

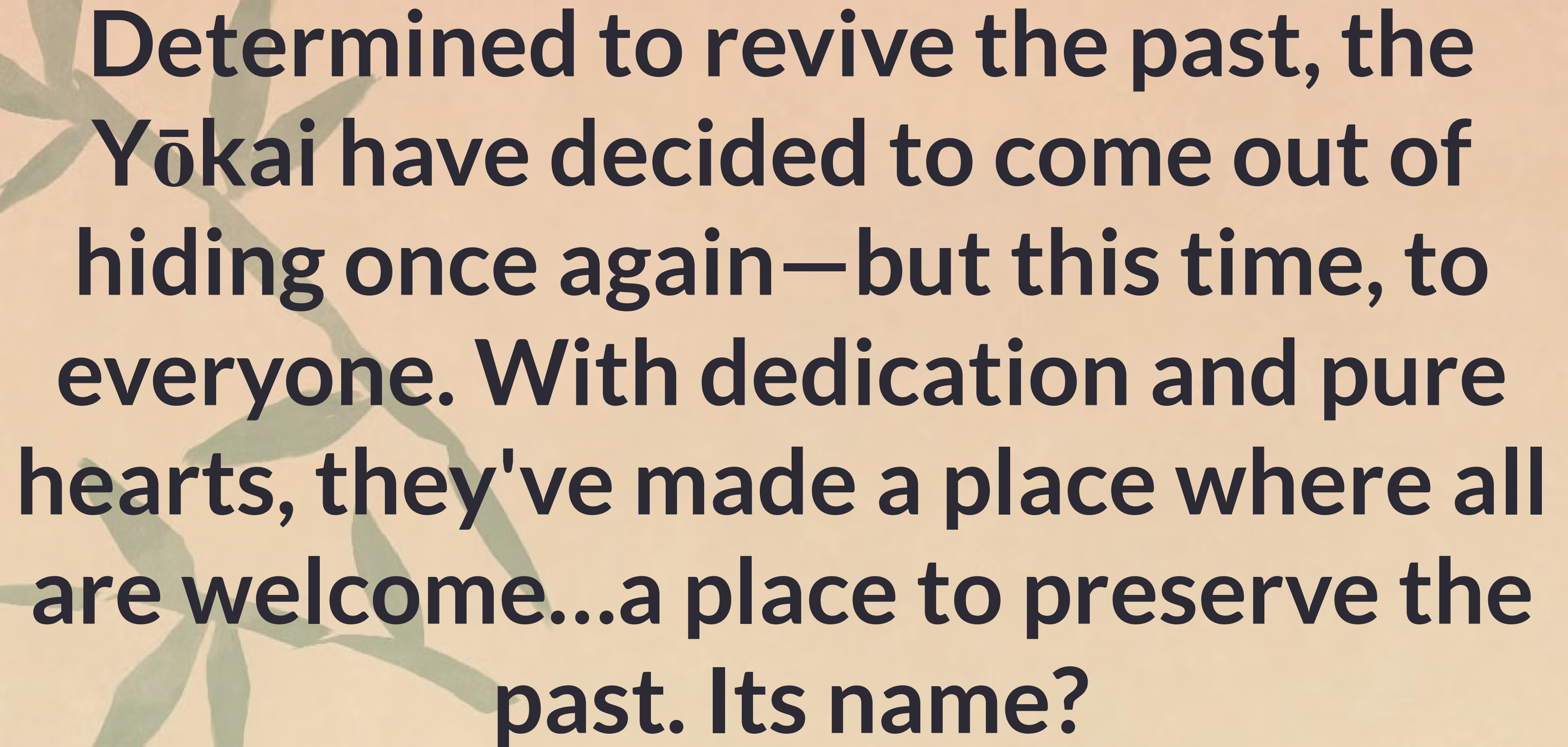
**Since the dawn of time, Yōkai have roamed the earth in secret, watching us. However, of all the places in the world, the Yōkai admired Japan the most.**

Life in Japan was peaceful but exciting!  
The Yōkai couldn't help but partake in  
activities and would socialize in  
disguise. The Yōkai couldn't be happier.  
But, eventually, things started to  
change and disappear. The longer that  
time went on, the less of the past  
remained.

**While society moved on to other things,  
the Yōkai couldn't. They knew there  
were many adventures that the people  
had no chance to experience.**

**It was disheartening. Although new advancements were mostly positive, they also came with negative effects. People were overworked, and being social wasn't as easy. Little joys like eating candy and catching bugs didn't seem that important anymore.**

**But to the Yōkai, those little joys were the hardest to see disappear. After all, the simplest memories can end up being the most powerful.**



**Determined to revive the past, the Yōkai have decided to come out of hiding once again—but this time, to everyone. With dedication and pure hearts, they've made a place where all are welcome...a place to preserve the past. Its name?**

# Re:Awakened- Yōkai Haven

A journey to  
rediscovery



# Synopsis

Re:Awakened - Yōkai Haven offers guests the opportunity to partake in lost or dying experiences from Japan while being inspired by the Edo Period and Yōkai folklore. The concept strives to encourage face-to-face interactions while making socializing easy and helping to strengthen bonds and create new ones. With thought out sections, activities are always changing while still being easy to maintain. Most days, employees only help guide guests during their stay as the guests themselves entertain each other. Events like shows and festivals are held every so often to encourage guests to come back and plan for them. Visitors may also learn new skills at the workshop, eat traditional food in atmospheric settings, play unique rhythm games, or even rent a Nagaya room to use alone or with others.

However, Japan as a theme isn't the only possibility. By using the concept of reawakening lost experiences, Yokai Haven's layout and planning can be molded into many different experiences while still using the same core themes.

Overall, Yōkai Haven is entertainment like nothing seen before. With a feeling of purpose and community, it strives to connect and have meaningful opportunities and ideas guests can take with them.

Every section has had extensive research and thought put into it. Since there are so many opportunities, they'll be kept brief. Nevertheless, so much can be said on how to realistically bring every single one into fruition.



## What exactly is Yōkai Haven?


**Yōkai Haven** is a place to encounter experiences and traditions from Japan that are lost or fading away.

## What about Re:Awakened?


**Re:Awakened** as a title is made to add the possibility of reviving many other lost activities from around the world. Different locations could easily have different themes, while still using the same technology and layout. However, in this instance, Japan will be the main theme due to the country's growing popularity.

