



# **THE WAYFARERS COLLECTIVE**



## Introduction

The Wayfarers Collective is an international group of people dedicated to exploring the unknown, experiencing the unwitnessed and discovering the unwritten. Members of The Wayfarers Collective are dispatched to destinations all over the world to investigate and document their findings. A Collector believes that important knowledge should be documented and shared with all who are curious, leaving no trace of interference and the original finding intact where it was observed.

Now, you have the chance to help the Wayfarers in their work.



A series of stylized, layered green wavy lines that flow from the bottom left towards the top right, creating a sense of movement and depth. The lines are in various shades of green, from a light sage to a slightly darker forest green.

# **MEET THE WAYFARERS**

# The Wayfarers

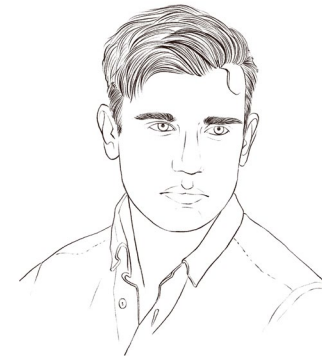
Founded in the 19th century by a wealthy and elusive banker, Bogdan Kazirimov, through time The Wayfarers Collective has grown as a knowledge society that wishes to share the hidden and unknown of the natural world and human history.

Two of their members, Chris and Amelia, are among those representing The Wayfarers Collective by taking guests on expeditions across the world, hoping to initiate more members into their society.



**Amelia**

Meet Amelia! Amelia is chatty, enthusiastic and inquisitive to the degree of nosy. She believes that knowledge should be shared and available to all, and at times can be oblivious to social cues. She is not afraid to put herself in harm's way for the sake of experiencing something interesting.



**Chris**

Meet Chris! Chris contrasts Amelia with his gruff personality and rigid beliefs that some things should not be meddled with, and that is a privilege to witness the world's hidden secrets. Is there a smaller group that has infiltrated The Wayfarers Collective that would rather hoard knowledge than share it?

Today, they have invited us to the small Icelandic town Reykgras, a settlement with roots back to myths and legends that is experiencing a geological anomaly.

# REY KGRAS

THE WAYFARERS  
COLLECTIVE





# Welcome to Reykgras

Reykgras, a small town, has caught the attention of members of The Wayfarers Collective due to the inexplicable geological changes in the form of sudden earthquake swarms that have left volcanologists confused. Cracks have opened in the ground, along with other anomalies that are worrying residents due to the uncertainty of the town's future. The work of two volcanologists, Ásdís and Orri, is what has drawn the two members of The Wayfarers Collective to Reykgras as neither scientist can find any conclusive evidence for what's going on, making the geological activities in the town an anomaly worth documenting in the views of Chris, Amelia, and other members of The Wayfarers Collective.

Chris and Amelia have organised to meet up with Ásdís to introduce guests to the type of investigative work that they commonly partake in. Amelia, ever looking for adventure, is hoping that the sudden spike in seismic activity will culminate in the birth of a new volcano that she hopes to witness.

Guests get to explore Reykgras and its surrounding area, and play an active role in the story by interacting with the town's inhabitants and completing puzzles to uncover the mystery behind the settlement. Physical and practical effects will be present, breathing life into the indoor attraction.

