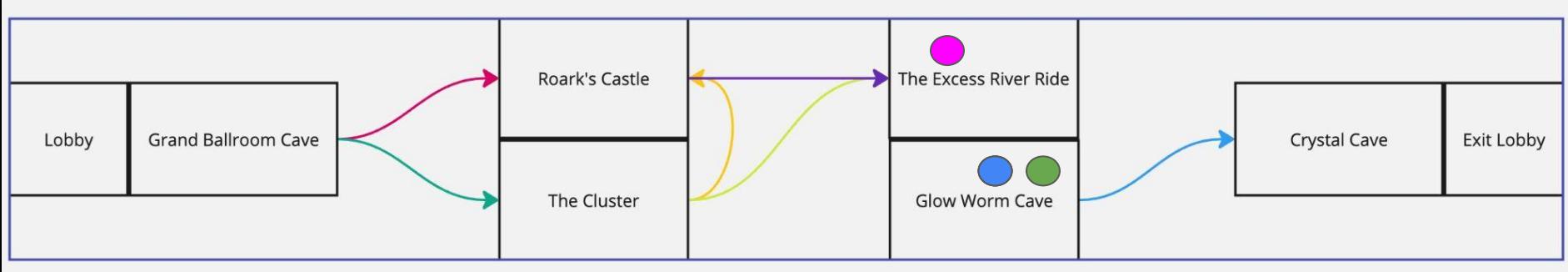




Spellbound Glowworm Cave, New Zealand

After the river ride, Roark leads his group into the Glow Worm Cave and the two men confront each other for the first time.

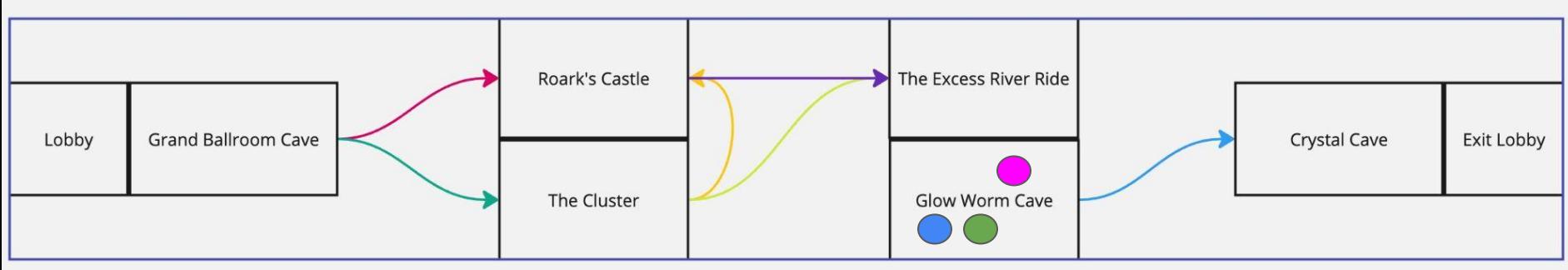
This is also the moment the Guests learn that Roark and Edred are brothers!



While that family drama plays out, Maeve has a scheme of her own. She leads her group to The Excess where they experience the ride and meet Thad.

However, they also meet one of The Dwellers.

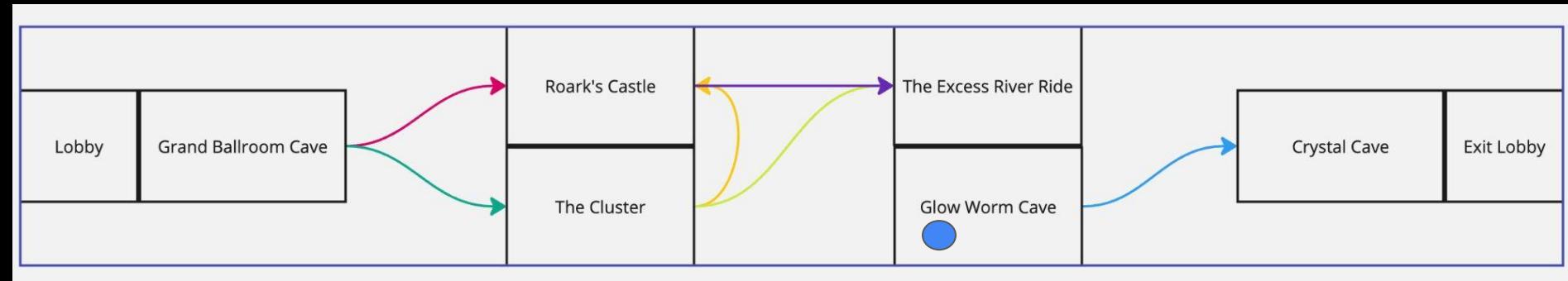
The group learns that Maeve is in cahoots with this rebellious group and is plotting to take over the goblin kingdom.



Back in the Glow Worm Cave, the rest of The Dwellers attack the brothers.

