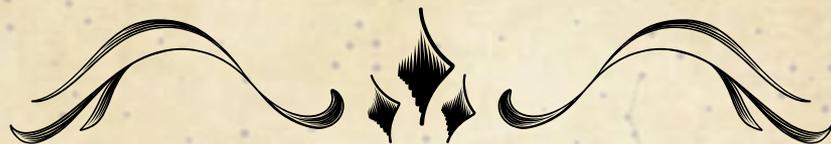


MANOR



MAGICAE

A VICTORIAN DINING ESCAPE UNLIKE ANY OTHER !



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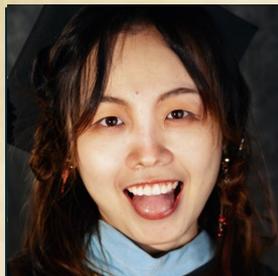


## SOCIETY MEMBERS (TEAM)



ALEX  
SZABO

Show Writing,  
Story Development



BERYL  
WANG

Show Animation,  
3D Rendering,  
Coordination



DEZ  
MILLER

Concept Artist,  
Graphic Design



VIVIENNE  
LAPEYRE

Master Planning,  
3D Modelling,  
Rendering



# INTRODUCTION

Welcome to the Manor Magicae! Recruited by the mysterious group known as the Society Magicae, guests are invited to an initiation dinner in the heart of the manor. But all is not as it seems! As the evening progresses, guests find themselves whisked through fantastical realms to solve a mystery dating back to the Society's earliest days.

Set in the headquarters of a society dedicated to magic and exploration in equal measure, Manor Magicae immerses guests in a fantastical Victorian-era world that never was. Manor Magicae combines themed dining, theatrical set pieces, and escape room-like puzzle elements into a experience that can only be described as a magic trick.

To fully realize the manor's story, the attraction utilizes a theatrical turntable system, rotating large, physical show scenes in and out of the dining area efficiently. Furthermore, this turntable system permits the show to play in two theaters simultaneously at staggered intervals. This system ultimately allows the Manor Magicae to turn the tables on traditional themed dining and create a truly unique experience.

This presentation follows the guest experience as they enter and explore Manor Magicae, starting with first entry, continuing through the show in its entirety, and concluding with the post show and additional experiences. Afterwards, the presentation provides a glimpse behind the curtain, examining the show's technical aspects and the team's creative process.



# CREATIVE APPROACH

In designing **Manor Magicae**, our team was driven by three key design goals:

First, we wanted to create an LBE with a **high level of immersion and theatricality**. The entire team has a strong love of the immersive environments found within theme parks, and wanted to try to recreate those environments on an LBE scale.

Second, we wanted to create an attraction that **encouraged socialization and fostered community**. Themed attractions naturally bring people together, and we wanted to lean into the form's strength and push it as far as possible.

Third, we wanted to create an attraction that could surprise guests with **multiple, unexpected environments and set pieces within a relatively intimate setting**. As a team, we felt this was the best way to deliver a personal, emotional, and ultimately satisfying experience to guests of all ages.



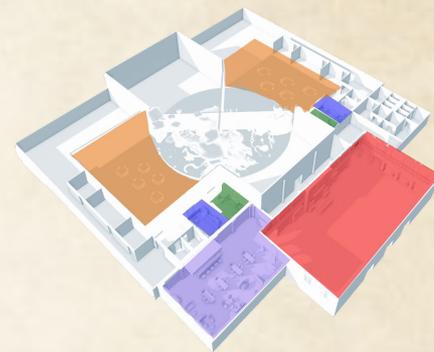
## FACADE



*A stately yet peculiar Victorian exterior hints at the adventures awaiting within...*



