

Storyland

DESIGN CHALLENGE



The Shops at Earth-B

Project Team:

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THE SHOPS AT EARTH B: EXAMPLE CLUE LIST

SCENE 3: ATRIUM A

- **Clue 1**

Physical Description: Newspapers cover the entirety of the wall that boards up the store. Headlines say, "THE POINT OF NO RETURN," "IS THIS THE END?" "IT'S TOO LATE experts say."

Location: Along the Tanks & Terrariums store wall directly left of the Hatch exit/entrance

Action: Read the headlines

Outcome: N/A

Takeaway: Guests know something fatal happened to Earth B humans

SCENE 4: SCIENCE EMPORIUM

- **Clue 1**

- Physical Description:
- 1) 5” refractor telescope mounted to the floor and locked in position
 - 2) 1:50 scale model of the Hubble Telescope. Attached to the sides is shining, silver goo. A small arrow-shaped sign to it. In 14 pt font it says: “Seregonium™. Discovered on the Hubble Telescope in 1993 during a NASA maintenance mission to repair the telescope.”
- Location:
- 1) Telescope is located near the right wall upon entrance
 - 2) Hubble Telescope model + interpretive sign hangs from the ceiling in the far right corner of the room
- Action:
- 1) Find the telescope
 - 2) Look inside the telescope (adjust as needed)
 - 3) Read the interpretive sign
- Outcome: N/A
- Takeaway: Guests learn about the diverging event in Earth B’s history and a new element that was found

SCENE 4: SCIENCE EMPORIUM

- **Clue 2**

Physical Description: 1) Planetarium projector mounted to the floor with large red button on the side that says, "PUSH ME"
 2) Circular convex screen on the ceiling

Location: 1) Projector is in the center of the room
 2) The screen is located directly above the projector on the ceiling in the center of the room

Action: 1) Find the projector
 2) Push the red button

Outcome: When the red button is pushed, the projector displays a 30-second educational video about dark holes and dark matter onto the above screen. The narrator states, "Not much is known about dark matter other than that it is extremely volatile." A bright red ticker along the bottom of the video says, "Information may be out of date."

Takeaway: Guests learn that dark matter is dangerous

SCENE 4: SCIENCE EMPORIUM

- **Clue 3**

Physical Description: Globax employee (actor) is lifting items around the room looking beneath or inside them

Location: Rotating around the room

Action: Ask the employee what they are doing

Outcome:

- 1) The Globax employee tells them that Globax has recorded high levels of energy here and is looking for potential sources so they can harness it.
- 2) A lightbulb overhead makes a loud popping sound and then goes out (triggered by actor)
- 3) The employee comments that the energy seems to be not entirely stable, but they're confident that their team of scientists can stabilize it

Takeaway: Guests learn that Globax is interested in finding and harnessing the energy source that Earth B utilized and that it is not stable

SCENE 5: CARTRIDGES

- **Clue 1**

Physical Description: Video game cartridges (some look like XBOX, PSP, SEGA, Nintendo Switch) with labels on the backside, lower right corner that read: "Cartridge powered with the Seregonium™ Chip."

Location: In video game stands along the walls

Action: Find and read the cartridges

Outcome: N/A

Takeaway: Guests learn that Seregonium was used in Earth B's video games

SCENE 5: CARTRIDGES

- **Clue 2**

Physical Description: Video game console display boxes that say: “Incredible graphics powered by the Seregonium™ Processor inside each console!”