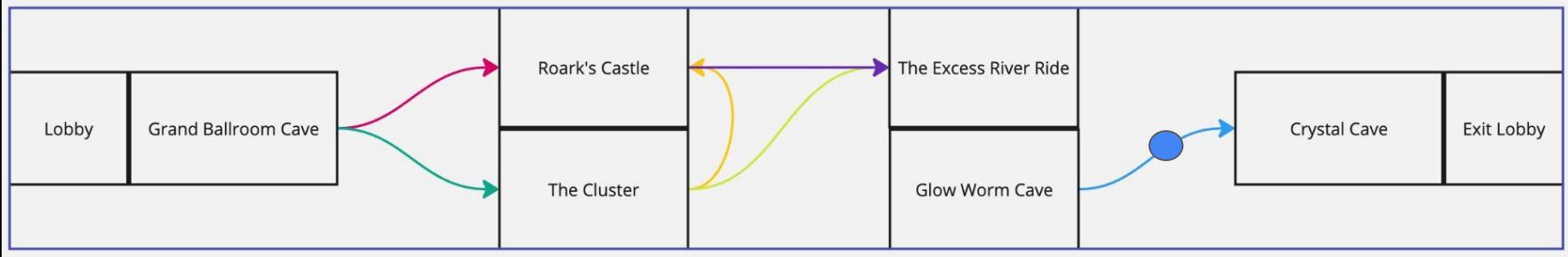
Maeve enters and reveals her betrayal to Roark and Edred.

During the scene, Maeve uses magic to capture Roark in order to use him to become even more powerful and take over not just the goblin world - but the human one, as well.



Edred and all of the Guests are now left trapped in the room.

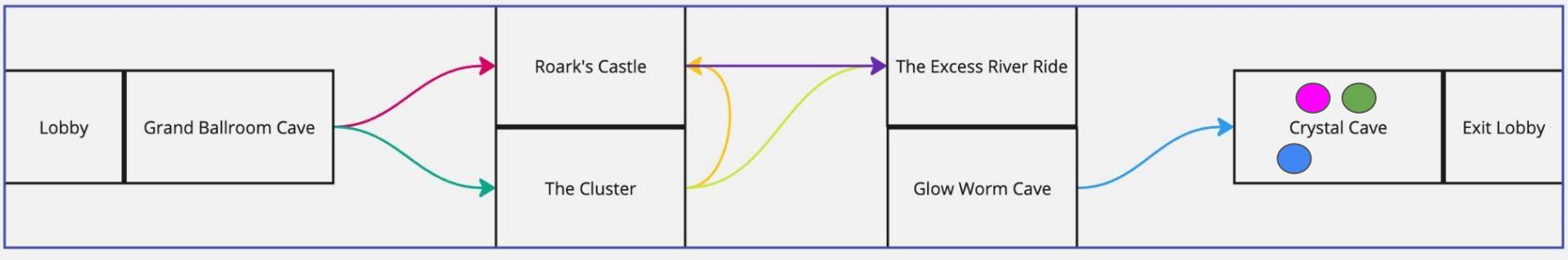
The Guests will have to use their magic skills to escape.



Once they do, Edred  
leads everyone through  
the last tunnel.



Tom Sawyer Island, Disney World, FL US



They enter The Crystal  
Cave for the final battle.



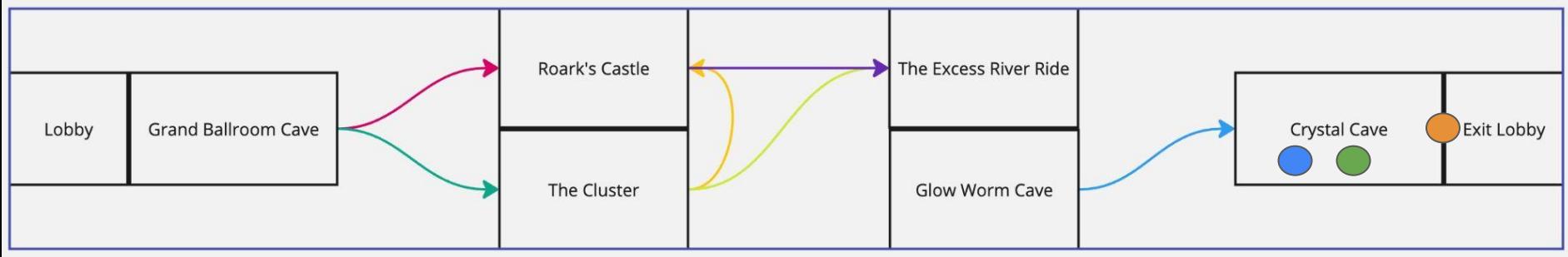


At the far end of the Crystal Cave is the portal exit back to the human world.

Before they can escape, the Guests will have to use their magic one last time to defeat Maeve and save Roark.

They do, but at a great cost.

The portal closes! Now they are all trapped underground forever!



That is, until one of the tour guides remembers what Roark told them: "only the one who controls the magic can walk between worlds."

Throughout their adventure, the humans have learned to control their magic! Which means they are now able to freely walk across the threshold!



It's a new world to which they return. One where the humans and goblins work together to their mutual benefit. So, unlike the entry lobby, the exit lobby is brighter, more modern, and filled with touches of the goblins.

There's a cafe that serves root vegetables (because they grow underground) and other yummy snacks.

There's also various interactive elements like seeing goblins cooking in the kitchen or poking their heads out from the caves.

Guests will also be able to see others coming through the exit and celebrate the fact that they all escaped the goblin king!

Plum Kitchen,  
Henry Ford  
Museum,  
Michigan, US



Toadstool Cafe,  
Universal Hollywood,  
US

Who will you choose...next time?

ESCAPE THE GOBLIN KING

Corinne Mestemacher