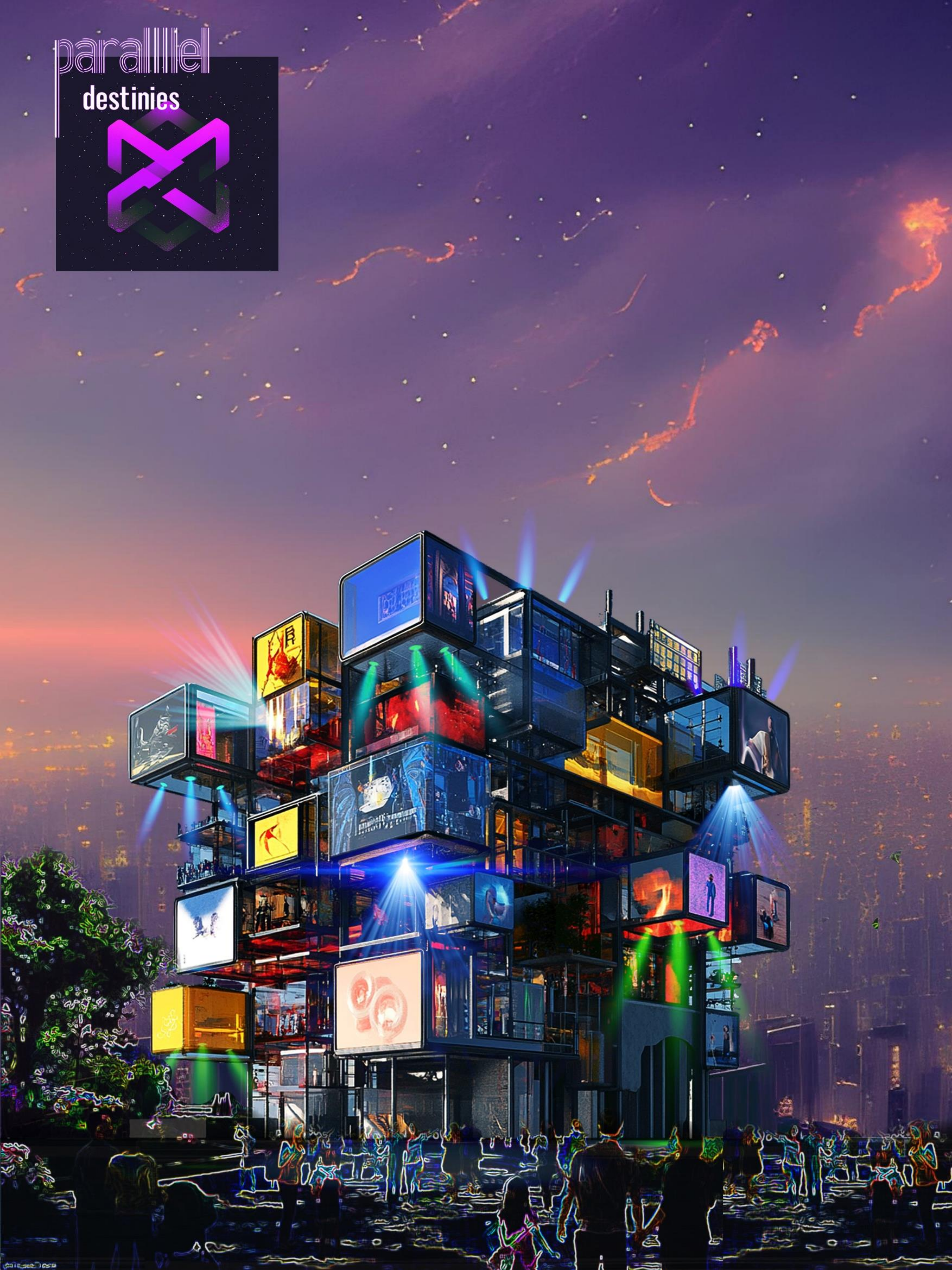

parallel
destinies

Parallel Destinies

The attraction's design is based on the concept that **every person is the creator and owner of their own story, playing the role of the main hero in it**.

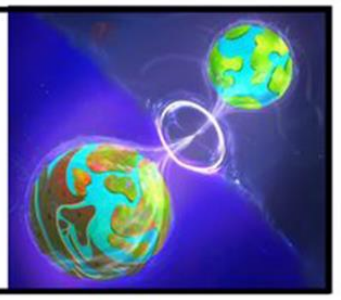
This attraction leverages advanced artificial intelligence and cutting-edge technologies to allow guests to experience unlived lives and unique personal stories. The experience is structured around a series of interconnected game rooms, each designed to immerse guests in a different part of their personal narrative. The AI generates videos and images in real-time, adapting to each guest's choices and guiding them through a storyline they have crafted themselves. This journey is not just a unique storytelling adventure but also an opportunity to explore the psychological dimensions of decisions and their impact on life.

The game rooms are interconnected through a modular network of elevators that can move in three dimensions. These elevators stop at different rooms according to a randomly generated plan by the AI, which ensures that each guest's journey is unique. This modular system allows the attraction to offer a dynamic and ever-changing experience, with guests being transported seamlessly from one part of their story to another.

"Parallel Destinies"

Introduction

In the not-so-distant future, technology has advanced to the point where humans can enter parallel worlds. With the use of a special device, each person can access a different version of their life, where past decisions and events have played out differently. Players, using this device, travel to various worlds and encounter their true selves in these alternate realities

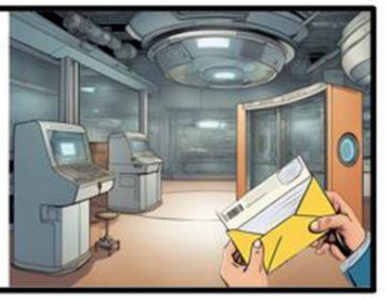


Main Storyline

Game Start

The player, as the main character, begins on a typical day in the real world. They receive an invitation to participate in a scientific experiment claiming to transport individuals to parallel worlds

Upon entering the research facility, the player is introduced to the "Parallel Portal" device. They decide to test the device and enter the first parallel world



Journey to Parallel Worlds

In each world, the player meets a different version of themselves. Each world has changed based on past decisions and events. For example

In the first world, the player has become a renowned scientist living a solitary life

In the second world, the player is a famous artist, struggling with loneliness and depression despite their fame

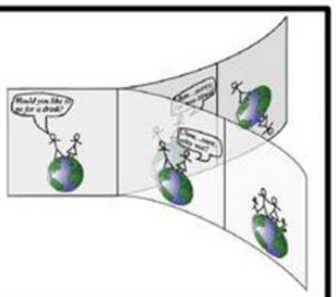
In the third world, the player is an ordinary person with a happy family and a peaceful life, but they constantly regret not achieving great success

The player must help their parallel self overcome challenges and reach the best version of themselves in that world

Decisions and Consequences

In each world, the player faces important decisions that impact the fate of their parallel self. These decisions may be based on the player's values, ethics, and experiences in the real world

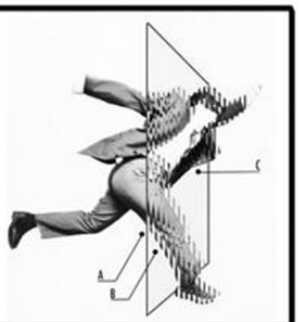
Every decision the player makes has specific consequences and can alter the course of the story



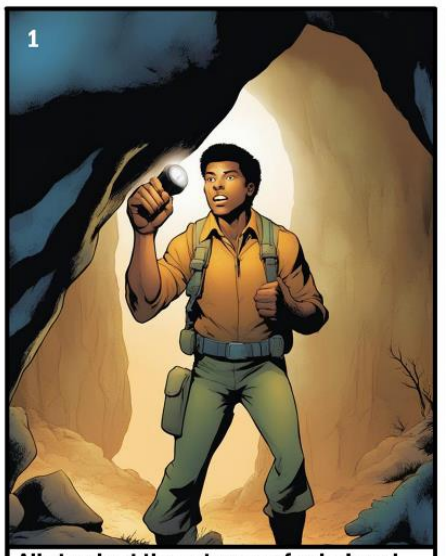
Return to the Real World

After experiencing several worlds, the player returns to the real world. With a better understanding of themselves and their life, they decide what changes to make in their real life

The game ends with the message that every decision and action the player takes in the real world can change their life and turn them into a better version of themselves

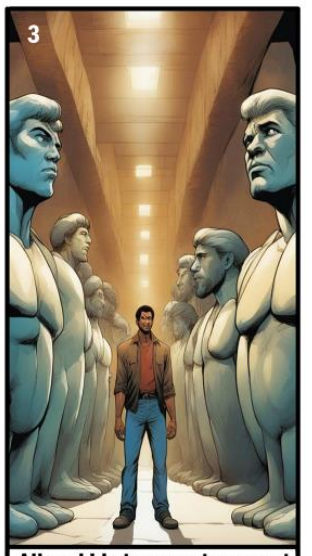


Ai story generate ALT1



Ali stands at the entrance of a dark and mysterious cave, holding a flashlight, his face filled with excitement and fear. Behind him, a team of explorers equipped with advanced gear can be seen