Location: Affixed to the left side wall

Action: Find and read the cartridges

Outcome: N/A

Takeaway: Guests learn that Seregonium was used in Earth B’s video game consoles

SCENE 5: CARTRIDGES

- **Clue 3**

- Physical Description: Globax employee (actor) is scanning video game consoles, cartridges, and accessories with a wand that beeps loudly periodically. When this happens, they take the device apart (or try to) and put a piece from it aside in a pile.
- Location: Standing behind the glass counter by the register
- Action: A) Watch the employee
B) Ask them what they are doing / why is the wand beeping.
C) Ask them what is Seregonium
- Outcome: B) The employee will say that they are trying to find the Seregonium for research
C) The employee will tell them Seregonium looks like some sort of energy the Earth B humans were using and to look around the room for more information about it
- Takeaway: Guests learn that Globax is harvesting Seregonium and C) that Seregonium was Earth B's energy source

SCENE 6: AMBROSIA FOOD COURT

- **Clue 1**

Physical Description:	Globax employee (actor) has lined up multiple rows of electronics (e.g., registers, computers, coffee makers) along the floor. He holds something that glows blue in one hand and a clipboard in another. He points the glowing object towards the items on the floor and moves back and forth, left and right. Certain objects rumble and let out a loud whining noise when he gets close, and then he steps back and jots a note down in his notepad.
Location:	In the center of the food court
Action:	A) Watch the actor B) Ask them what they are doing
Outcome:	B) The employee will tell them that they're trying to test how powerful the Seregonium is
Takeaway:	Guests will learn that Globax is trying to figure out how powerful Seregonium is and harness its power

SCENE 7: SMELLS LIKE TEEN CLOTHING

- **Clue 1**

- Physical Description:
- 1) TV remote with the power and fast forward buttons almost completely worn out. A piece of duct tape is pasted above the control with the words "MANAGEMENT ONLY" written over it in black marker
 - 2) 10 flat screen TVs
- Location:
- 1) The TV remote is affixed to the back wall
 - 2) 4 TVs are mounted on the left wall; 4 on the right wall; one on the back; and one on the front
- Action:
- 1) Push the power button
 - 2) Push the fast forward button
 - 3) Push the fast forward button again
- Outcome:
- 1) The TV turns on and displays a teen reality show called "Gettin' Wild and Real." On it, a college-aged man is drinking beer, swaying, and yelling at the camera, "If we're all gonna die, then so should they!" and the camera pans to a burning building with a Globax logo that is different from the one we've seen.
 - 2) A different clip appears, this one of a group of teenagers on the beach. The camera pans back and forth between them, as they say things like, "F*ck corporations!" and "People over profits, man!"
 - 3) Another clip appears, revealing the same house mates frantically packing suitcases and running down the streets with a wave of others, talking about going to a shelter
- Takeaway:
- Guests learn that a corporation (Globax, if they notice the logo) was responsible for the death of Earth B humans

SCENE 8: AR-K-O ARCADE

- **Clue 1**

Physical Description:	A 1990s change machine. "HOLD RETURN 4 10 SEC 4 FREE ¢" is carved into the side.
Location:	Located on the left (north) wall between the "Todd the Possum: and "Super Mutant Samurai Salamanders" games
Action:	Hold the 'Return' button for 10 seconds
Outcome:	Machine releases four (4) tokens into the change cup
Takeaway:	Guests can play available video games

SCENE 8: AR-K-O ARCADE

- **Clue 2**

Physical Description:	1) SEGA “Tails” video game console with its screen blinking: “ENTER CODE.” 2) ↑ ↑ ↓ ↓ ← → ← → B A painted with neon paint on the carpet, lit up by the black light
Location:	1) In the back of the store against the east wall 2) On the carpet, painted in a semi-circle around the console
Action:	Push the buttons on the console in the sequence painted on the ground
Outcome:	The console slides to the slide, revealing a hidden pathway
Takeaway:	N/A

SCENE 9: PROJECTOR ROOM

- **Clue 1**

Physical Description:	<ol style="list-style-type: none">1) Blinking red button2) Movie projector3) Movie screen
Location:	<ol style="list-style-type: none">1) On the projector dash2) On the projector dash3) In the adjacent movie theater
Action:	Push the button
Outcome:	The projector turns on and Ashley appears over a commercial, explaining how Earth B was destroyed and the guests new task: find and turn off the S-Tower generator
Takeaway:	Guests know what happened to Earth B and what they must do to save our dimension

SCENE 13: ATRIUM C

- **Clue 1**

Physical Description: Mall directory of first and second floors (see floorplans). On the Radio Shanty store block is a red 'S' inside a circle. The map key indicates it is the "S-Tower."