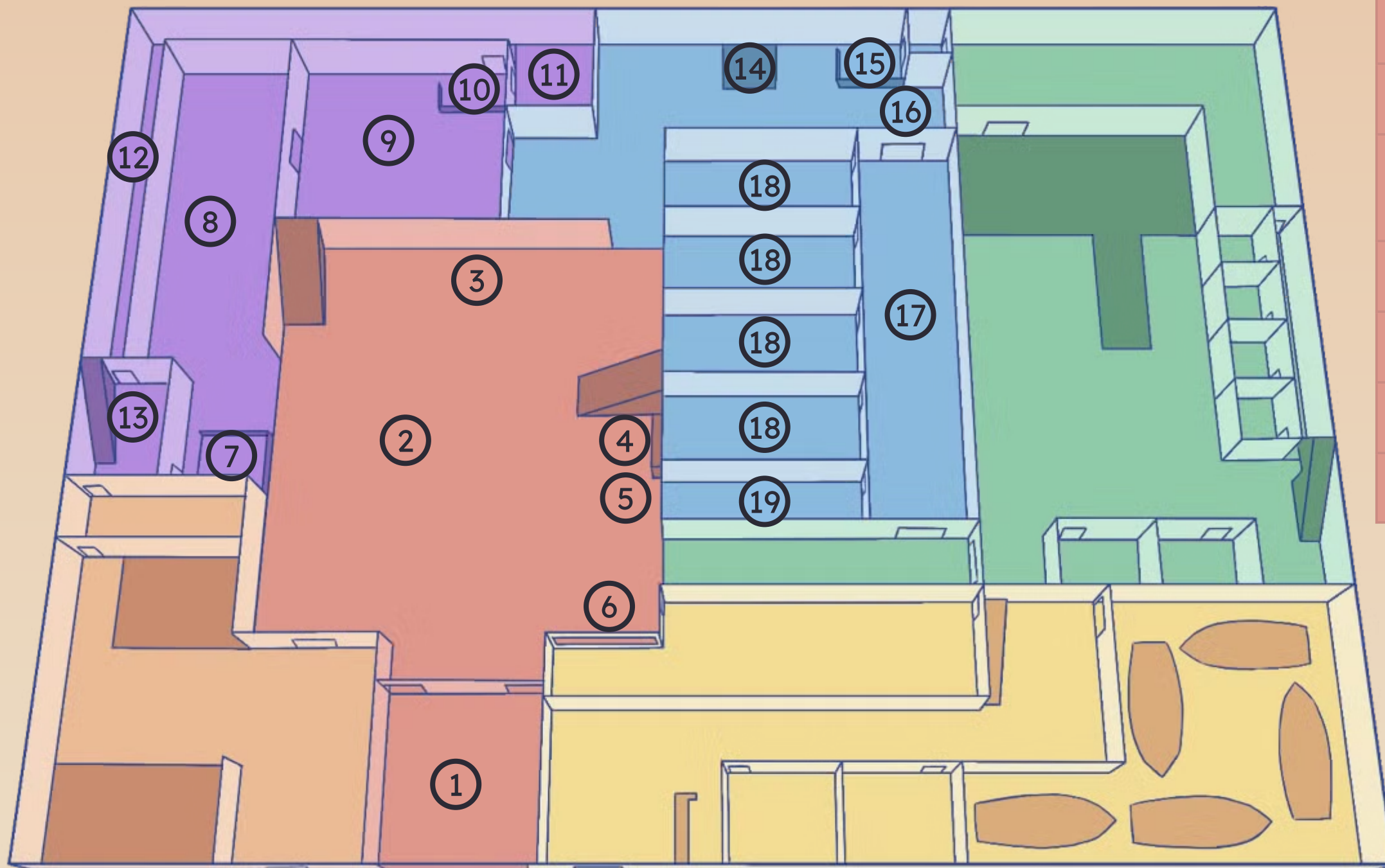
Since the concept of dying experiences is so vague, Yōkai Haven can easily **remove or add** any elements to fit any of the operator's limitations.

In any theme, the concept encourages face-to-face interactions and other purposeful opportunities.



**Why not let go of reality for just a moment, imagine with me, a location with maximum potential.**





- Haven's Heart**
- 1 Gatehouse Entrance Booth
  - 2 Dancing and Parade Performances (Joinable)
  - 3 Seating for Entertainment
  - 4 Kosatsuba (Notice Board)
  - 5 Interactive Map and FAQ
  - 6 Order and Pickup Window

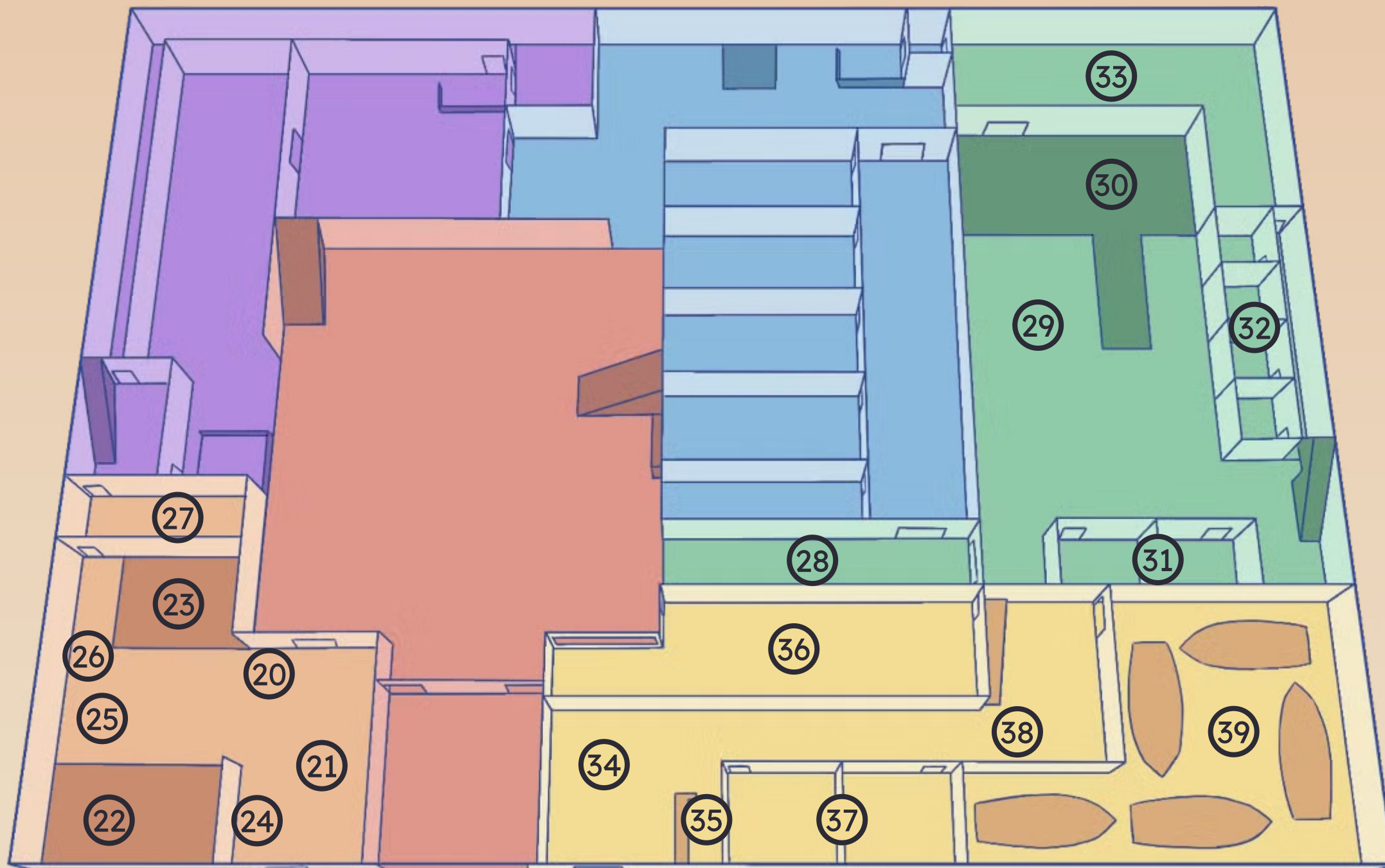
- Festivity**
- 7 Specialty Vendor
  - 8 Market Alley
  - 9 Department Store
  - 10 Staff Lattice Desk
  - 11 Storage
  - 12 Staff Passageway
  - 13 Staff Room

- Harmony**
- 14 Elevator
  - 15 Information Desk and Rhythm Rider Registry
  - 16 Rhythm Rider Cave Entrance
  - 17 Instruction and Waiting Room
  - 18 Dragon Mounts and Projection Mapped Rooms
  - 19 Technical Room

Location size  
47400 sq ft

# The First Floor

Yōkai Haven's first floor is compiles of 6 sections:  
Haven's Heart, Festivity, Harmony, Passion, Resonance, and Flavor.  
Each area is named after specific feelings attributed with their purpose.