## OVERVIEW



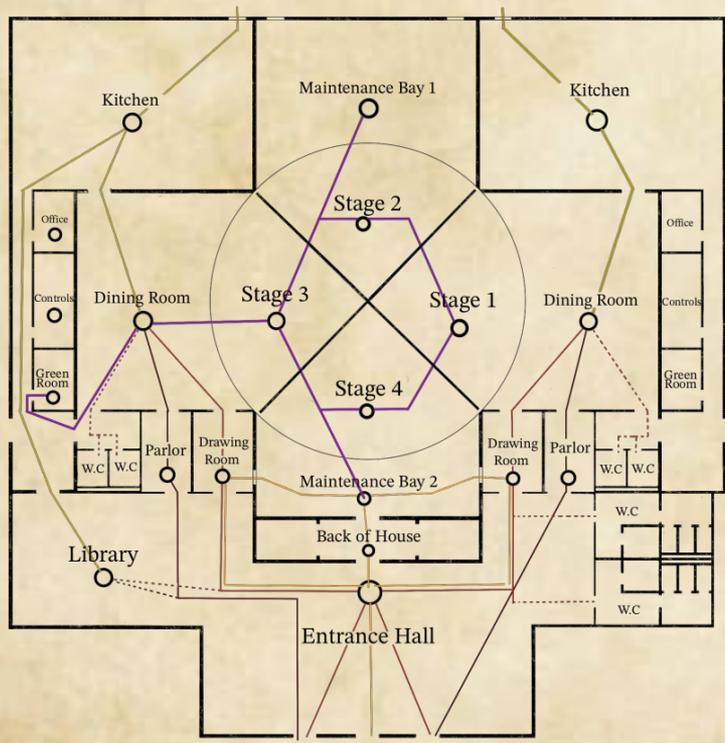
### Legend

-  Lobby
-  Drawing Room (Pre-Show)
-  Dining Room(Theater)\*
-  Parlor (Post-Show)
-  Library (Bar)

*\*Please note that the design contains two dining rooms that can run separate shows simultaneously.*



# FLOW DIAGRAM



## Legend

-  Guest Path Into the Show
-  Guest Path Post the Show`
-  Front of House Employee Path
-  Back of House Food ServicePath
-  Show Actor Path (would occur in both dining rooms)
-  Guest Path Potential Pre-Show Paths
-  Guest Path Potential Post Show Paths
-  Room Marker



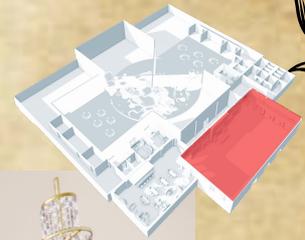
# ENTRY





# VESTIBULUM

*The Lobby*





# VESTIBULUM

## *The Lobby*

Beyond the doors of the Manor Magicae, guests discover an ornate lobby with a strong Victorian aesthetic. Chandeliers hang from the ceiling, antique furniture lines the walls, and oil paintings add an air of sophistication to the area. Upon further inspection, however, these seemingly traditional elements reveal fantastical details about the society that calls the manor home. The Vestibulum has many doors, but a large portrait of the lodge's founder above the registration desk draws guests towards it as their initial destination.

Upon registering, guests receive an invitation that bears a playful riddle relating to the details of the Vestibulum, encouraging them to explore their surroundings while they wait. When solved, the riddle reveals a password guests provide to a society member to enter the drawing room, where their experience truly begins.



# THE DRAWING ROOM

*Preshow*





*Scene One:*

# DRAWING ROOM

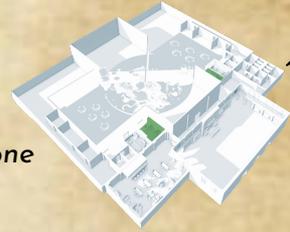
*Preshow*

As the hour listed on their invitation draws near, guests proceed into the Drawing Room. Inside, they are greeted by a junior member of the society, who welcomes them as new society initiates before explaining the history of the manor and its members with the aid of a Victorian-era slide projector. The slides themselves depict key members from the society's early days, who have all vanished under mysterious circumstances. Nevertheless, the junior member explains that the Society Magicae has continued its mission to discover new realms, explore their magical properties, and preserve their beauty.

The junior member then explains that the Manor traditionally welcomes new initiates with a toast - if they can find the glasses hidden around the Drawing Room. After puzzling out the glass locations, guests come together to toast their initiation. With a *Clink!*, a door is magically revealed, allowing guests to set forth into the Trophy Room where magic, adventure, and dinner await.