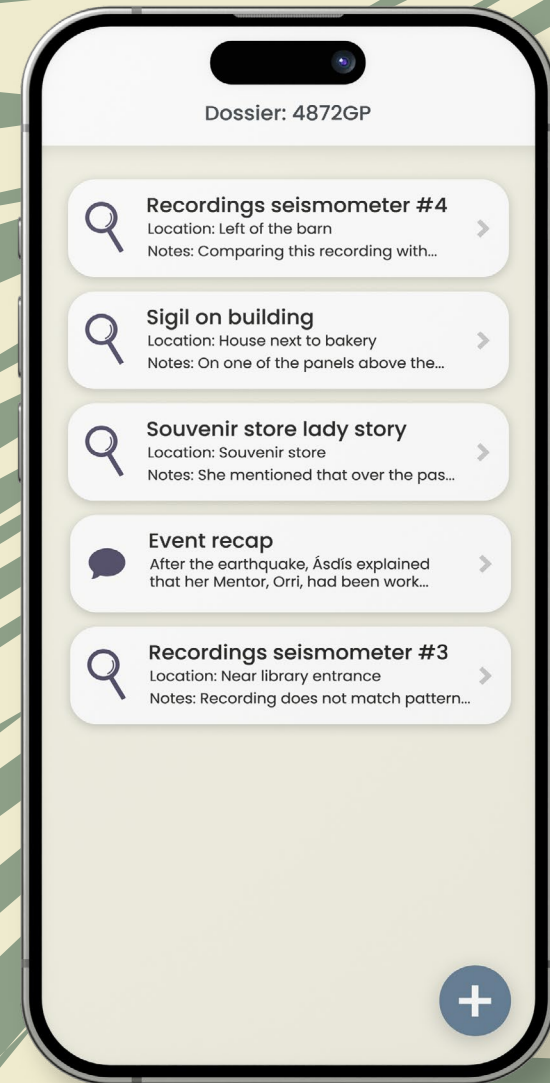


## Entrance Pre Show



When guests enter the venue, they do so via the The Wayfarers Collective (TWC) bar. Here the guests will have their tickets scanned, and are fitted with a coloured bracelet which will eventually allow them to move from the bar into the town of Reykgras. This bar forms the border between the real world and the world of Reykgras.

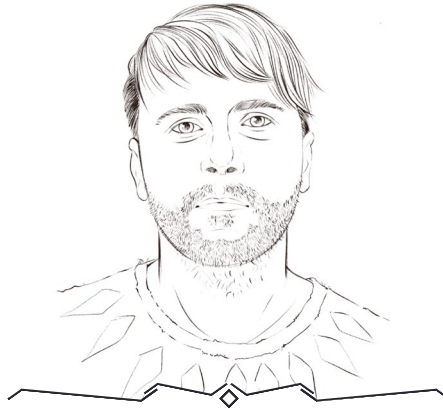
In the TWC bar, the guests are shown an instructional video outlining some of the ground rules of the experience and are provided with their dossier number for use in the TWC app. After the introduction, the guests are let into Reykgras.



## Meet the townspeople and visitors of Reykgras



**Ásdís** is a volcanologist who has been studying the strange natural phenomena that's been occurring at Reykgras for a year, alongside her research partner Orri. Ásdís is enthusiastic and pragmatic, taking a grounded and logical approach to her findings and beliefs. She believes that there is an unknown volcanic system causing the phenomena, but currently none of her and her research partner's findings back this up.




**Erik** runs and owns the town's local bakery alongside his younger brother Kristján. He is calm, reserved, and has a good reputation amongst the townspeople, living up to the 'gentle giant' descriptor. He has a keen interest in geographical and mythological history and is very close to his brother.



**Kristján** is Erik's brother, and helps him run the bakery. Kristján is friendly, outgoing and excitable to those who will listen to him, as he has the reputation for being the town's oddball due to his near obsessive fascination with conspiracies, which leads him to believe that the cause of the unexplainable seismic activity is due to aliens trying to conquer the world. Contributing to his reputation is the collection of comedic aprons that he can be seen wearing.





**Ingrún** is an author, writing books based on local legends for a young adult audience. She is a volunteer librarian, and values hers and others privacy. Ingrún is gruff and comes across as standoffish at first, but is cordial towards those seeking help and showing an interest in the local legends surrounding Reykgras.

**Yngvar** is a journalist and old rival of Ásdís' from their time at university. He has a passion for photography and believes in documenting all possible avenues of reason. He comes across as passionate, inquisitive and bold. Yngvar has a connection to Reykgras, as his grandparents used to live in the town and he fondly remembers visiting them in his childhood before they passed, meaning he is hopeful that Ásdís' theory of a magma intrusion is wrong.

**Orri** is Ásdís' research partner, and an experienced volcanologist. Alongside Ásdís, Orri has been researching the natural phenomena occurring at Reykgras, and may have stumbled upon information they shouldn't have as they've mysteriously disappeared...

**Gylfi** is Margrét's husband. He is a sheep farmer and local handyman, with a realistic outlook on life. He's gruff and has no tolerance for nonsense or for people he views as timewasters.