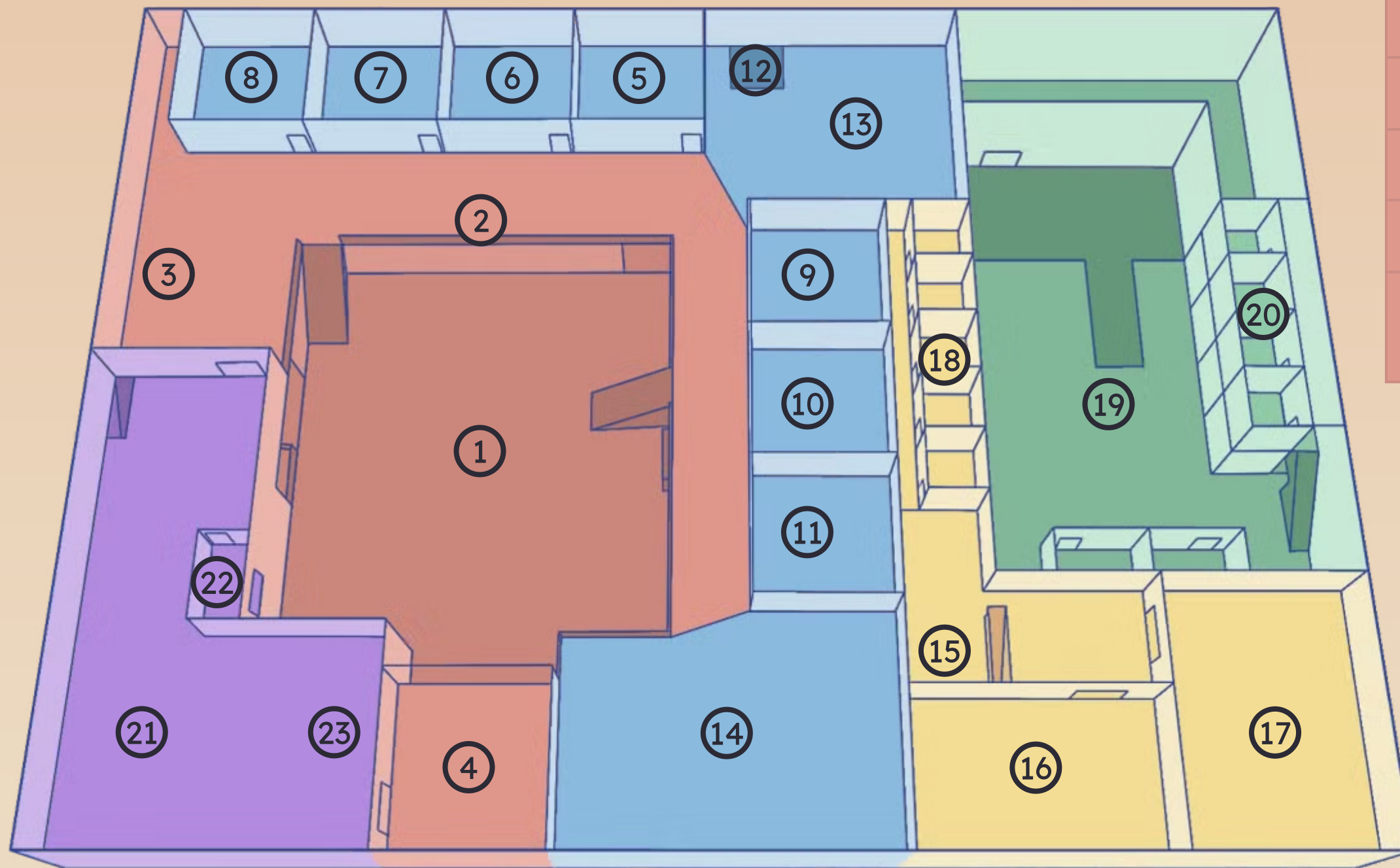
Passion
20 Maekake (Workwear) to Borrow
21 Station 1
22 Station 2
23 Station 3
24 Project Shelf
25 Supply and Tool Shelves
26 Sinks
27 Storage

Resonance
28 Hallway to Theater and Rhythm Rider Exit
29 Theater Seating
30 Stage
31 Bathrooms
32 Balcony Seating
33 Backstage

Flavor
34 Waiting Area
35 Front Desk
36 Kitchen
37 Bathrooms
38 Hallway
39 Fune (Boat) Room

# The First Floor

Unique melodies play in every area, all inspired by traditional Japanese music. This helps each section to have a specific feeling guests can connect to.



- Haven's Heart**
- 1 First Floor
  - 2 Seating for Entertainment
  - 3 Bento Box and Food Stalls
  - 4 Forced Perspective of Bridge and Firework Effects

- Connection**
- 5 Kitsune Nagaya Room
  - 6 Baku Nagaya Room
  - 7 Nekomata Nagaya Room
  - 8 Tanuki Nagaya Room
  - 9 Kappa Nagaya Room
  - 10 Tsukumogami Nagaya Room
  - 11 Ōgama Nagaya Room
  - 12 Elevator
  - 13 Activity Tables
  - 14 Challenge and Trading Opportunities

- Flavor**
- 15 Water and Utensil Station
  - 16 Changing Seasons Dining Room
  - 17 Botanical Bird Dining Room
  - 18 Balcon Seating for Dining

- Resonance**
- 19 First Floor
  - 20 Balcony Seating

- Legacy**
- 21 Staff Room
  - 22 Surprise Window
  - 23 Security Monitors and Other Supplies

# The Second Floor

On floor two, 3 sections from the first floor are accompanied by two new ones, Connection and Legacy. Like the first floor, these areas are named after their purpose.

# Haven's Heart

## The core that connects to every section

After passing through the entrance, the feeling of invitation and vibrance is felt immediately. Directions and are easy to find to your right. The notice board can help you catch up on any news or upcoming events. It's easy to enjoy Yōkai Haven, no matter how many times you come back.

Before heading to other areas, here are just some of the possible activities,

### Dances

Dancing is easy to participate in! A lead will start one of many traditional dances at the front of the line. They'll help guide everyone through the movements.

### Parades

During festivals, guests are welcome to join in small parade marches.

### Food and Seating

Snacks can be purchased at multiple places in the area. There are seating areas both on the first and second floor.