# DRAWING ROOM - EXPERIENCE



*In each scene, guests will receive themed food items first. They will then solve one small group puzzle and one large group puzzle before the scene ends.\**

## MENU

### Initiation Libation

*Sparkling Champagne Infused  
with Crystalline Jelly*

### Initiation Imitation

*Sparkling Non-Alcoholic Cider  
Infused with Crystalline Jelly*

## PUZZLES

### Puzzle Theme

*Manor Exploration*

### Sample Puzzle

*Open a Hollowed-Out Book to  
Reveal a Hidden Glass*

### Set Piece

*Drinks Clink, and a Door  
Magically Opens...*

*\*In the Drawing Room, guests only solve one small group puzzle.*



# THE TROPHY ROOM



*Scene Two:*  
**THE TROPHY ROOM**

Stepping foot into the heart of the Manor, guests enter a wondrous hall with walls full of fantastical artifacts and objects, some from realms they are about to visit. Within a landscape of furniture, shelves, and floorbound treasures, guests are guided to take their seats at one of four large round tables, where a magical first course awaits them: color-changing vegetable soup.

As guests tuck in to their first course, the lights dim and an old man mounts the stage at the front of the hall. Introducing himself as Abraham K. Adabra, founder of the Society Magicae, he launches into a demonstration of the magic used to explore different realms. With a feeble wave of his cane, he conjures an image of a realm on the wall behind him.

Seeing that his guests are not fooled by such parlor tricks, Adabra smiles. With a flourish, he transforms into a energetic young man full of life and color. With his true form revealed, Adabra congratulates guests on passing his final test before officially welcoming them to the Society Magicae as **junior members**. And now that guests are members, the manor comes to life, with Adabra shifting the entire building to a new realm. No parlor tricks here, the real magic is now underway!



*Guests encounter Adabra as they enter the Trophy Room.*

# MASTER (MAGICIAN) OF CEREMONIES

President of the Society Magicae, **Abraham "Abe" K. Adabra** is a curious fellow, who loves exploring the world in every conceivable way. While he once took great joy in socializing - to the point of founding the Society to discuss magic and exploration with like-minded individuals - he has become secretive and reclusive in recent years. Even his closest associates are now kept at arms-length.

When Abe does make a rare public appearance, he retains his remarkable penchant for entertaining. Equally adept in science and magic, he enjoys incorporating his knowledge into social situations, performing magical pranks that leave his audience breathless.

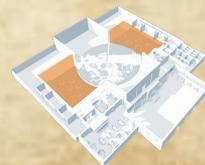
In **Manor Magicae**, Adabra's motivations for recruiting new members remain elusive, even to other society members, but start to reveal themselves as the evening goes on. His demeanor seems friendly enough, and while he seems to have pure motives, questions remain. What is he after? And, more importantly, can he be trusted?

One thing is certain, however: any encounter with Adabra is one that you won't soon forget!



# - PREHISTORIA -

*Scene Three*





*Scene Three:*

# PREHISTORIA

## *Realm Before Time*

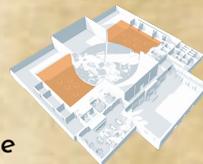
When the manor stops, the stage is gone, replaced with a prehistoric realm teeming with life. A sleeping T-Rex and distant volcano headline the jungle scene. The Trophy Room has changed as well, becoming a reflection of the prehistoric environment with lighting changes and relevant artifacts on the walls coming to life. Prehistoria is also seen through the Trophy Room's windows, making this fantastical realm feel truly boundless.

Adabra welcomes guests to Prehistoria, reiterating that the Society must keep the realms safe, and this one is out of balance. As if on queue, a powerful rumble shakes even the closest trees.. Adabra tells guests he must investigate the source of the rumble. In the meantime, they should enjoy their next course. If he does not return by the time they finish, however, it may be up to them to save the realm. With a wave, he vanishes into thin air.

When Abe does not return, the waiters (society members themselves) grow concerned. They distribute letters and survey equipment found nearby, hoping that guests can solve this puzzle before the volcano erupts. Guests ultimately wake the T-Rex and find a mysterious artifact left by a lost society member. Despite guests' apparent victory, however, the volcano still erupts! As lava encroaches on the Trophy Room, Abe appears to whisk guests away.