Location: Left of the escalators

Action: Read the floorplan

Outcome: Learn the location of the S-Tower

Takeaway: N/A

SCENE 14: MALL INFORMATION/OFFICES

- **Clue 1**

- Physical Description:
- 1) A display of three boxes on the wall, gift wrapped and various sizes.
 - 2) A sign indicating the price of each gift wrapped box display. The prices are crossed out with the words, "SALE: All sizes \$2.01" written over them.
 - 3) Three-digit code electronic lock
- Location:
- 1) Affixed to the back wall
 - 2) Underneath the display
 - 3) On the door in the back of the room
- Action:
- 1) View the display
 - 2) Note the sale price
 - 3) Enter the code 201 into the lock
- Outcome: Opens the door to the mall offices
- Takeaway: N/A

SCENE 14: MALL INFORMATION/OFFICES

- **Clue 2**

Physical Description: News clippings mentioning Pompeii Plaza will become the first shopping mall fully powered by seregonium

Location: On right corner of the bulletin board

Action: Read the clippings

Outcome: N/A

Takeaway: Guests learn that this mall was the first to become fully powered by seregonium

SCENE 14: MALL INFORMATION/OFFICES

- **Clue 3**

Physical Description: Eight memos on mall letterhead dating from 1995 to 1997 addressing employee complaints about headaches, nausea, stomach cramping, severe fatigue, and loss of vision. Mall management blames it on abnormally high pollen count and low air pressure in each.

Location: On left corner of the bulletin board

Action: Read the memos

Outcome: N/A

Takeaway: Guests learn that the mall waved away employee health concerns

SCENE 14: MALL INFORMATION/OFFICES

- **Clue 4**

- Physical Description:
- 1) A plaque of the Pompeii Plaza Employee of the Month award from August 1997 given to Ashley Templeton
 - 2) A six-digit code electronic lock
- Location:
- 1) Next to the bulletin board
 - 2) On the door marked BOUNDARIES in the back
- Action:
- 1) Read the plaque
 - 2) Type in ASHLEY
- Outcome:
- 1) N/A
 - 2) The door opens to Boundaries
- Takeaway:
- 1) Guests learn that Ashley infiltrated the mall management by becoming employee of the month
 - 2) N/A

SCENE 14: MALL INFORMATION/OFFICES

- **Clue 5**

Physical Description: Ten folders marked “EMPLOYEE DEATHS” June 1995 thru August 1997 with 20 papers each inside, containing an email exchange between mall management and a Globax employee. In the emails, the Globax employee is thanking mall management for bringing these occurrences to their attention and accepting their gift of a new addition to the mall for their secrecy.

Location: In the file cabinet left of the desk

Action: Read the files

Outcome: N/A

Takeaway: Guests learn that Globax paid the mall to cover up the employee deaths

SCENE 15: BOUNDARIES

- **Clue 1**

- Physical Description:
- 1) A display for the e-book tablet, Kindling.
 - 2) A sign that says, "For better reception and a longer lasting battery, increase proximity to an S-Tower.™ Our mall's S-Tower™ is located in the Radio Shanty.
- Location:
- 1) On the left side of the information desk between the book and magazine sections
 - 2) Next to the tablet
- Action:
- 1) Click through the pages
 - 2) Read the sign
- Outcome:
- 1) Guests read how the Seregnonium is harnessed and controlled, where the S-Towers can be used, and the operational buttons
 - 2) N/A
- Takeaway:
- 3) Guests learn about the S-Tower and how to shut it down
 - 4) Guests learn that they are close to the S-Tower