# Festivity

## Where there's always a feeling of celebration

Variety is evident in the amount of things guests can buy. It's always night in the area but lanterns help make the atmosphere feel alive. Here's just some of what's in store when you're in the area,

### The Specialty Vendor

Here there always seems to be something new. Not only are items unique, some may even be made by small businesses and locals!

### The Candy Stall

Everyone enjoys candy! If you need a quick treat this is the place to go.

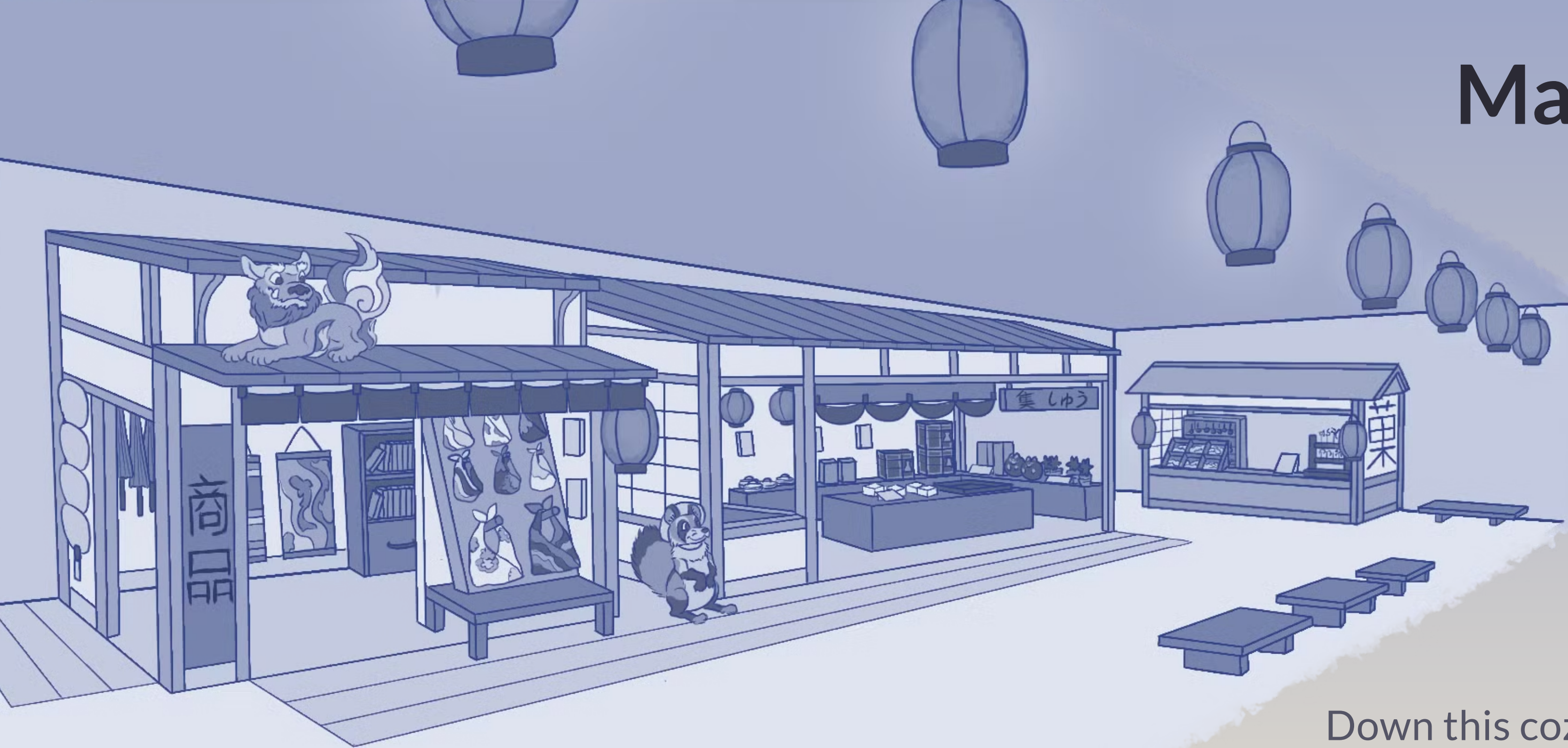
### The Department Store

If you've been inspired and want to physically take home something you learned, the department store has you covered. They have everything from instruments to origami kits.

### Festival Goods

During festivals and events the items will change up to match the theme.

# Market Alley



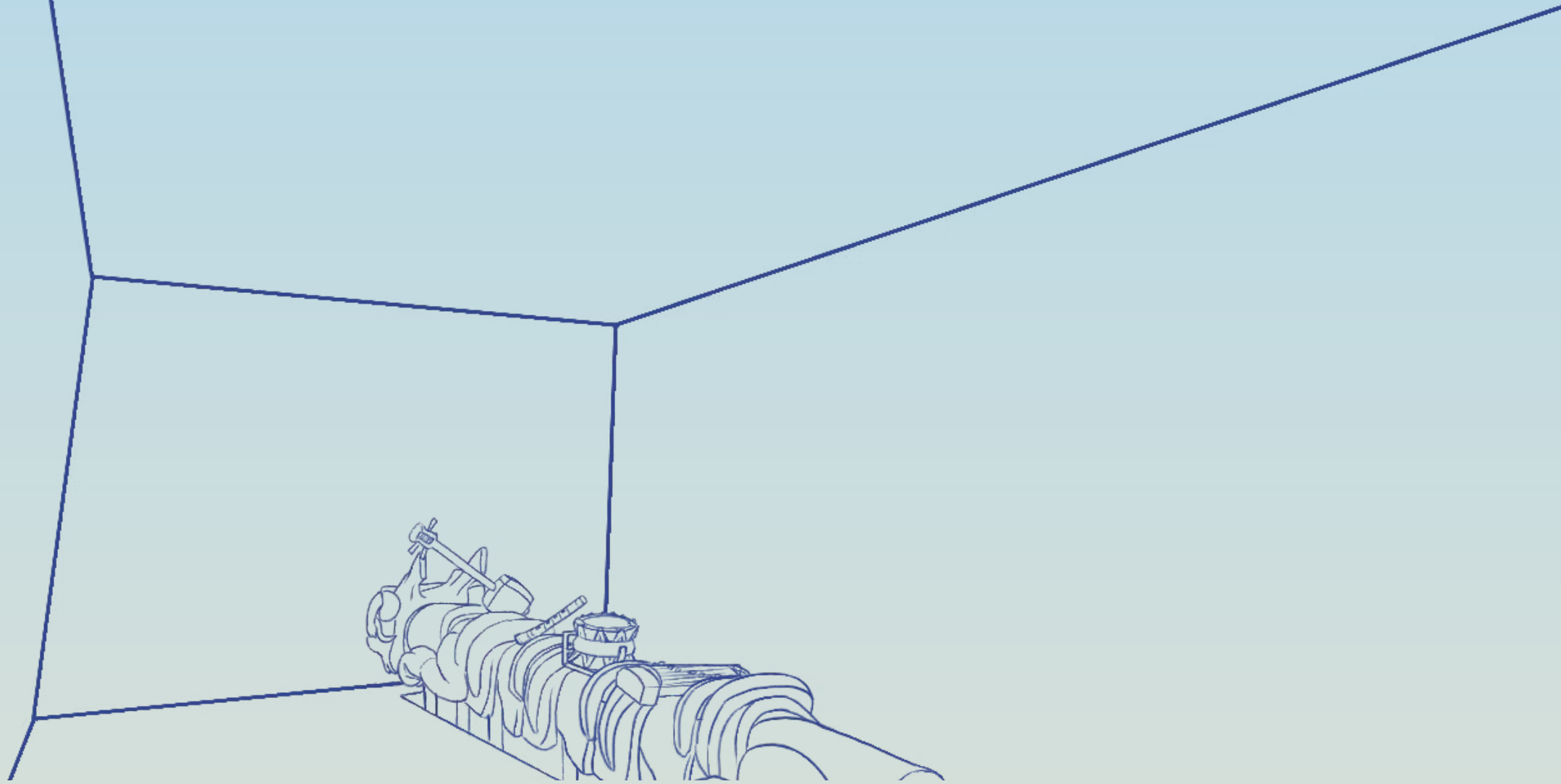
Down this cozy path lies a lively market. There are many different goods and treats to buy. A majority of these products are something you can use and not just look at.