# PREHISTORIA - EXPERIENCE



*In each scene, guests will receive themed food items first. They will then solve one small group puzzle and one large group puzzle before the scene ends.*

## MENU

### Jungled Greens

*With Leafy Greens, Ancient Almonds, Foraged Berries, and Dewdrop Dressing*

### Sauria Satays

*Grilled Chicken Skewers with Smoking Volcanic Glaze*

## PUZZLES

### Puzzle Theme

*Exploratory Survey*

### Sample Puzzle

*Identify Different Dinosaurs in the Realm using a Chart*

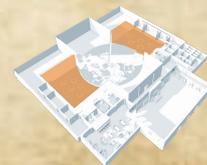
### Set Piece

*T-Rex Wakes and Volcano Erupts*



**- SUBAQUATICA -**

*Scene Four*





*Scene Four:*

# SUBAQUATICA

## *Realm of the Deep*

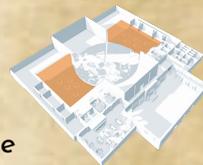
Abe transports guests to the realm of the deep, replacing boiling hot lava with the cool briny waters of an underwater cavern.

The subaquatic maze goes on for miles, though more open pockets reveal sunken ships and underwater denizens nearby. Floating in the realm's waters, Abe begins to reminisce about an earlier expedition he took with another society member, but quickly catches himself. He pivots, informing guests they must once again find an object here to restore balance. He holds the telescope guests found in Prehistoria, noting he shall inspect it while guests dine and recover.

Returning from his inspection, Abe is suddenly ensnared as a monstrous kraken's tentacle wraps around him. He cries out to look for a chest before being dragged away. Spying the chest, the waiters recover diving tools and a waterlogged journal, which shall assist guests as they work to save Abe. Piecing together a plan, guests realize they must locate a Victorian diving helmet in the Trophy Room to sacrifice to the kraken in return for Abe's release. Guests manage to "float" the helmet to the kraken on stage, and as the creature grabs at it, the now-free Abe gets there first. As the kraken angrily collapses the shipwreck and caverns around the guests, Abe transports guests to a new realm in the nick of time.



# SUBAQUATICA - EXPERIENCE



*In each scene, guests will receive themed food items first. They will then solve one small group puzzle and one large group puzzle before the scene ends.*