The team of explorers is descending into a deep pit. The walls of the pit are covered in ancient carvings, illuminated by the light from their flashlights



Ali and his team enter a vast underground hall filled with massive statues and precious stones. Ali gazes at them in awe

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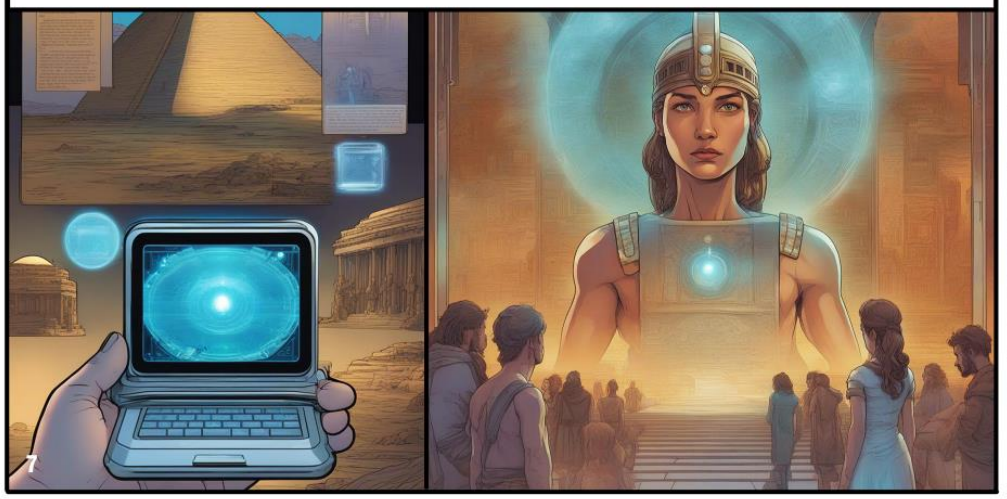
Ali steps into a dark and mysterious room. In the center of the room, there is an ancient and advanced device. Ali cautiously approaches the device

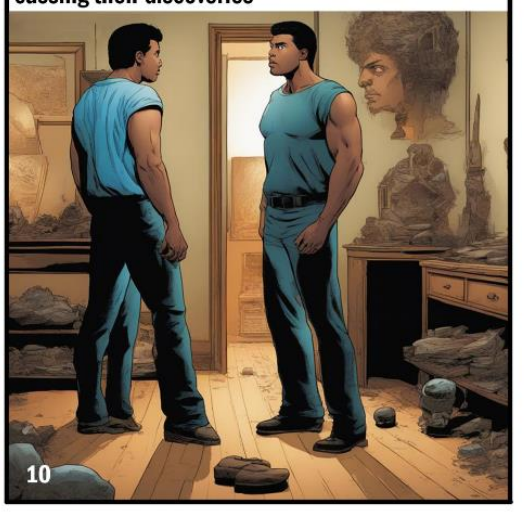
Suddenly, the device activates, and holographic images of an ancient civilization appear on the walls. Ali watches the images in astonishment



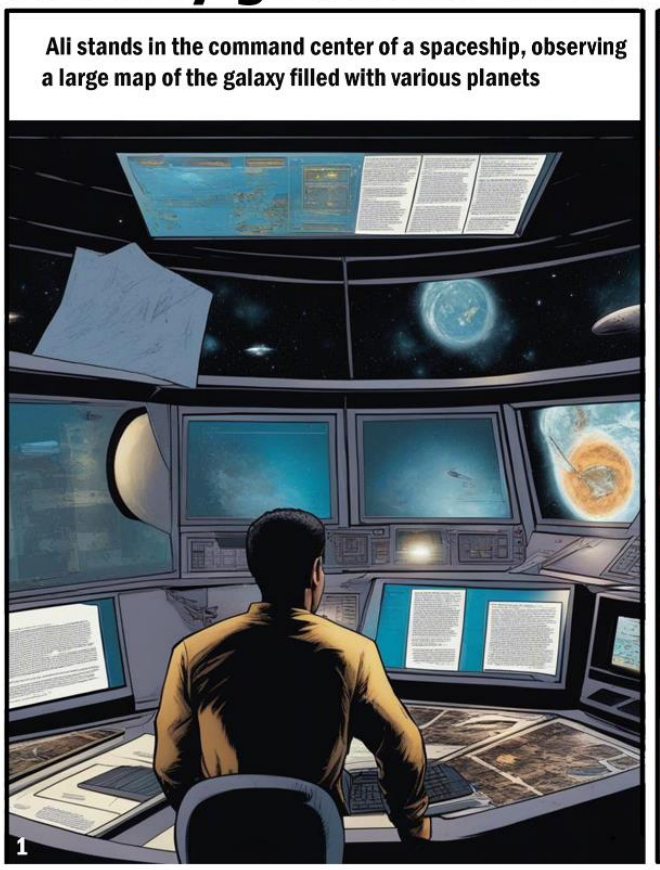
A sudden attack by underground creatures leads to a battle between the explorers and the creatures. Ali is defending himself and his team

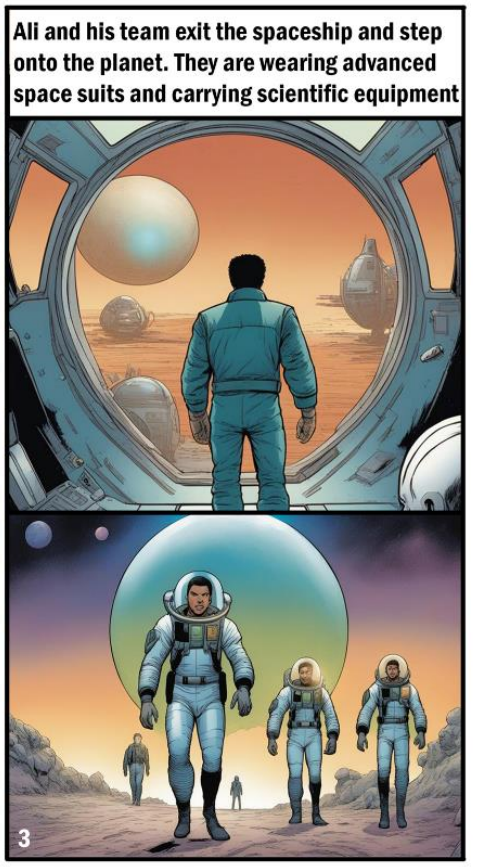
Ali manages to find the way out using the ancient device. The team quickly escapes from the cave

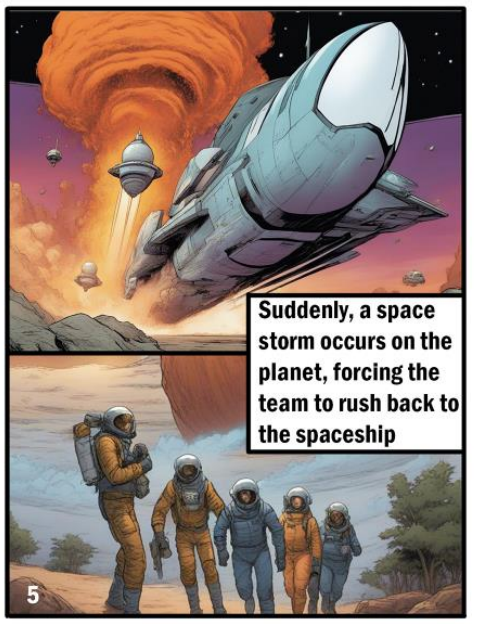
Ali encounters his parallel version in a room filled with ancient artifacts and old maps. Both are discussing their discoveries