# Harmony

**A place to remember that musical notes sound best when paired with others**

Music is key in the Harmony section. The landscape is full of growth and it feels very calming. An elevator is nearby for those who need it as well. But the real main attraction is...

# Rhythm Rider



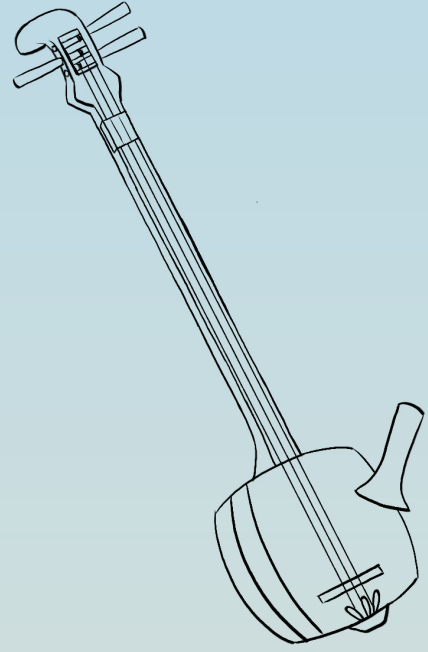
Rhythm Rider immerses guests unlike anything they've seen before. Both a ride and rhythm game, players can experience multiple stories and a surplus of traditional Japanese music.

Each room uses projection mapping technology to make a seamless transition between walls. Each instrument is wirelessly paired to interact with the room.

Once strapped in, Rhythm Rider's dragon mount comes to life. Using similar mechanics to a carousel, the journey is smooth and won't be distracting to the players.

4 different instruments are secured in front of guests to use. If someone misses a note, their instrument won't play that note. In order to play a song well, guests must work together to create harmony with each other.

# Instruments



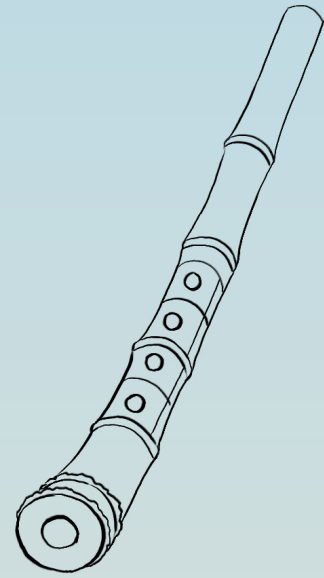
**Shamisen**

Strums from the shamisen send out rippling forces that are sure to dissuade any hostiles.

Enemies will fade in around the team's set path. Once the opponent is fully formed, the strings can finally affect them. Only one string can affect each type of hostile. and you can tell by counting their eyes.

Strumming the bottom on beat will increase the team's score.

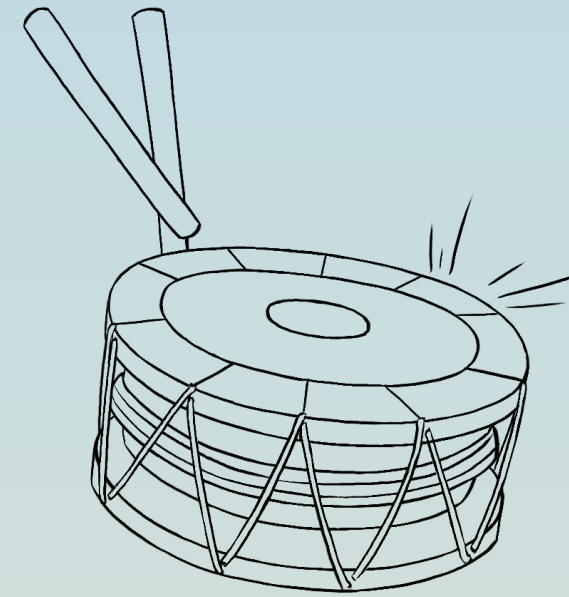
Try Pitch



**Shakuhachi**

Heavenly echoes flow through the shakuhachi. The wind it produces makes increasing speed a breeze.

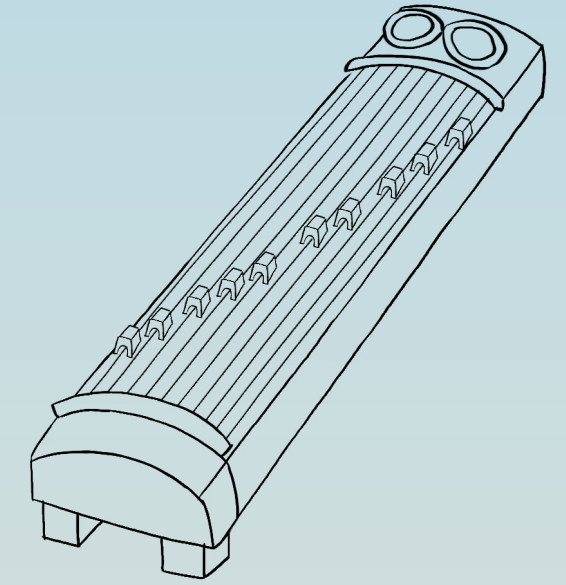
The player must listen for cues to know which holes to press. The sound of wind chimes to the left or right indicate to hold hole 1 or 2. A higher or lower flute sound suggests to press hole 3 or 4.



**Shime-daiko**

With a thunderous bellow from the shime-daiko, the land prospers and grows.

The rim of the drum lights up in 10 different places. Hitting that area on beat will send rain down in that direction. Hitting the middle section with the beat will add to the team's score.



**Koto**

Sensing undetected yōkai, the koto weaves comforting melodies that encourage them to come out.