## MENU

### Kraken's Platter

*With Tentacle-Shaped Tuna,  
Sauteed Shrimp, and Seared  
Scallops*

### Plundered Bubble

*With Golden Cauliflower,  
Coined Carrots, and Jeweled  
Tomatoes*

## PUZZLES

### Puzzle Theme

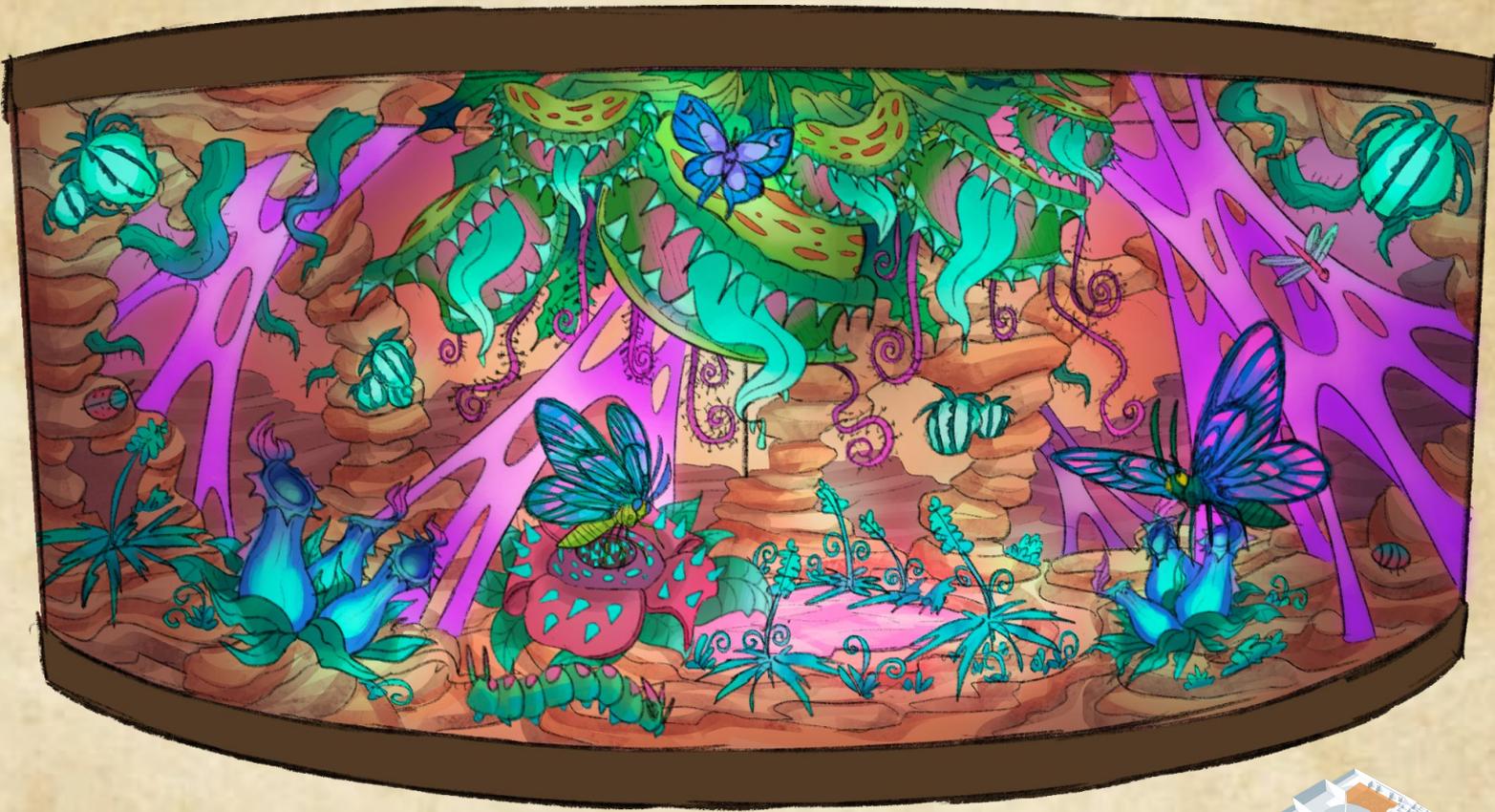
*Treasure Dive*

### Sample Puzzle

*Find the Pieces of Silver Hidden  
in a Chest of Gold*

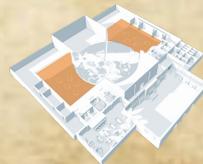
### Set Piece

*Kraken Wreaks Havoc*



**- HORTUS GALAXIA -**

*Scene Five*





*Scene Five:*

# HORTUS GALAXIA

## *Garden in the Stars*

Escaping danger once more, guests find themselves in a rocky environment full of bizarre webs and plants. Abe welcomes guests to Hortus Galaxia, describing it as an alien garden of sorts. Despite its bizarre look, he assures guests the garden is much safer than the ocean, as well as the last realm they need to balance. Abe steps behind a web and disappears, and guests dine while they await his return.

With no Abe in sight, a waiter retrieves the telescope and helmet, bringing them closer to the tables. As they do, a photo falls from the helmet, depicting three lost society members alongside Abe: the Surveyor, the Submariner, and the Botanist. An added note suggests The Botanist disappeared in this realm, just as the others disappeared previously.

Suddenly, a giant man-eating plant springs to life above the stage. From behind the guests, Abe voices his suspicion that the man-eating plant is responsible for the Botanist's disappearance. He distributes gardening gear, saying this time, he and the guests will solve the mystery of the realm together. Soon, guests determine the man-eating plant has eaten the item they need. After a humorous debacle involving using Abe as bait, guests retrieve the item they seek: the Botanist's trowel. Before guests can determine his next move, a giddy Abe whisks them out of the realm and back into the Trophy Room.



# HORTUS GALAXIA - EXPERIENCE



*In each scene, guests will receive themed food items first. They will then solve one small group puzzle and one large group puzzle before the scene ends.*

## MENU

### Best Bud

*Flower Bud Shaped Chocolate*

*Cake with Rose-Infused*

*Ganache*

### Nectar Web

*Pureed Fruit Pudding with a*

*Weblike Structure*

## PUZZLES

### Puzzle Theme

*Alien Horticulture*

### Sample Puzzle

*Discover What Makes an Alien*

*Plant Grow*

### Set Piece

*Man-Eating Plant Tries to Snack*



*Scene Six:*

# FINALE

Now in possession of all three items, Abe holds them up and they begin to float on their own. Abe explains the three items belonged to his friends, members of the society who accompanied him on previous expeditions. As they began to linger too long in the realms, however, his friends began to transform into beasts. Now that guests have claimed the last relics each of his friends touched, however, the Manor itself can finally be brought back into balance.