**Margrét** is Gylfi's wife, who works at the souvenir shop near the geyser situated at the town's outskirts. Margrét is a keen knitter, and sells handknitted lopapeysa alongside other hand made items by other townspeople in the shop. She is superstitious and a gossip, always knowing what's going on with who in Reykgras.



# The story of Reykgras

Over the course of about four hours, guests are taken through the story in various phases.

In the first phase of the story, guests get to explore the town, meet some of the townspeople, as well as familiarising themselves with specific geological concepts through puzzles.

The first phase ends with the guests experiencing a mild earthquake. After this earthquake, the guests get introduced to Ásdís, a volcanologist who has been researching the geothermal anomalies that are threatening the town. Ásdís was working on this research together with her mentor, Orri, who has since gone missing.

As the guests embark on their quest to find out what is going on aided by some of Orri's research notes, they find themselves caught in a bit of crossfire between the two Wayfarers. Amelia, wrapped up by stories told by Kristján and Ingrún, believes there are supernatural forces at play, whilst Chris insists that there must be a scientific explanation.

Throughout the following phases, guests can follow multiple storylines which will culminate in one grand finale that each story route naturally leads to.

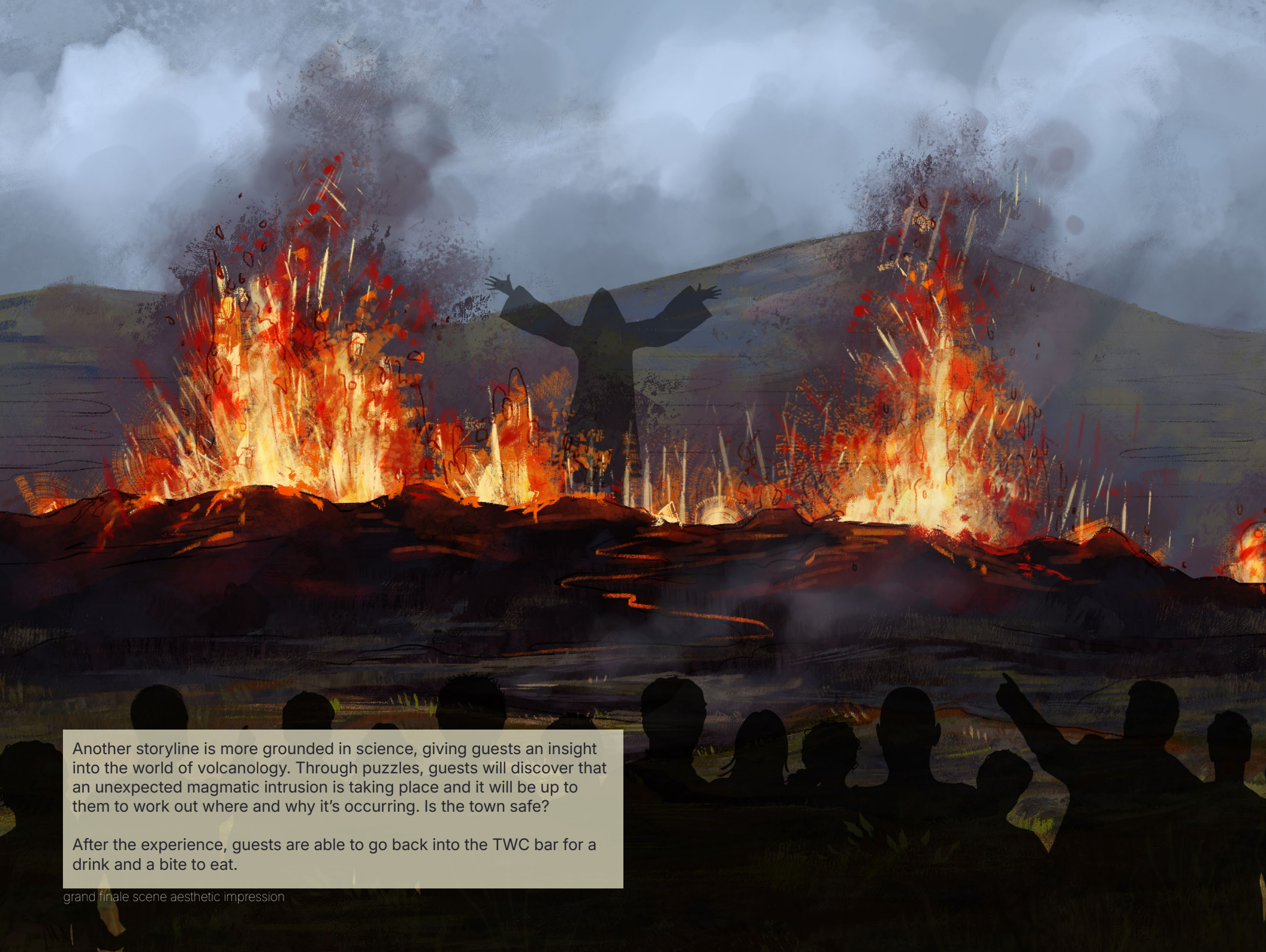




One such storyline has guests discovering that a cult, The Hounds of Hvergelmir, seeks to break the barrier between Midgard (our world) and Muspelheim (the realm of the Fire Giants), as it's believed that the veil between realms is thin where Reykgras has been built. Can the guests stop the cult from achieving their goals?







Another storyline is more grounded in science, giving guests an insight into the world of volcanology. Through puzzles, guests will discover that an unexpected magmatic intrusion is taking place and it will be up to them to work out where and why it's occurring. Is the town safe?

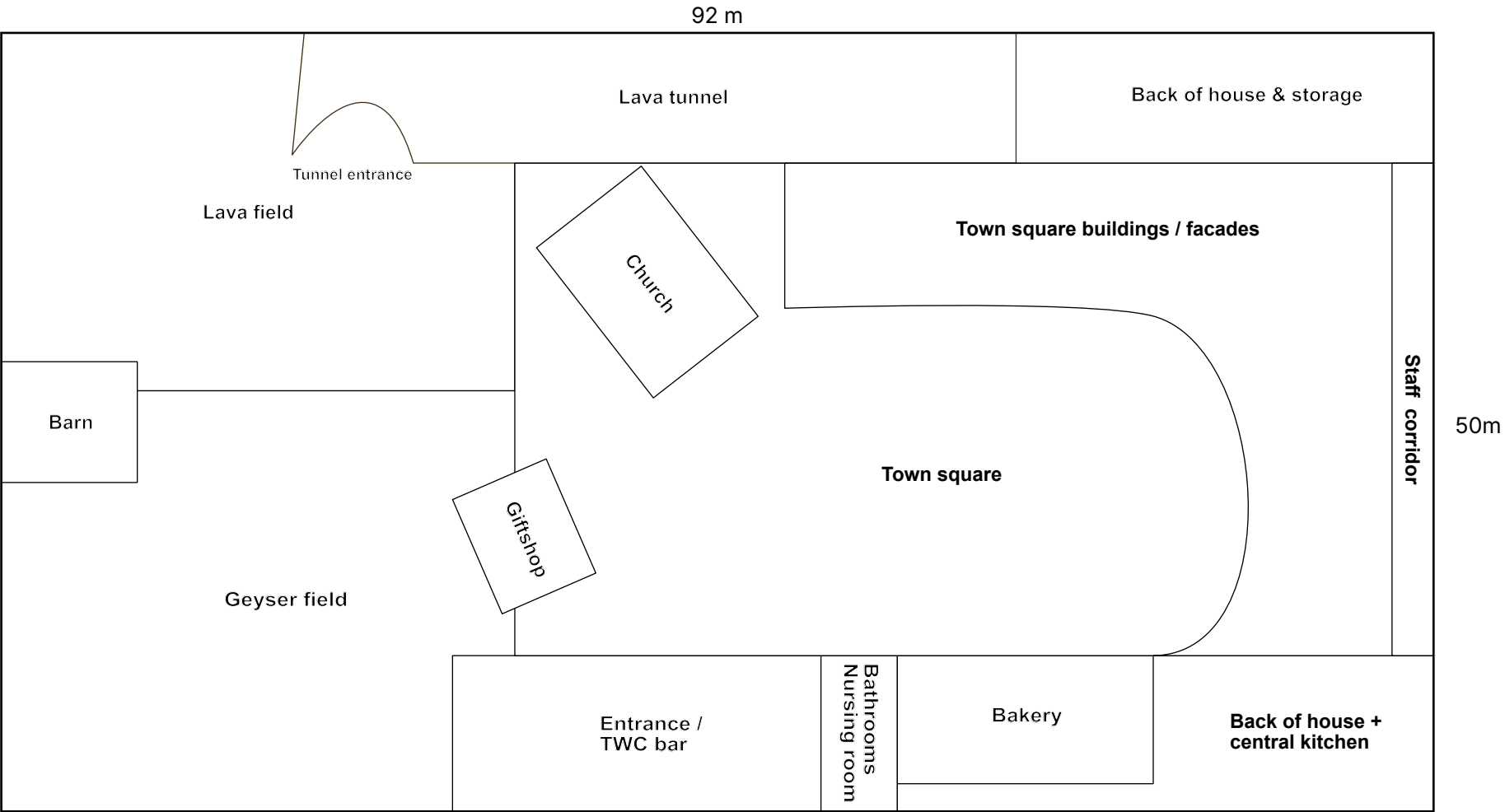
After the experience, guests are able to go back into the TWC bar for a drink and a bite to eat.