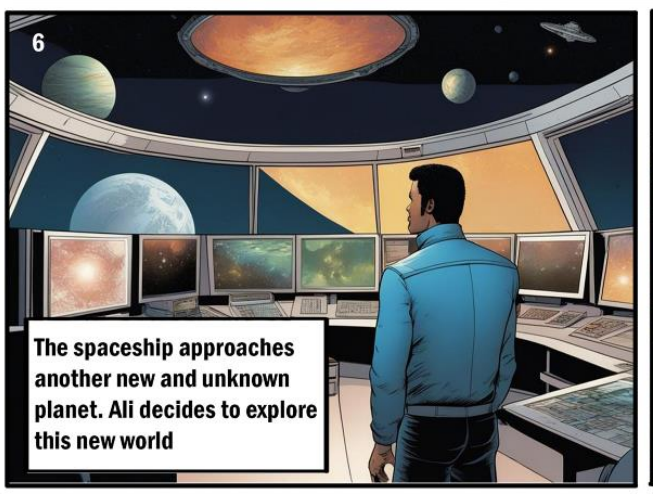


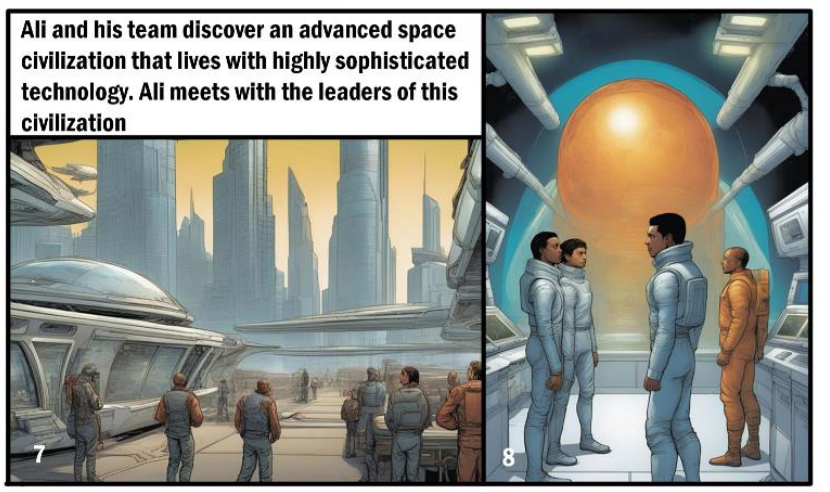
Ai story generate ALT2

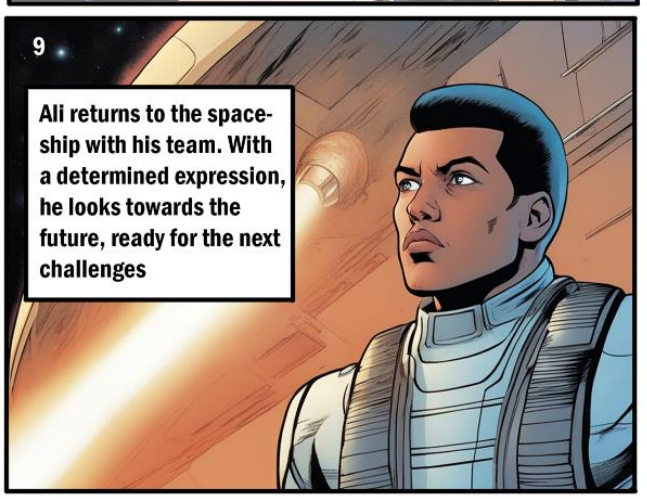


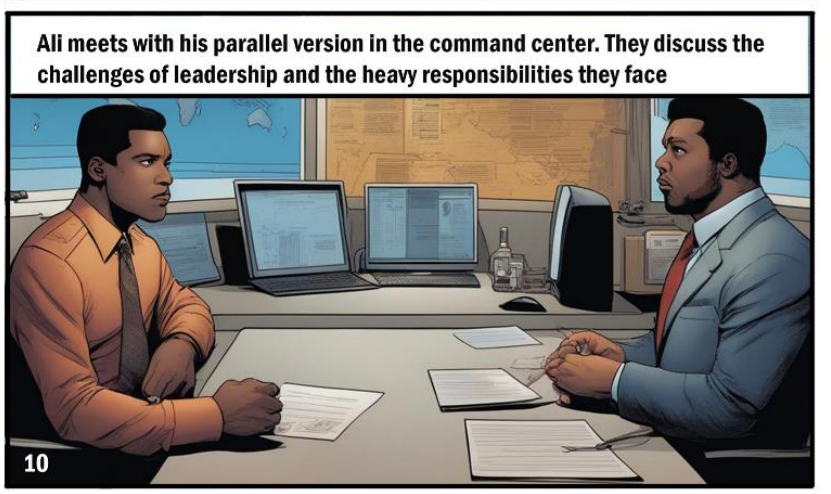




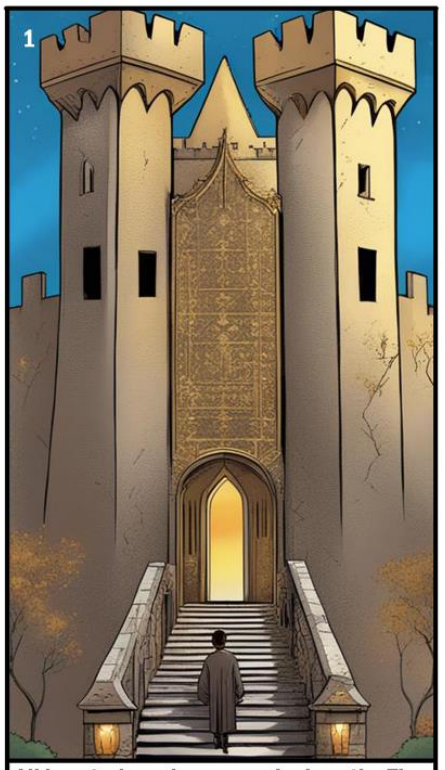








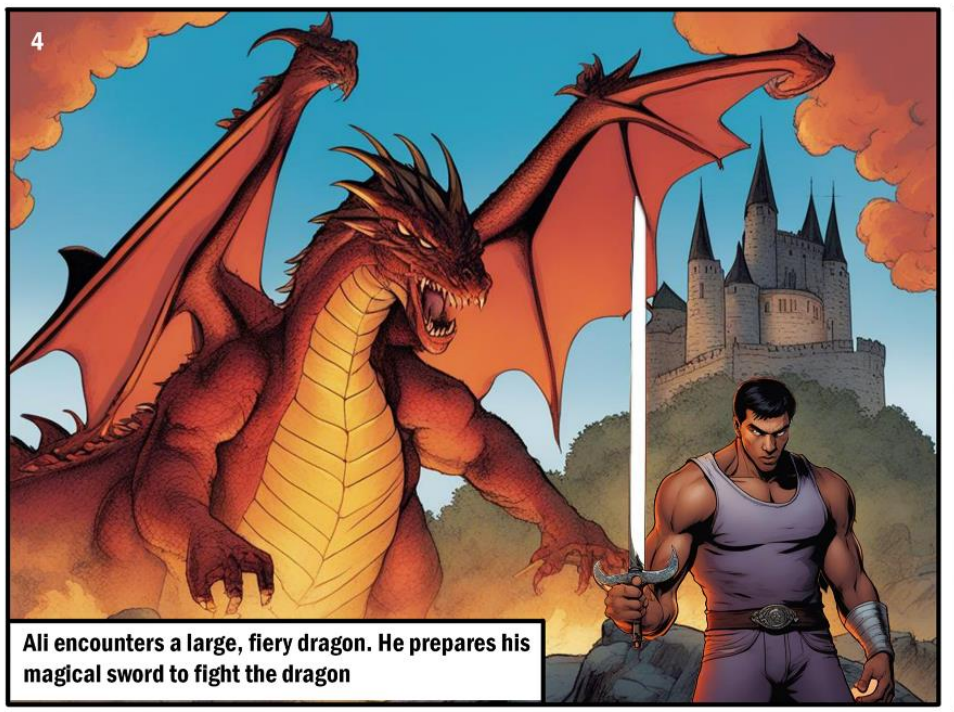
Ai story generate ALT3



Ali is entering a large, magical castle. The castle walls are adorned with golden patterns and sparkling jewels

Ali is in a room with walls covered in legendary paintings and magical artifacts. He takes a magical sword from the wall

Ali, along with a group of heroes, is moving toward a dark and eerie forest. The trees in the forest are tall and full of mysteries

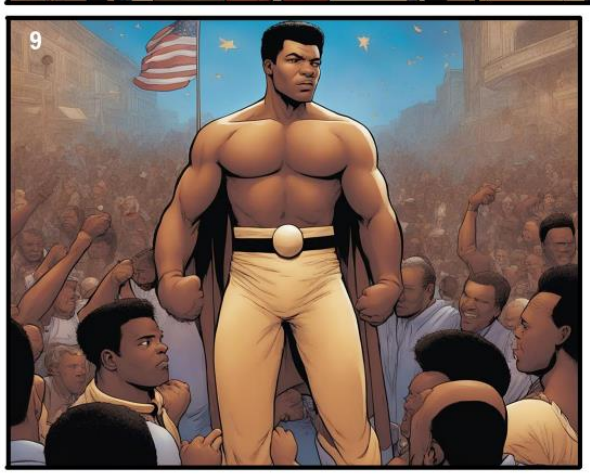


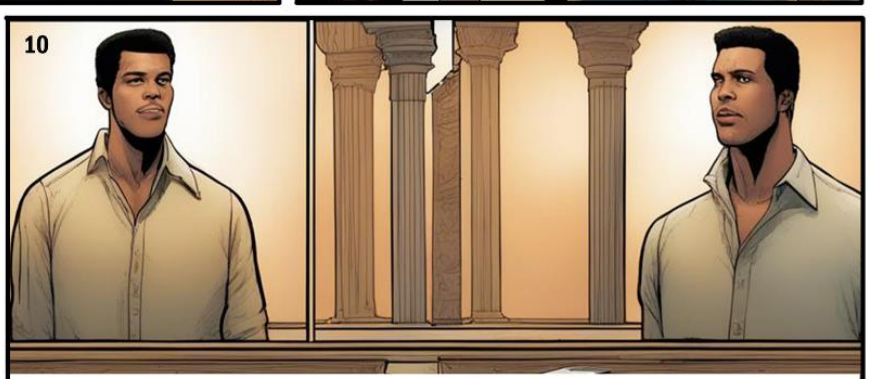
Ali encounters a large, fiery dragon. He prepares his magical sword to fight the dragon

During the battle with the dragon, Ali uses his magical powers to defeat it. The space is filled with flames and magical light

Ali and his team arrive at an ancient temple. Inside the temple, there is a magical orb that can change the fate of the world

Ali uses the magical orb to defeat the dark threat. Light spreads from the orb, and the darkness is vanquished





Ali meets his parallel self inside the temple. They both talk about the challenges of heroism and their missions

0- Invitation

The guests receive an invitation: “In this world of infinite possibilities, your story becomes a mirror of your soul. As you explore, you’ll uncover not just the narratives you’ve lived, but also those you have to create”.