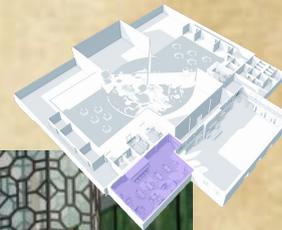
The three items drift to different locations in front of the stage, with each being highlighted by a spotlight. With a snap of his fingers, Abe sends guests into a moment of darkness. When the light returns, the items are replaced with shadows of the T-rex, kraken, and man-eating plant, respectively. The shadows twist into human forms. With a magic word and another snap from Abe, the shadows disappear and the master magician's three human friends appear beside him, reunited at last.

The gleeful, no longer lost society members thank guests for their efforts, and announce that, with the guests' first successful mission under their belts, they are now **full members** of the Society Magicae! They tell guests they are welcome to return any time, but for now, old friends have some catching up to do. With a final flourish, Abe and his friends disappear, ending the show.



## POST SHOW

*Founder's Garden*

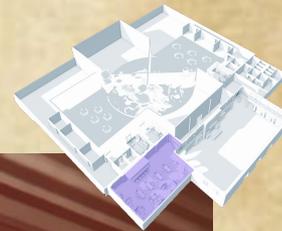


As full members of the Society Magicae, guests may linger in the Founder's Garden to celebrate their newfound status before returning to the Vestibulum.



# BIBLIO

*A Library Bar*



Manor Magicae has hosted many adventurous society members over the years. The manor's library - known to members as "The Biblio" - commemorates these members not just through the written word, but by raising a glass a well! Stop by for a cocktail, or simply enjoy the relaxed, yet adventurous atmosphere.



THE MAGIC BEHIND  
THE MANOR





# STAGE TRANSITIONS

Example: From Scene 3 tp 4

## PHASE I - DEFAULT



### Rotating Stage

Turntable design serves two dining rooms simultaneously

## PHASE II - DARK & SCRIM



Scrim moves down to support new scene

## PHASE III - ROOM PROJECTION



Trophy Room utilizes projection mapping



# STAGE MECHANICS

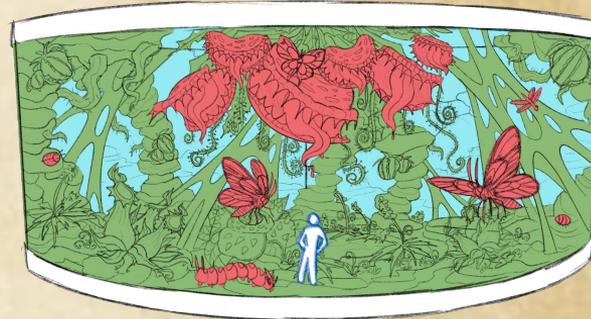
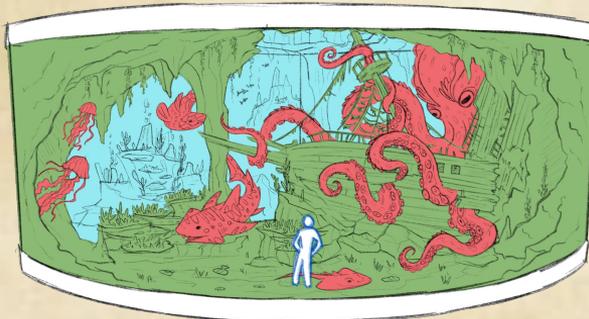
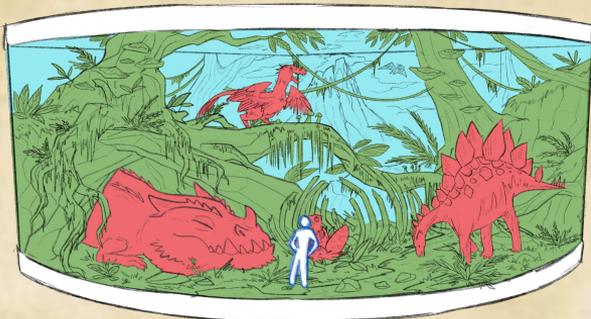
PREHISTORIA