# Design and Considerations

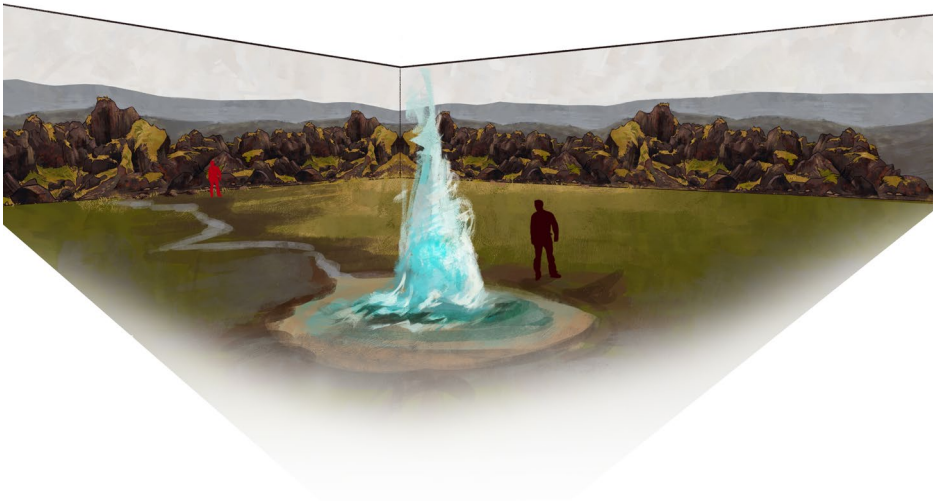
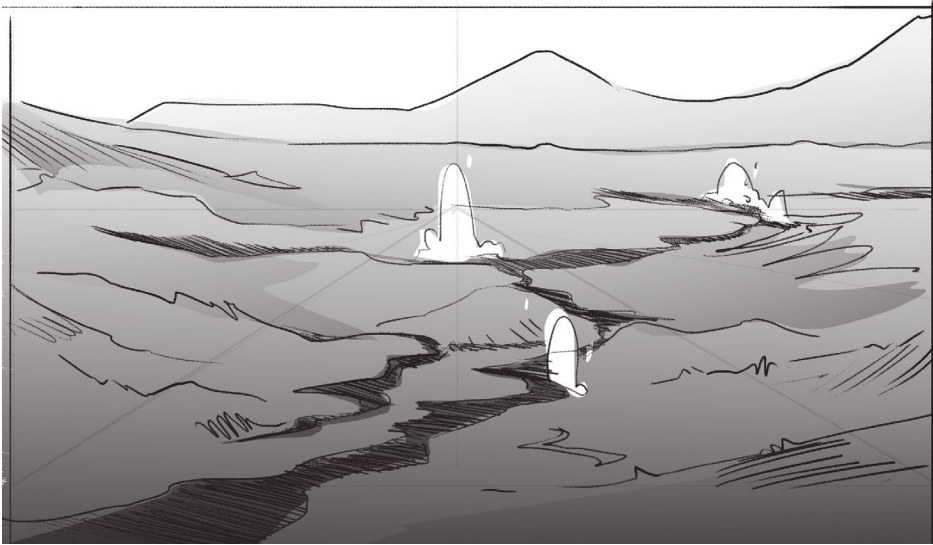
The Reykgras venue is divided into four distinct areas: the town square, the geyser field, the lava field and the lava tunnel.