1- Entrance to Experience Lobby and check-in

In the lobby, initial information about the park and how to use the various attractions is provided. Additionally, guests can take advantage of various amenities in this area, such as small shops, guest services. There is lots of monitors that live-stream the stories.

2- Dream Weaver Room

The 'Dreamweaver' room is the space where guests can enter their personal information and describe a story or unexperienced life they wish to experience. The room is equipped with a 3D scanner that captures an accurate image of the guest. This data, along with the story described by the guest, is sent to the AI Hub. The AI uses this information to create a parallel character of the guest who embarks on adventures in parallel worlds with different destinies. This experience is produced as a personalized film, game and scenario for each guest, transporting them to a story they have created themselves.

3- Preparation Room

In this room, guests can get dressed, receive important instructions about their upcoming adventure, and mentally prepare for their unique experience.

4- Pathway to worlds

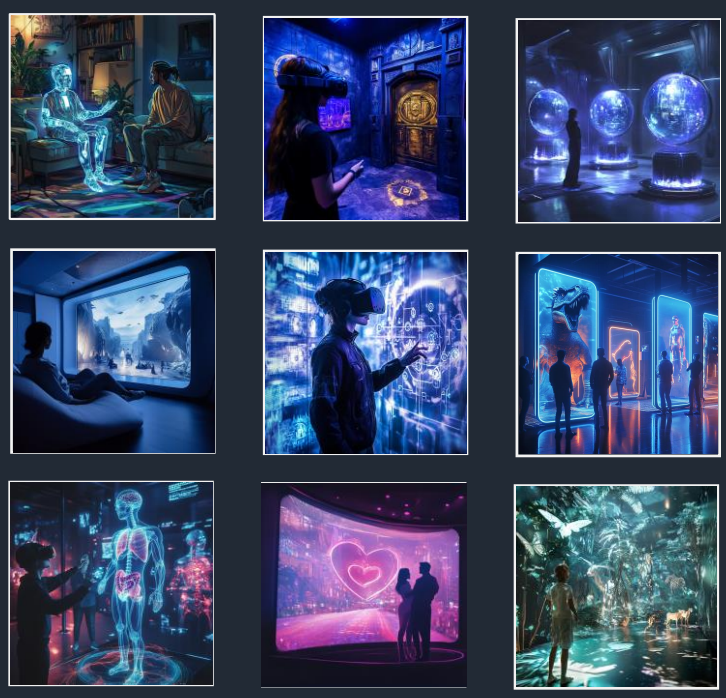
The elevators transport guests to various worlds and are illuminated with magical lights, creating a mysterious atmosphere. This setting offers a captivating and imaginative experience as guests prepare to enter their chosen adventure.

5-Parallel Worlds Elevators

Elevators’ hall is where guests are transported into their personalized stories. Each elevator is equipped with three large screens displaying customized stories for the guests. guests choose witch story they wish to enter and then board the corresponding elevator to be transported into their selected world.

6- Parallel Destiny Path (attraction experience)

There are three main types of attractions: VR Rooms, holographic rooms, and screen rooms. Each type of room is divided into three different categories of activities, allowing guests to experience various aspects of their personalized story and adventure. Guests are transported through a complex network of elevators can move in three different directions. The movement of the elevators and entering different rooms is randomly programmed by artificial intelligence, which means that elevators will drop guests off in one room and pick them up in another according to their unique story. This Networked system ensures a dynamic and personalized experience of the story journey.

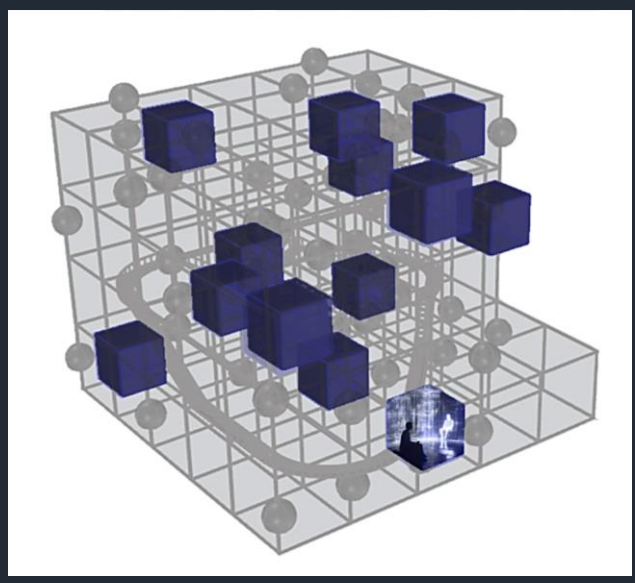


7- Serenity Lounge

After the attraction experience, guests enter a calm space with relaxation options like soft music, especially beneficial for those deeply affected emotionally by the experience. Here, they can unwind, share their feelings with a counselor, and receive emotional support.

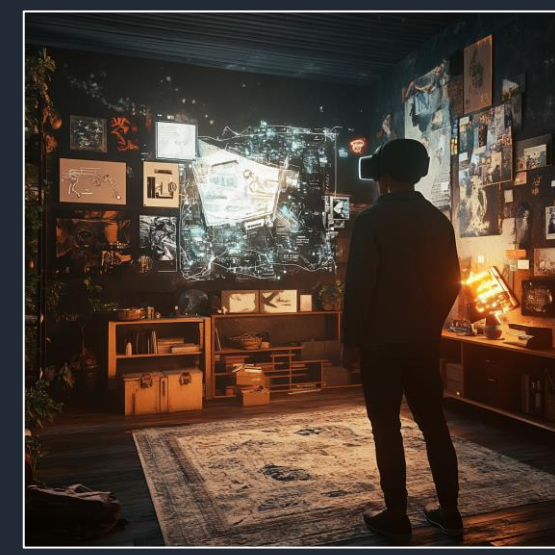
8- Return to the Lobby and Exit

After the attraction experience ends, guests return to the main lobby of the park. This lobby features souvenir shops where guests can purchase items, photos and movie related to their experience, dining and beverage areas, and a social area for interacting with other guests and sharing their unique experiences. Additionally, gallery screens are scattered throughout the lobby, displaying live stories of the experiences that guests have had.



VR Rooms

Different Types of VR Rooms



Type 1 VR Room:
Imagination Room

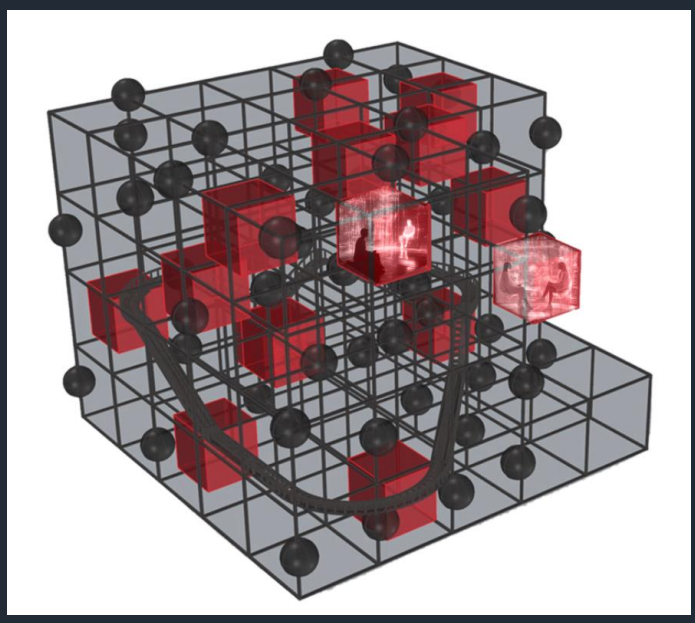
In this room, guests can create or modify various elements of the story using their imagination. This space allows them to design environments, characters, and even plot events according to their preferences. The more they use their creativity, the more complex and unique their story world becomes. This room enables guests to craft their narrative in a way that exists only in their minds, offering a completely personal and imaginative storytelling experience.