While wearing 10 finger picks, vibrations are felt when yōkai are nearby. Strumming the string associated with the vibrating finger pick will help the yōkai to come out

# Passion

Inspiration and opportunity are never far away here

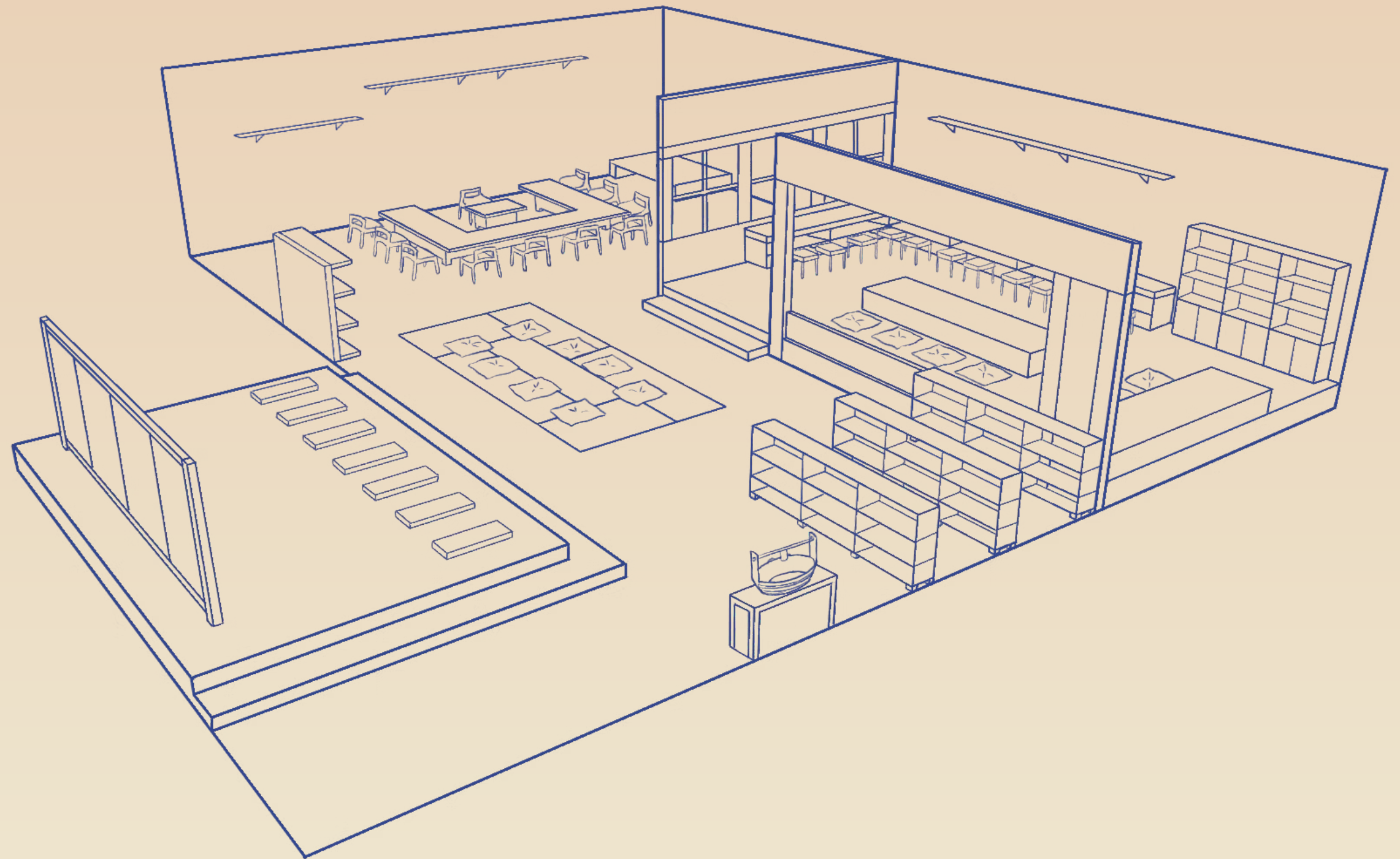
Memories aren't the only thing guests can take home with them. The workshop offers a chance to learn new skills and spark creativity in those who enter. If one wishes to continue what they've learnt, the department store will have everything they need.

## The Workshop

Each section of the room can be repurposed for different classes.

Some examples of what guests can learn;

- Lantern Making
- Woodblock Carving
- Stencil Dyeing
- Kintsugi
- Try Pitch Origami



# Resonance

**Where stories come to life and the pages never end**

Folklore and traditional stories are integral here. On the way to the theater there's an order window you can use to purchase food. The theater itself is built in a way to be used for many types of performances. Some examples of those performances are,

**Kabuki**

**Noh**

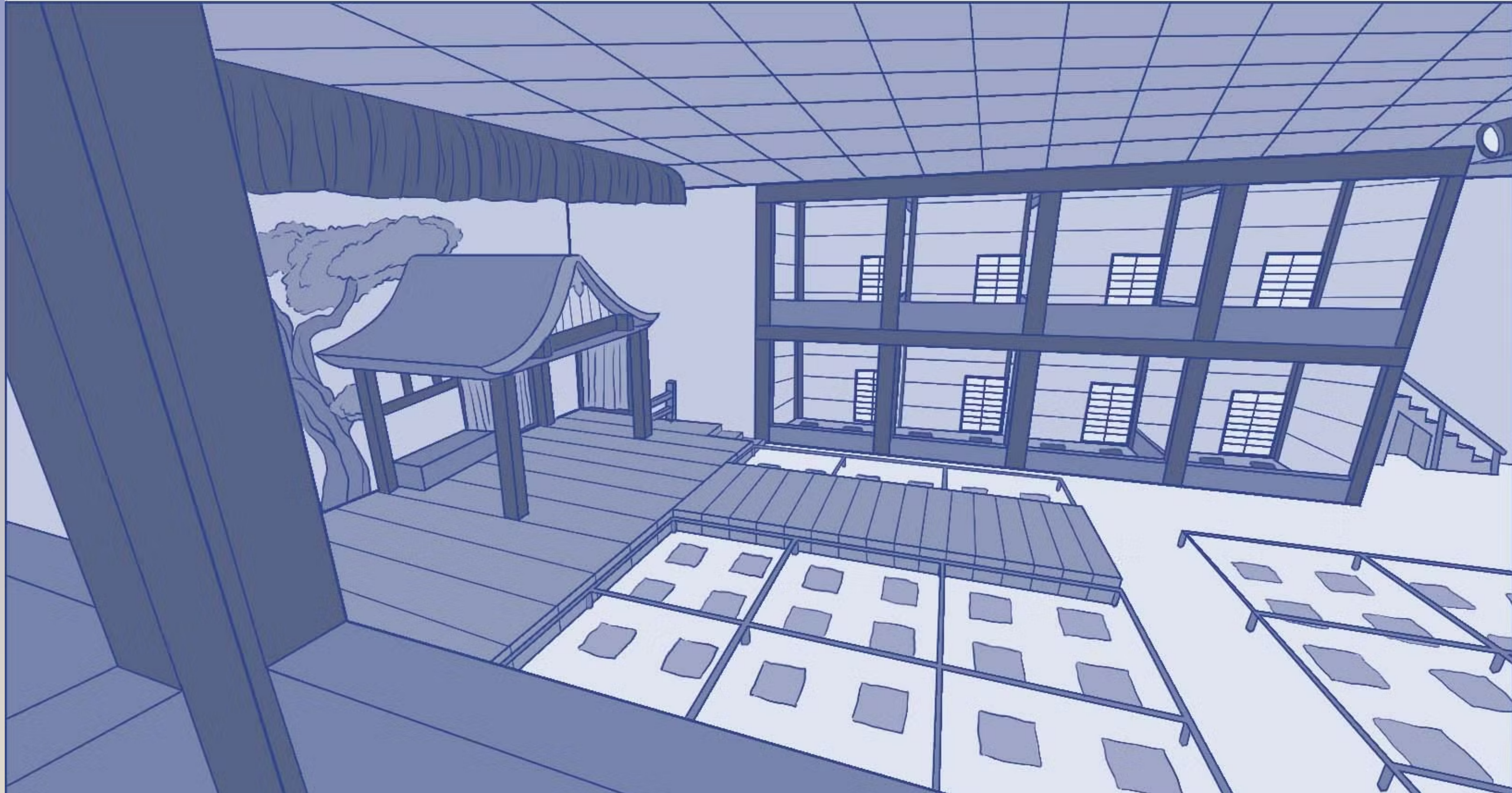
**Rakugo**

**Bunraku**

**Kamishibai**

Kamishibai may also be performed by walking cast members who carry the stories in a miniature pack.