90°

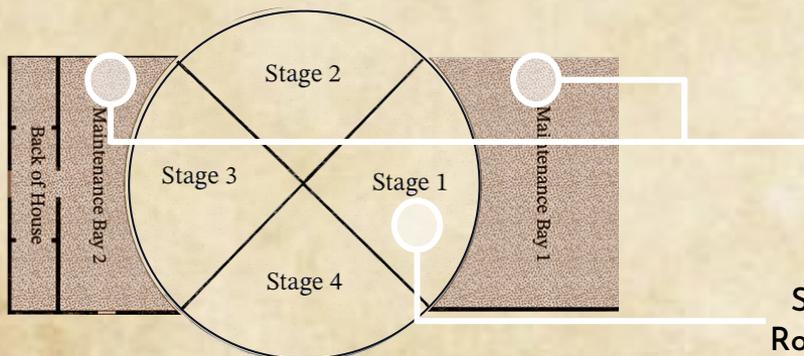
SUBAQUATICA

90°

HORTUS GALAXIA



2D Projected Environment   3D Built Environment   Figures and Animatronics



Two maintenance bays support stage reset and repair

Stage 1 serves as the default Trophy Room stage (scrim with no show scene)



## ATTRACTION STATS

Theoretical Hourly Capacity

80 Persons/Hour

Max Theater Occupancy

40 Persons/Theater

Duration

90 Minutes (Including Preshow)

Show Interval

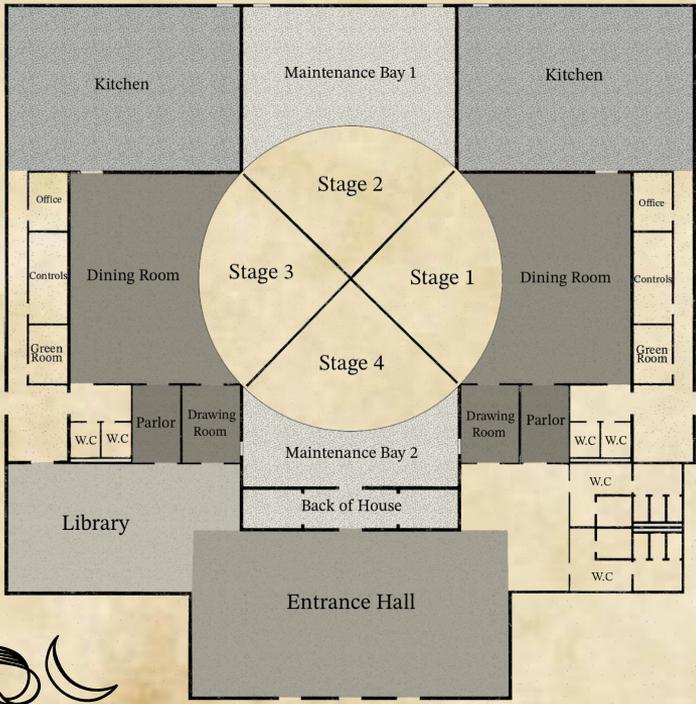
45 min

Target Demographics

Tourists, Families, and Adults



# ARCHITECTURAL DESIGN

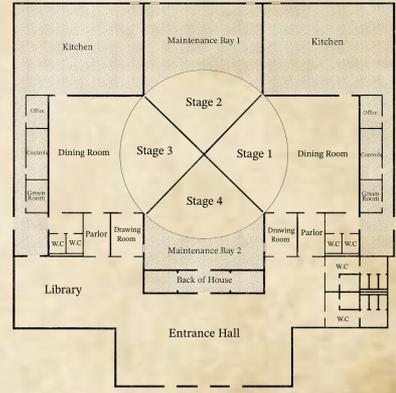


As presented, our building layout covers 29,435 square feet. With its central turntable and dining theaters flanked by service spaces to the back and guest areas to the front of the building, this model is created with scalability in mind.

The design has the potential to be shrunk or duplicated to adjust the number of theaters, or to allow this experience to be offered as a standalone attraction, placed in a mall, or connected to other buildings.

## Legend

- Kitchen
- Maintenance/Storage`
- Show Rooms
- Bar Space
- Lobby (Check-in/Arcade)



## Legend

- Front of House
- Back of House



# SUSTAINABILITY

## Building Materiality

By choosing sustainable building materials, we hope to minimize any carbon footprint created by this project. With that in mind, here are two specific material strategies we plan to adopt..



### Stained Glass Solar Panels

AuREUS created by Carvey Ehren Maigue  
These UV-powered solar panels made from fruit and vegetable waste add beautiful window features to our interior spaces. Incorporating Victorian stained glass was an aspect of our project we were excited about, and especially to see that it can benefit our energy usage as well.