Type 2 VR Room:
Story Creator Room

VR Story-Creator offers a fully immersive experience where guests dive into personalized stories. The room features dynamic environments that change in real-time, allowing guests to explore different story settings. Using VR technology, guests interact with characters and objects, making decisions that shape the narrative. Advanced sensory effects like lighting and sound enhance the realism, while the story evolves based on the guests' actions, leading them through a captivating, personalized adventure.

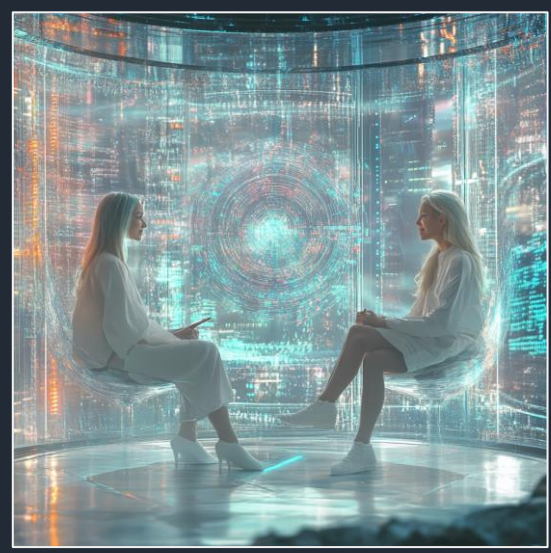
Type 3 VR Room:
Adventure Room

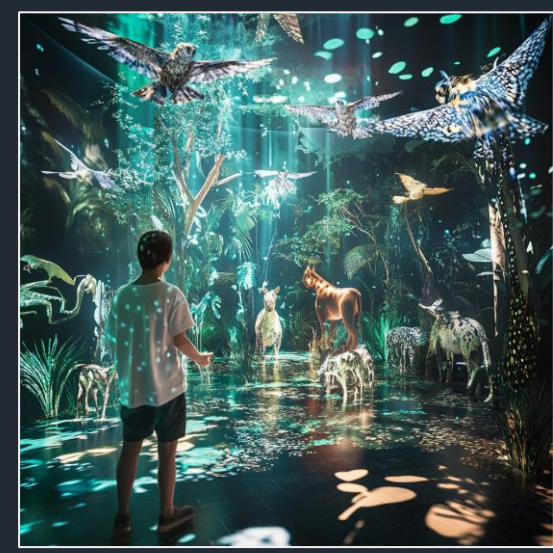
VR Adventure Room is a virtual escape room where guests solve puzzles within an engaging story. Using VR technology, they navigate and interact with various environments, search for clues, and decode mysteries. The room features 360-dgree interactively with immersive lighting and sound, and as guests progress, the story evolves with new challenges and discoveries.



Holographic Rooms

Different Types of Holographic Rooms





Type 1 Holographic Room: Prophecy Sphere Room

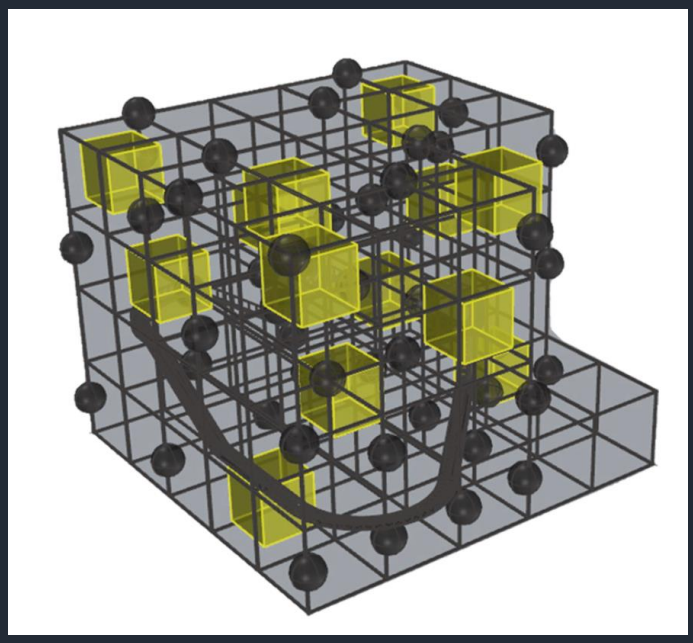
In this room, guests enter an environment filled with floating, interactive holographic orbs. Each orb contains a unique glimpse into potential futures or alternate outcomes based on the guests' choices through the story. As guests interact with these orbs, they receive visual and narrative projections of how different decisions could have influenced their journey. This immersive space combines the allure of prophecy with a dynamic exploration of possible story paths.

Type 2 Holographic Room: Parallel Self Encounter Room

In tis room, guests meet a holographic version of themselves from an alternate reality within the same story. As the final stage of their journey, they engage in a meaningful conversation with this parallel self, exploring different aspects of their identity and reflecting on their choices. The room offers immersive visuals and dynamic dialogue, providing a profound and introspective conclusion to their adventure.

Type 3 Holographic Room: HoloRealm

In this room, guests experience an interactive segment of the story entirely through holograms, engaging with the environment and characters to advance the narrative. Everything in this room is created using holography.



Screen Rooms

Different Types of Screen Rooms

Type 1 Screen Room:
Guidance Encounter Room

In this room, guests watch a personalized video featuring advice and conversations from a significant person in their real life. This individual could be someone from the past, a lost love, or a current important person. The Video is tailored based on information the guest provided earlier, allowing them to connect with this virtual character and relive emotional memories and reflections.

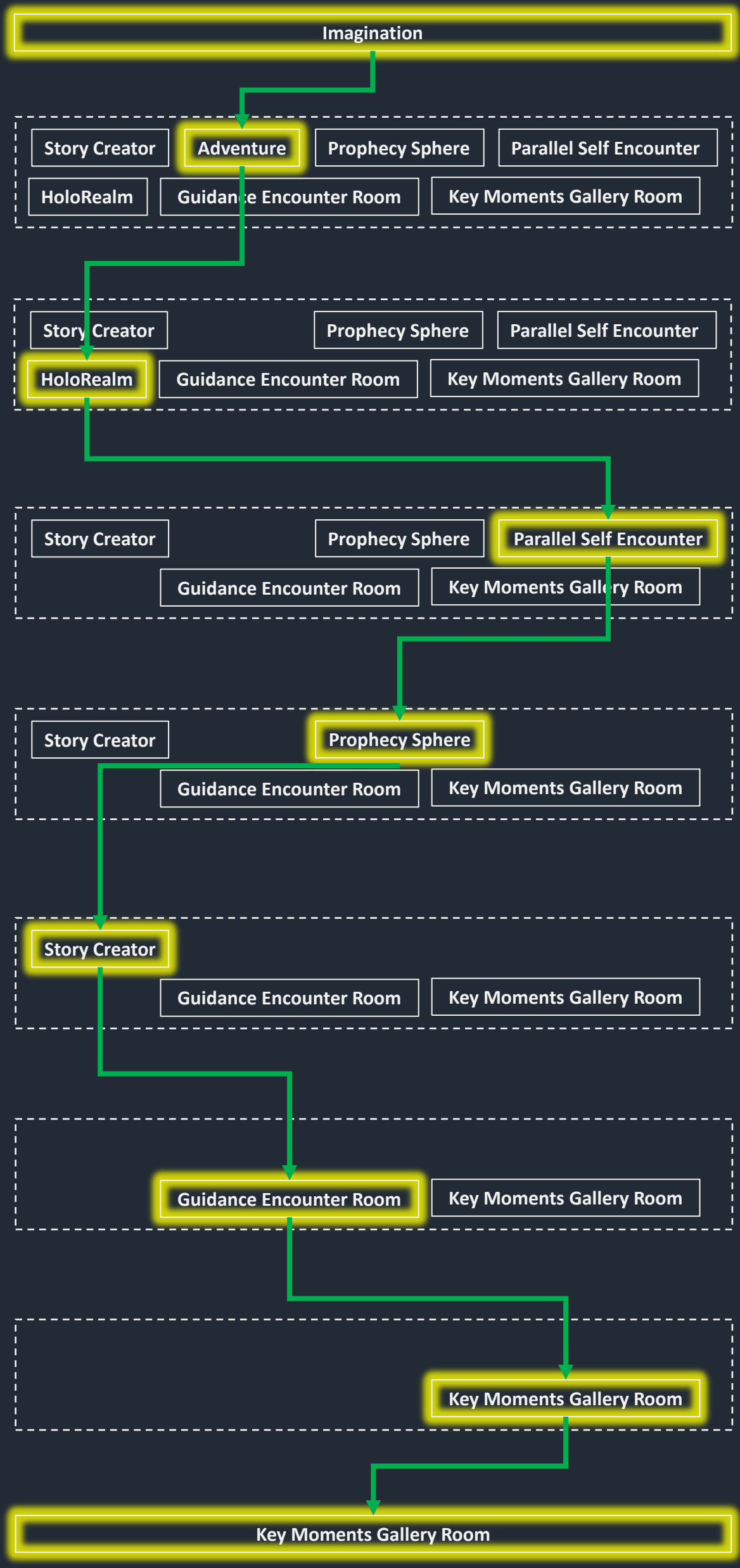
Type 2 Screen Room:
Key Moments Gallery Room