The town square is modelled after architecture one might encounter in Iceland. The town square buildings form a, largely, continuous facade. This surrounds the guests with theming, as well as blocking sight lines to other areas and hiding the venue walls. The space behind the facade can be used for either guest areas with puzzles, or back of house areas. In the design, a continuous back of house space was implemented to allow easy movement of supplies and staff outside of the guest's sight. The bakery in the town serves both as a key story location, as well as the main food and beverage point in the venue. The back of house area next to the bakery also houses the central kitchen for the experience.



## Initial geyser sketches

The geyser is set just out of the main town area, and is one of the first areas that guests explore. Faux Alaskan Lupine add colour to the area, and dynamism is added by steam rising from the area and the erupting geyser.



## Building design sketches



Modular building sketches based on buildings seen in Reykjavik, Vik, and Arnarstapi.

## Town square design

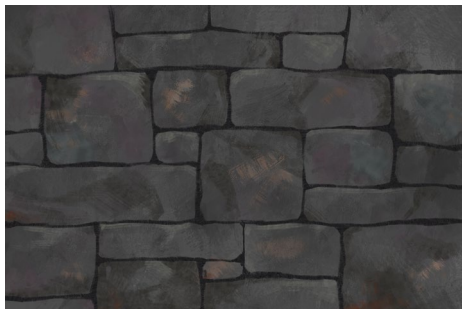
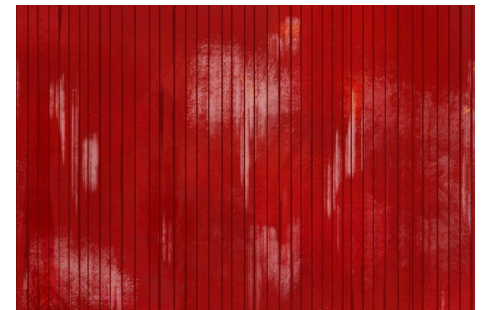
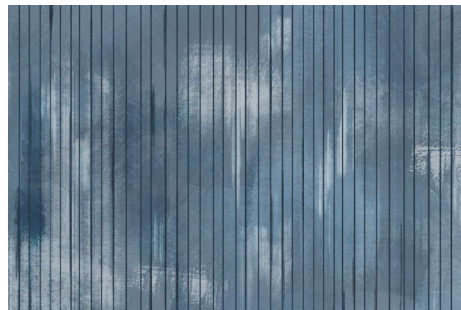
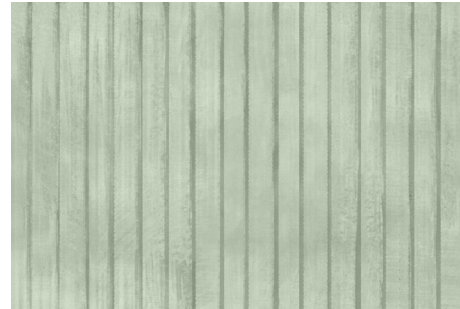
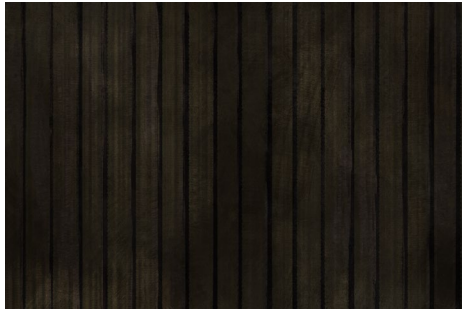