Certain performances are only held on special occasions like Kabuki. These are ticketed events visitors may reserve ahead of time. When there isn't a major performance going on, guests are free to go on stage and entertain each other. Scripts and folklore samples will be available to help inspire the reader. Cast members may even issue challenges to see who can express a story the best.



# The Theater

# Flavor

## The delight of taste is paired perfectly with Immersion

If you're looking for a fun place to eat out there isn't a better place than the flavor section of Yōkai Haven. The restaurant has 4 different themed areas to choose from,

### The Yakatabune Room

5 Yakatabune boats are waiting for customers to dine on them. The floor has an illusion of water but the boats are stationary. Each Yakatabune has a second floor to sit on.

### The Botanical Room

Inspired by the Shika Teahouse from the Edo Period, the botanical room has a calming atmosphere with many plants and fake birds. Benches are spread throughout the room with the effort to help customers feel relaxed

### The Room of four seasons

Customers are greeted by a projection mapped room that slowly changes seasons while they dine. Mount Fuji can be seen in the distance as well as many other landmarks.

### Kabuki Balcony Seating

The balcony seats connect to the theater so customers can watch any performances while eating their meals.

If guests only want to dine at the restaurant without paying to get in Yōkai Haven, they absolutely can!

# Connection

## **An easy place to connect with others or yourself**

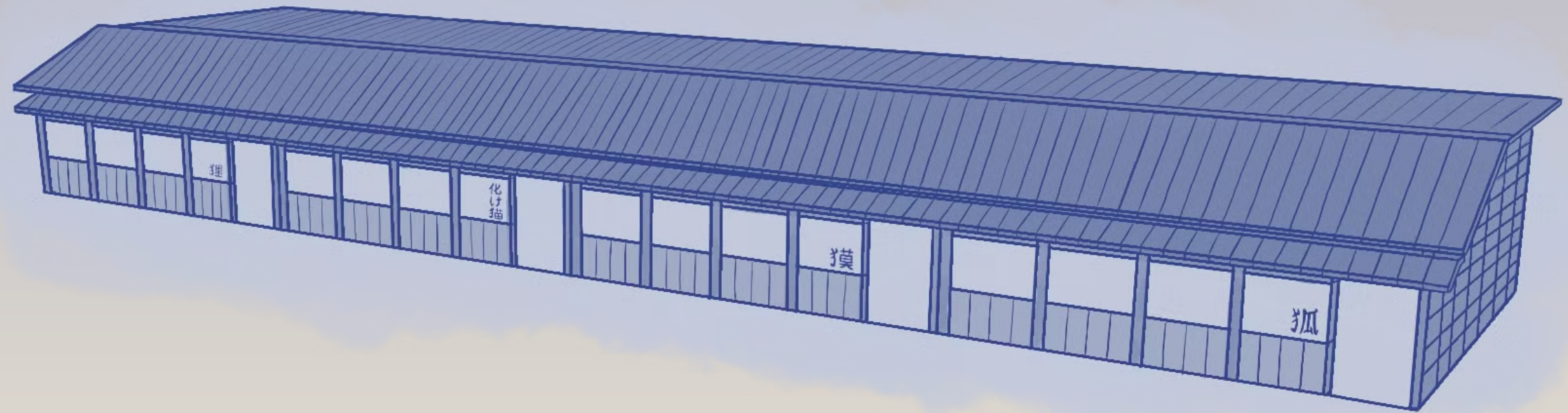
Being social is becoming harder and harder nowadays. This area seeks to create a solution for those willing to try it. In between the Nagaya rooms, there's a quaint bamboo forest that houses a multitude of tables. These tables can be a place to eat or for doing activities. Certain tables will be labeled as social tables. For those looking to talk with others or even make new friends, these tables help the other guests know someone wants to socialize.

Further down the path near the entrance lies the trader. The trader loves to give challenges to guests and trade different items. By completing challenges guests can be awarded with a collectable Yokai themed Karuta or Hanafuda card.

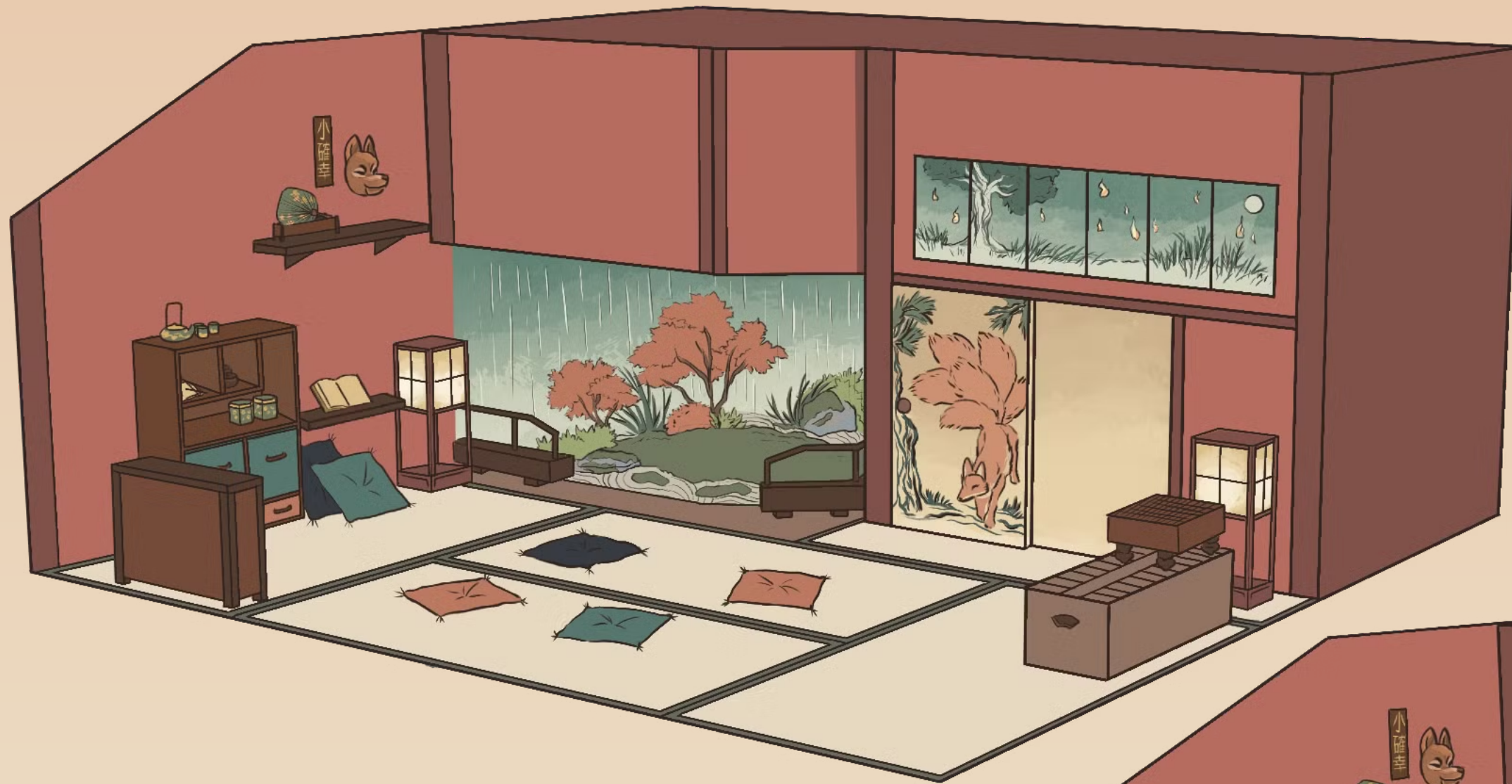
Visitors are also encouraged to make something for someone else they don't know. In the bamboo room there's lots of ways to create things so the opportunity isn't far away. On special occasions gift exchange sign ups are available as well.