### Moss Cement

Created by Respyre

This bioreceptive material adds to the look of our building's exterior, giving our non-facade walls a natural overgrown feel. Moss Cement also retains moisture, keeping interior spaces cooler and reducing energy consumption. Using moss also improves overall air quality!

## Sustainable Food Sourcing

In constructing a menu for the attraction, significant thought was put into creating food that was healthy both for guests and the environment.



### Locally-Sourced Pre Fixe Menu

By creating a menu for the attraction utilizing local ingredients, we can significantly reduce overall shipping emissions. Additionally, a pre fixe menu allows for further reduction of food shipments by allowing the attraction to buy in bulk.



### Low Impact Ingredients

By using foods such as leafy greens and fruits with low-carbon emissions, and eschewing popular high-carbon emission foods such as beef and dairy, we hope to minimize ingredients with harmful production methods.



# SCALABILITY

The layout of Manor Magicæ was created with flexibility in mind. As an LBE, Manor Magicæ is intended to shrink or expand to fit within a variety of site constraints, from preexisting structures such as malls to stand alone buildings or even entertainment complexes like AREA 15. We believe that scalability is an incredible asset that can reshape the attraction in each iteration and make each version a unique experience.

## Minimal Layout

Sq. Ft.: 20,091

This scaled down layout removes the Library Bar and Arcade space in the Lobby, and scales back the bathrooms making for a smaller footprint.

## Preferred Layout (As Presented)

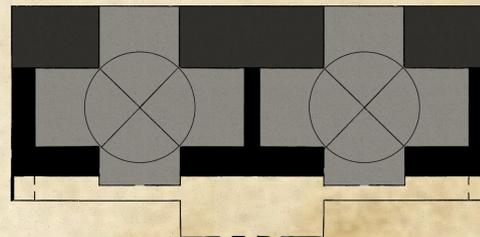
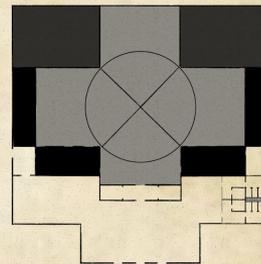
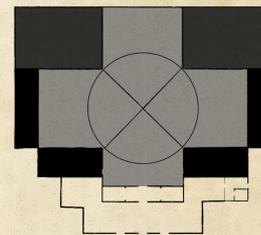
Sq. Ft.: 29,435

This is the layout as it stands, including two theaters, maintenance spaces, kitchen spaces, lobby with arcade space, and library bar.

## Expanded Layout

Sq. Ft.: 56,203

This layout tiles the show space, taking the number of theaters up to four, potentially expanding upon the story and creating more realms to visit. This doubles capacity and allows for additional theming options within the manor that are not currently represented.

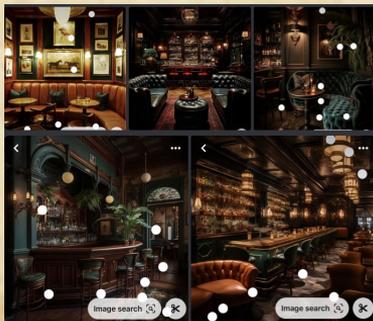


## Legend

-  Show Theater Space
-  Kitchen Space
-  Operations Space + Pre/Post Show
-  Lobby + Open to Public Spaces



# INSPIRATION BOARD





# DESIGN PROCESS

When our team first started this project, we went through dozens of ideas. Everything from parades through restaurants to puzzling obstacle courses came up in early conversations. Ultimately, the idea that blossomed into Manor Magicae came from the one element that all of our ideas contained from the start: community.

Once we selected our concept, we kept layering on more concepts that complemented the core aspect of community. In our concept, people wouldn't just eat together, they would solve puzzles together. In a society where science and magic are intertwined, our efforts would quite literally bring a magician back together with his long-lost scientist friends.

Of course, community wasn't the only consideration. We wanted Manor Magicae to be fun and bold, silly and thrilling, personal and over-the-top all at once. But at its heart, the story of Manor Magicae is a story of community. It brought our team together because we had fun with it. We hope you have enjoyed your journey through it as well.

**Thank you for letting us share Manor Magicae with you.**





THANK YOU!