## Building textures and colours

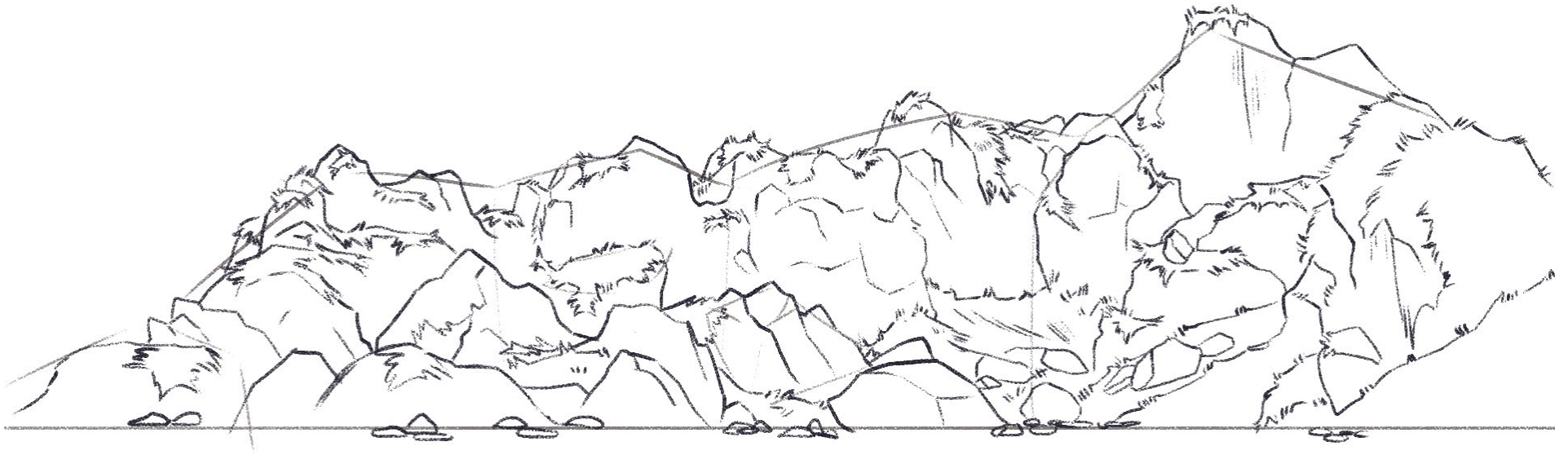
Sets of material textures to be used for buildings in the town.

Buildings should be made to emulate painted wood, with some areas having a decorative stone facade.



## Wall facade

The majority of the walls will be painted to emulate a typical Icelandic landscape, but some small amount of rockwork will be present in the area where the lava tunnel is discovered.





## Runes, staves, symbols and their meanings

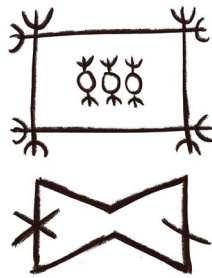
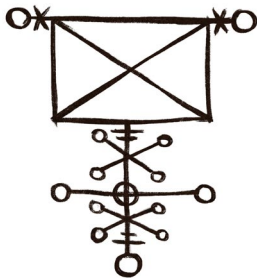
Throughout the story runes and staves (symbols from Icelandic mythology) play an important role. One of the most important symbols is that of the cult that is threatening Reykgras' existence, The Hounds of Hvergelmir.

The name Hounds of Hvergelmir comes from a passage from the Edda's (medieval Icelandic literature), where Hvergelmir is referred to as "...an exhaustless spring" and "...seething cauldron".

To represent the cult, a symbol has been designed. This design includes shapes to represent a wolf (green), flames (red), and the fabled Twilight Sword (yellow) wielded by Surtr in mythology.

The staves that can be found around town carry various meanings, which can be seen below.

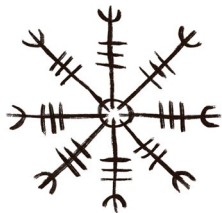
**Stafur til að vekja upp draug**  
This is a stave to raise the dead