# Nagaya Serenity Rooms

Here at the Nagaya Serenity Rooms, guests can enjoy various activities with others or by themselves. Each room is based on a specific Yōkai to make each space feel unique. Inside, guests are able to do whatever they choose. The rooms are set up in a way that encourages guests to make the space their own. Stacking tables are available to set up from under cabinets as well as games, guides, and books. Zabuton pillows and the Tsuboniwa room add some comfort to the atmosphere. The rooms are soundproof so any conversations with friends and family won't be heard from the outside. However, security cameras will be set up to make sure nothing bad happens inside.

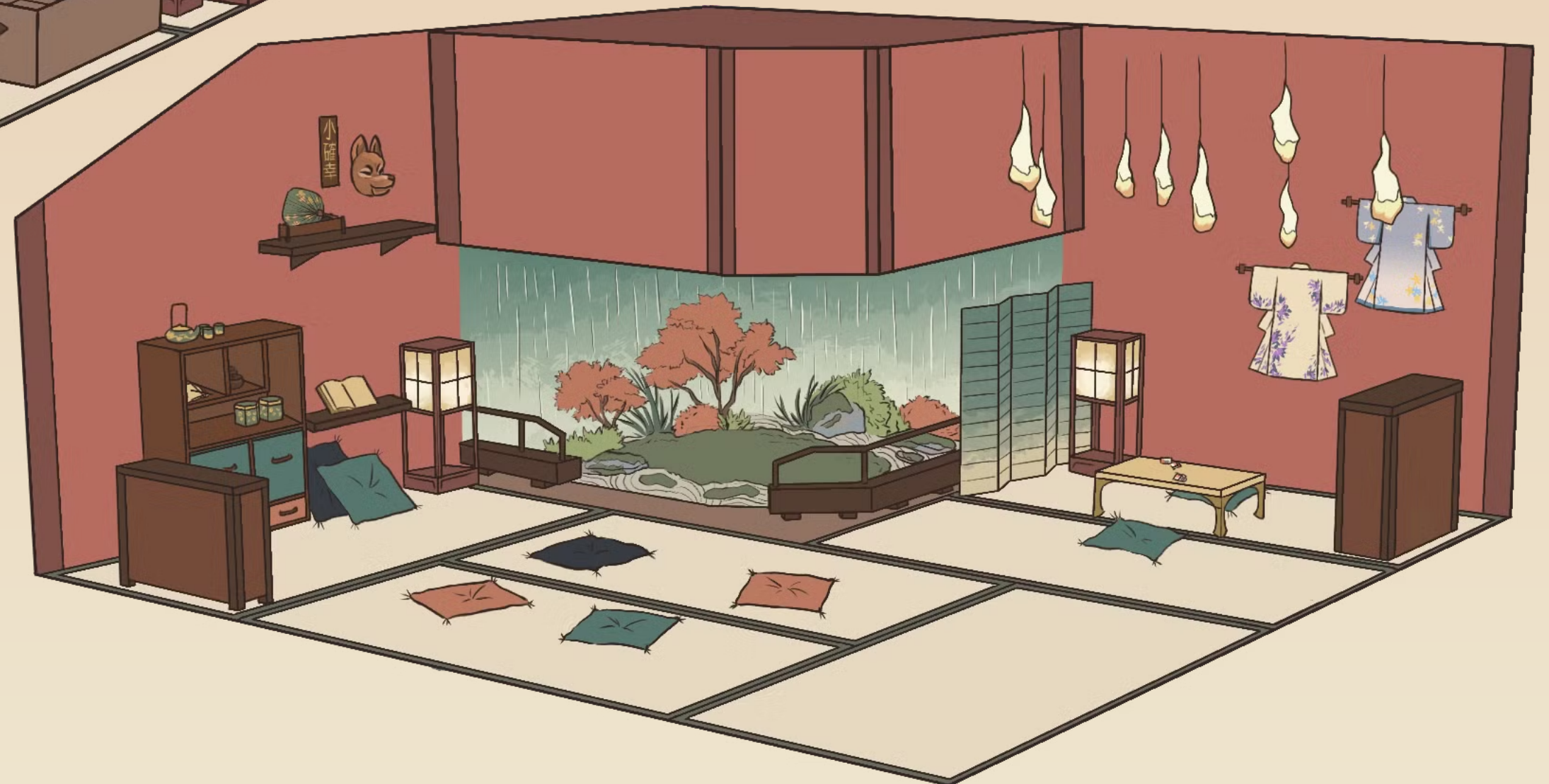


Guests may also purchase a room pass that gives them access to a room every month. This is a great way to meet up with friends and family to connect for a while or even study together. Guests may also reserve the rooms to host a party where treats will be available.



## Kitsune Nagaya Interior

Every Nagaya room has the same activities but a different environment based on the yōkai.



# Legacy

A sector for those who keep the magic going

Legacy's area belongs to the employees working at Yōkai Haven.

Everything needed for security, breaks, and storage are easy to get to.

## How can Yōkai Haven connect with different cultures?

Since the idea itself is to revive lost or dying experiences, other locations can be based on completely new themes while still using the same layouts and technology. There are a multitude of possibilities such as a roaring 20s theme that houses silent theaters and radio mysteries.

### Core Themes

- Communities to connect with others in person
- Music that's being forgotten or sidelined
- Ways to learn dying skills
- Entertainment that's rare to experience
- Vendors that sell meaningful items
- An inviting atmosphere
- A sense of purpose

## Can Yōkai Haven be restructured?

**Yes!** There are many ways operators can change Yōkai Haven. Sections can be removed altogether, rooms can be molded to fit certain layouts, etc. Since there are so many opportunities from the past, new activities can be interchangeable and locations with the same theme can have different attractions. At its heart, it's a love letter to the past and brings opportunities to experience something that feels new.



**Even though this chapter is closing,  
the story has just begun.  
Are you inclined to flip the page?**



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