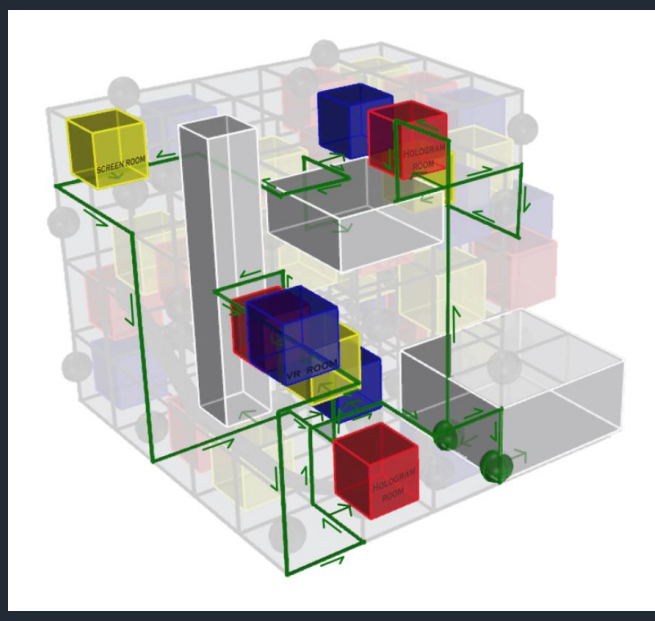
In this room, guests explore a series of screens and monitors displaying pivotal moments from the story. Each screen is paired with interactive mirrors. Guests can stand in front of these mirrors to see themselves within the different scenes shown on the screens. This setup allows guests to engage with and influence key scenes from various perspectives, providing a personalized and immersive exploration of the story.

Type 3 Screen Room:
My Story Room

In this room, guests view a personalized film of their adventure on large screens. The film highlight key moments from their journey and explores alternate scenarios or outcomes based on their choices. Providing a memorable and immersive conclusion to their journey.

A Sample Journey Diagram





Calculating Possible Destinies' Paths:

If there are 9 rooms in total for the experience, with the first and last rooms being fixed, but the 7 middle rooms can appear in any order, the total number of possible sequences is **5040**

This is calculated by finding the factorial of 7 (7!), which indicates that **the 7 rooms can be arranged in 5040 different ways just in one play!**

The total game estimated duration:

In rooms: 90 minutes
Boarding and exiting: 16 minutes
Elevator Travel: 24 minutes

Total estimated time: **about 2 hours**

Total Space:

4500 square meters
12 Elevators and 63 Rooms

Optional Add-On Attractions for Enhanced Experiences

Additionally, it is possible to integrate other amusement attractions with this experience, such as roller coaster or mirror maze, which can be incorporated into the storyline to enhance the overall experience.

Group Experience of the attraction

This attraction is designed to offer a flexible experience for both individual and group preferences. Guests can either embark on a personal journey, living out their unique story, or participate in group adventures where friends, families, or teams navigate a shared narrative together. Their collective choices and actions shape the outcome of the story. Whether seeking solo exploration or a collaborative journey, this attraction adapts to create an engaging and memorable experience for everyone.

Scalability and Adaptability in size and form:

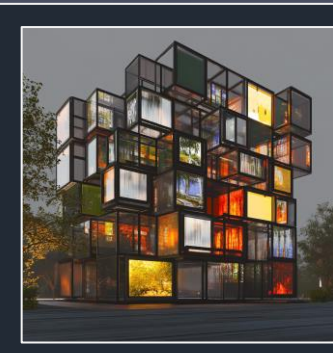
The park's concept design allow it to be customized in size, dimensions, height and even form to fit different land areas and needs. It offers flexibility in the number and size of rooms, elevators, and attractions, and can be adjusted based on specific goals and participant numbers. This approach ensures adaptability to various requirements and objectives.

Scalability and Adaptability in park experience:

The game experience can scale from a simple room with a single screen that plays a personalized film based on guest information and requests, to a huge building featuring a variety of traditional attractions, accommodating thousands of story paths and guests.

Scalability and Adaptability in park operation:

The park adjusts to visitor volume by increasing game rooms and elevator capacity on busy days, and reducing experience durations. On quieter days, it allocates more time too each experience and reduces capacity.
AI-driven scheduling optimize these adjustments, enhancing efficiency and maintaining high-quality guest experiences while boosting revenue.



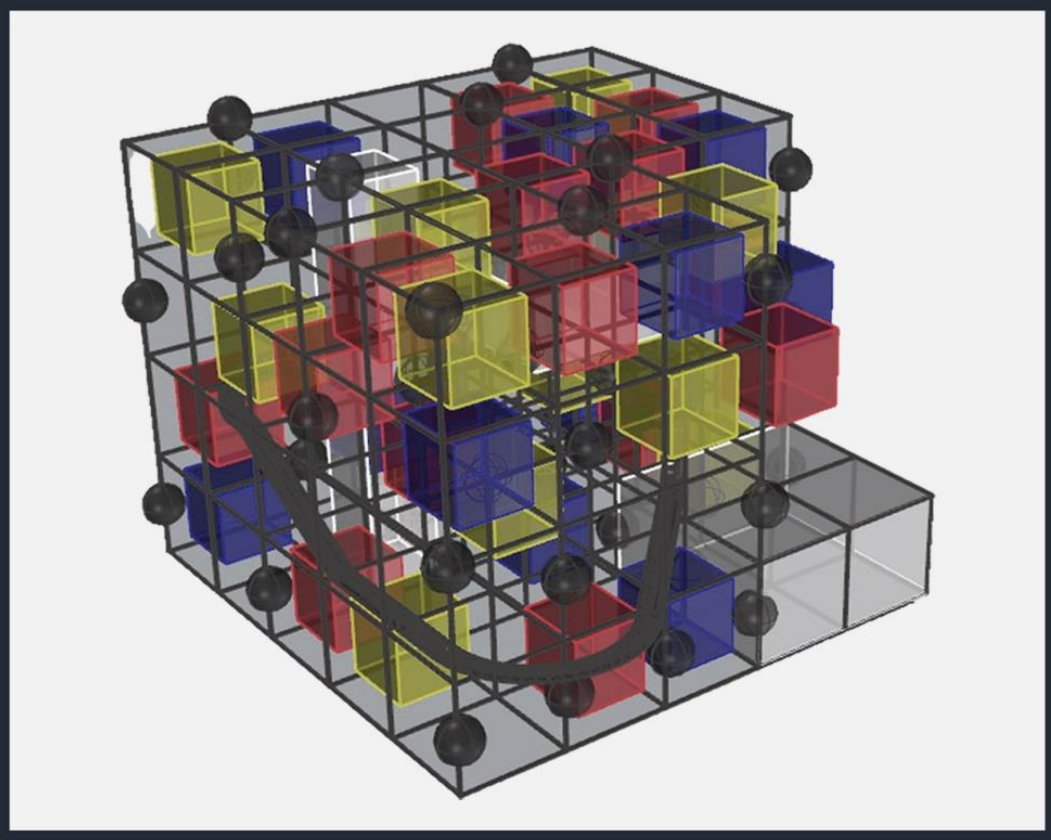
Scalability and Adaptability in purpose and objective of the experience:

The park offers high scalability in terms of the goals and experiences it provides.
For example, a teacher can bring students for an educational experience about the human body, blending learning with fun.
A man could create a custom experience to propose to his girlfriend, leading to a memorable moment.
Someone seeking excitement might enter a fantasy world of dinosaurs.
The park also allows for deeper, emotional experiences like revisiting an alternate life path, or a person who has lost a loved one can meet them again as a character in the game.
This flexibility makes the park adaptable to diverse needs and experiences.