**Lásabrájótur**  
This stave means "lock breaker", and "break free of bindings"

This is a stave that represents a powerful binding of a prisoner

**Aegishjalmur**  
This stave stands for "protection and power"



**Óttastafur**  
This stave invokes fear in enemies



This stave prevents anger and ends strife

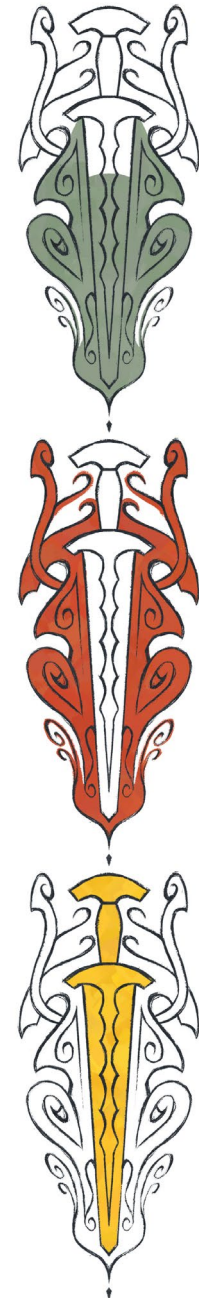
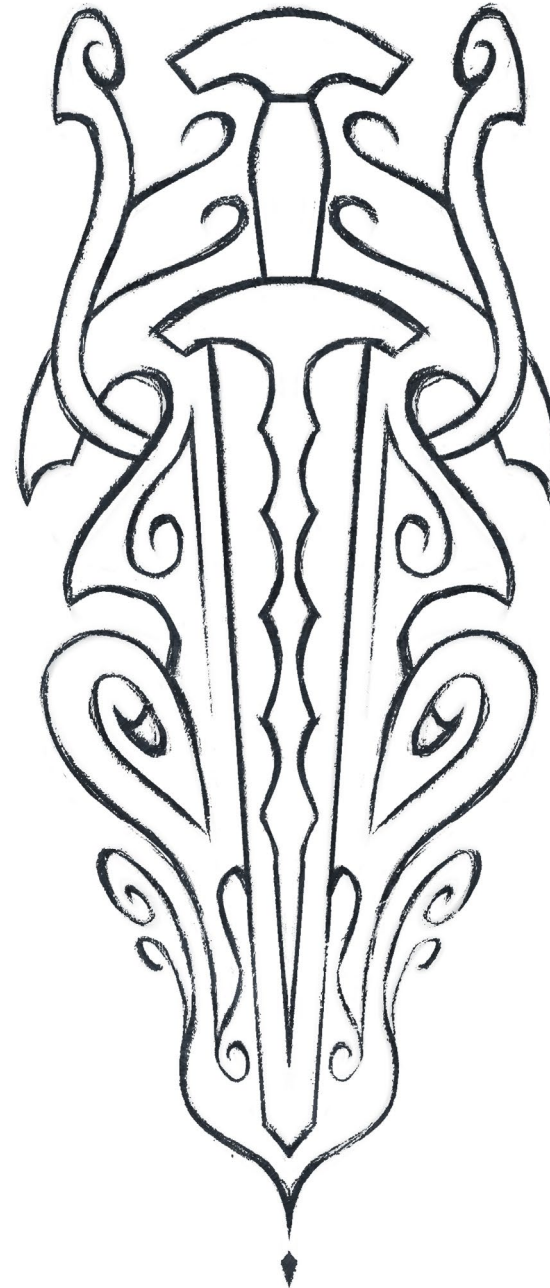
**Gapaldur**  
This stave encourages success in combat



**Hræthigaldur**  
This stave puts fear in enemies



**Stave modifiers**  
direct or transform energy



# The team



**Elly Richards**

**Story | Concept | Art | Research**

Elly is a storyteller who loves digging deep into the subject of her stories, to ensure every detail is right and the story world feels as believable as possible. She likes to get her inspiration from both her travels in the real world, as well as her passion for fiction. She has a professional background in marketing and has taken part in multiple themed entertainment projects.



**Thomas Broch**

**Story | Concept | Technical design**

Thomas is an all round creative with experience in video production, themed entertainment and digital creation. Being able to make an experience and a story come alive with the help of technology is where his passion lies. He has taken part in various themed entertainment design projects, and has worked on multiple projects for a large themepark in the Netherlands.

When he's not busy at work, he likes to spend time in his workshop, working on all sorts of creative side projects ranging from working on themed entertainment concepts, to building small lanterns.

We thank you for your interest in The Wayfarers Collective. It has been a pleasure to develop the concept. A more detailed document going deeper into the design, story and implementation considerations is available upon request. Just get in touch with [Elly](#) or [Thomas](#).