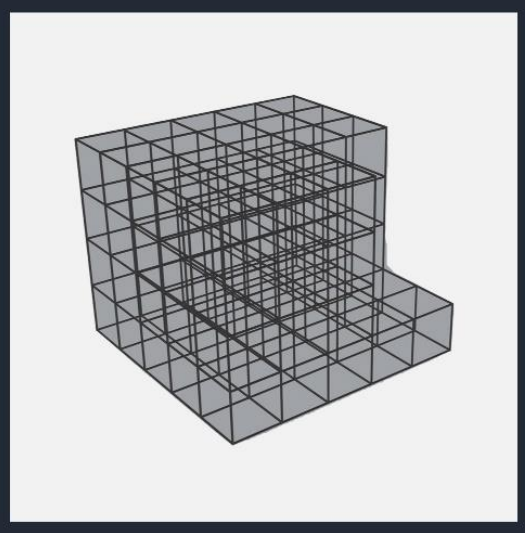
Human Body Exploring

Love Story

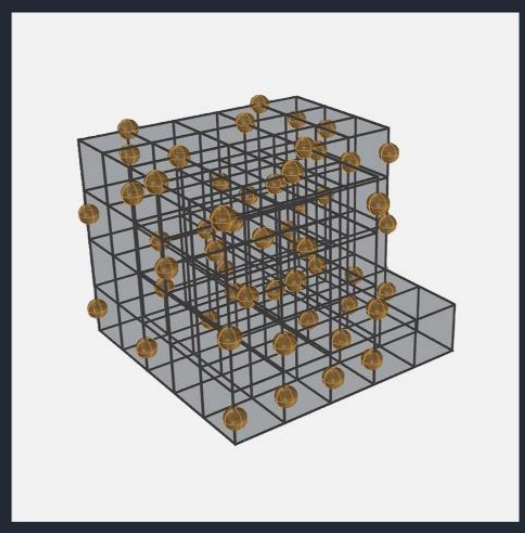
Building Structure and Form Diagrams



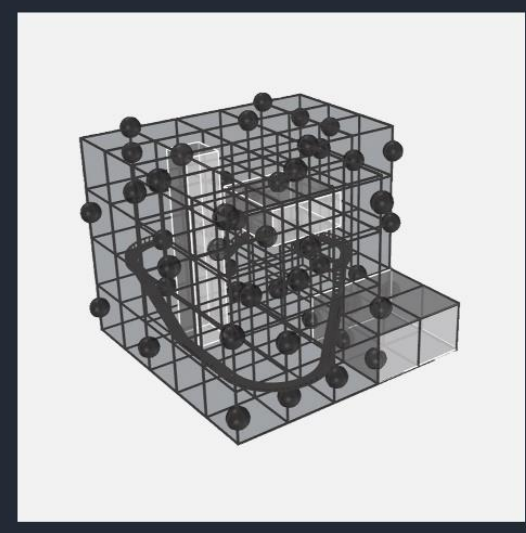
Overall, the building in question features a modular matrix network where elevators move along linear axes in three dimensions. Between the empty spaces of these axes, rooms are arranged, which are categorized into three different types



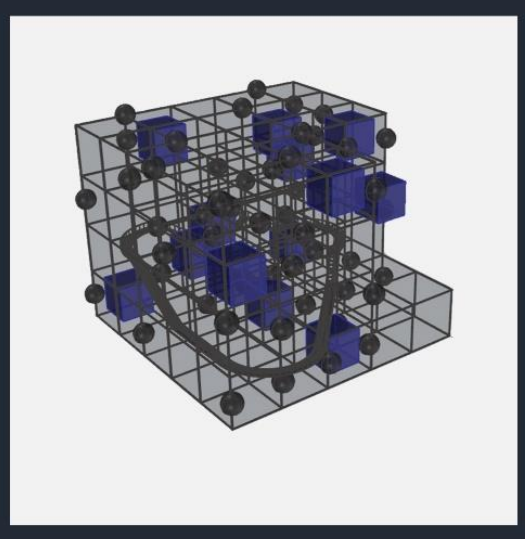
Matrix modular network structure



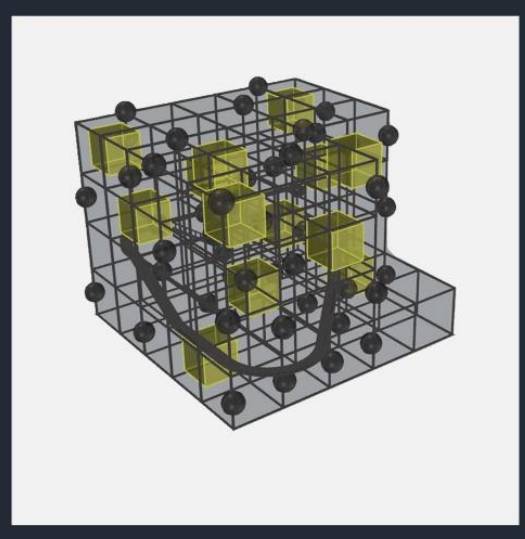
Elevator movement in 3D horizontal and vertical axes in modular matrixes



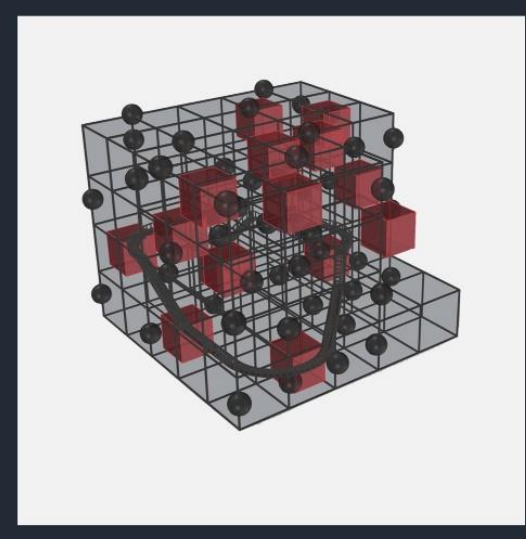
Placement of lobby spots, mirror maze, wind tunnel, and roller coaster



Placement of VR room modules



Placement of screen room modules



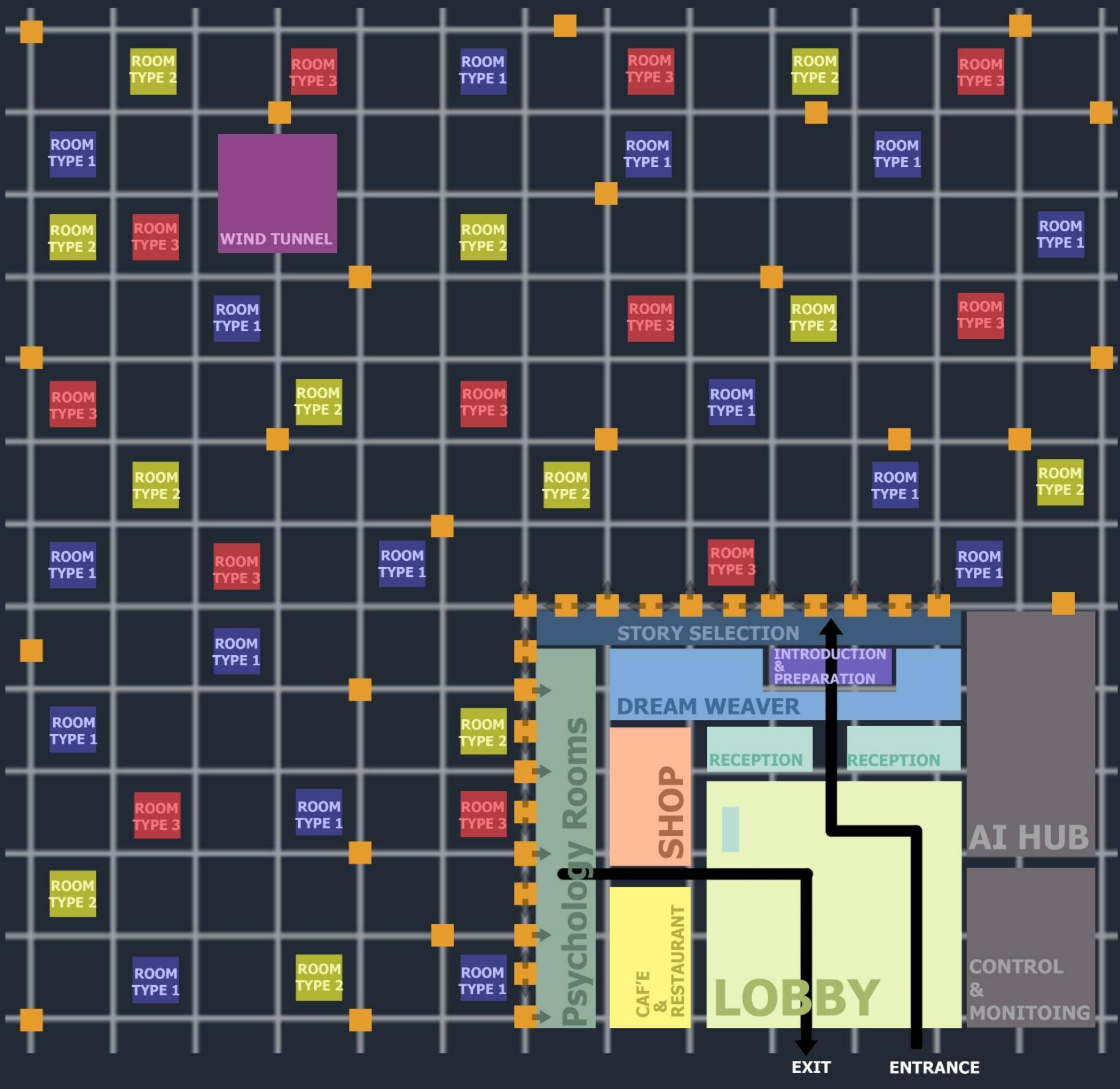
placement of hologram room modules

Physical and architectural space

Lobby
Reception
Dream Weaver
Introduction and Preparation Area
Transportation System and Moving Experience
ELEVATORS

Parallel World Experience Areas: Rooms in three types
ROOM TYPE 1 VR ROOMS
ROOM TYPE 2 SCREENS ROOMS
ROOM TYPE 3 HOLOGRAM ROOMS

Additional attractions: Mirror Maze with Augmented Reality-Roller Coaster- Wind Tunnel
Management and Technical Support Area: Control & Monitoring Room-Server Room-Technical &Repair Room
Themed Café and Restaurant
Shop



The benefits of modular building

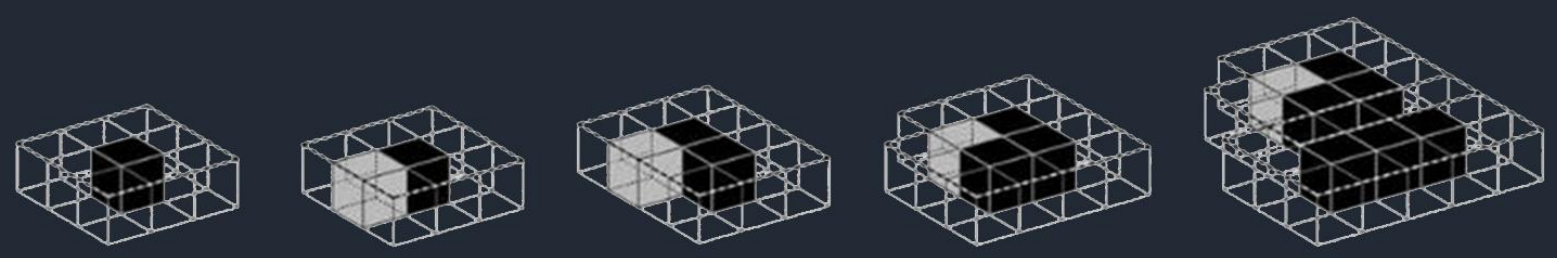
High construction speed: In this type of building, different sections are prefabricated in a factory and then transported to the project site. This method reduces construction time, as various stages of building can be executed simultaneously and more efficiently

Cost reduction: Using prefabricated components in a controlled factory environment helps lower costs. This reduction is due to decreased material waste, increased productivity, and reduced construction time on-site

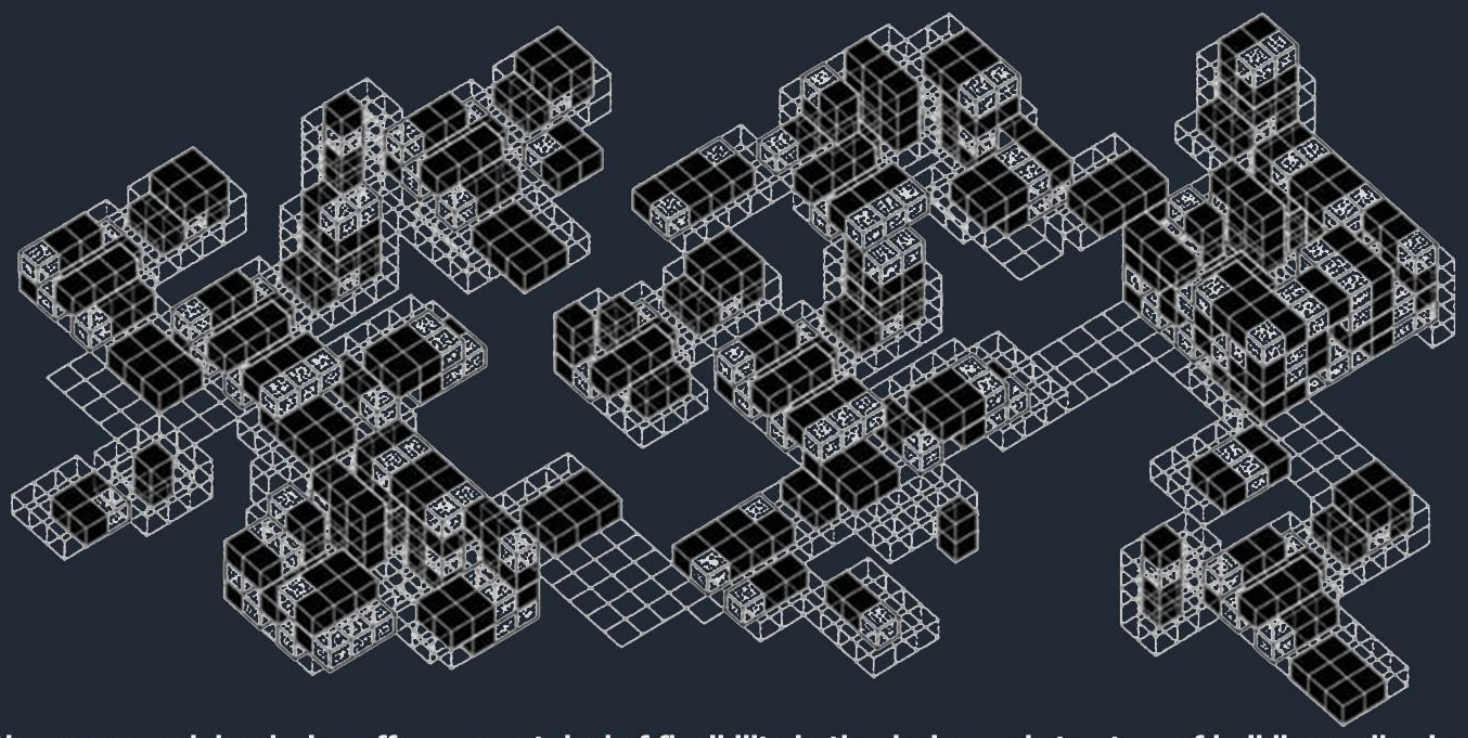
Environmentally friendly: Modular design can help reduce energy consumption and raw material usage while minimizing construction waste. It also allows for the use of more sustainable and environmentally-friendly materials

Flexibility in design: Modular buildings are easily adjustable and adaptable. This design type enables the addition or removal of modules and the repurposing of spaces, making the building more adaptable to future needs

These advantages show that modular building design can optimize construction time and cost, be more environmentally friendly, and provide greater flexibility for future changes and needs



Modular design, due to its flexibility and scalability, is suitable for various projects, from small to large. This method offers a fixed framework that can be adjusted and replicated for different sizes and types of projects. For example, a small module (like a small gaming room) can be used on a smaller scale and the same module can be expanded on a larger scale (such as a theme park building). This capability allows modular design to scale according to the available urban space and adapt to different environments



Furthermore, modular design offers a great deal of flexibility in the design and structure of buildings, allowing for diversity in building shape, density, the creation of open and closed spaces , and adaptability to the specific conditions of each projec

Overall, modular design provides a unique flexibility that can assist in designing more complex and innovative buildings and projects, while simultaneously adapting to various environmental and urban needs

Elevators' Structure and Movement System

The magnetic system operates in such a way that the cabins move smoothly and automatically without the need for cables. Magnetic rails are installed along the shafts, and they use magnetic force to move the cabins. These rails consist of permanent magnets or electromagnets, which create a magnetic field by passing an electric current through coils, thereby driving the cabins

Elevators that can simultaneously move horizontally and vertically, like the one depicted in your image, are currently in development. A prominent example of this type is the "MULTI" elevator system, developed by ThyssenKrupp

Unlike traditional elevators that are restricted to vertical movement within a shaft, the MULTI system uses a cable-free linear motor technology (similar to what is used in Maglev trains) to enable elevator cabins to move both horizontally and vertically. This technology allows multiple elevators to operate continuously, optimizing the use of space within buildings

The MULTI system is designed for multiple cabins to move in a loop, similar to a metro system, reducing waiting times and increasing transportation capacity in tall buildings. It eliminates the need for long elevator shafts and contributes to more flexible designs and more efficient use of building space (up to 25% more). These elevators use electromagnetic propulsion to move the cabins and can provide a new elevator every 15 to 30 seconds, significantly reducing wait times

The MULTI elevator has been tested by ThyssenKrupp at their innovation tower in Rottweil, Germany, and is planned to be implemented in new building projects such as the East Tower in Berlin. While this technology is still in its early stages, it represents a significant advancement in elevator design and building architecture