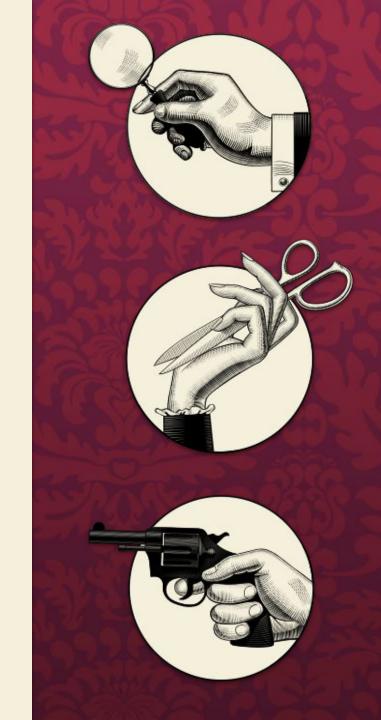




You have been invited to see the esteemed Detective Evelyn Wallace speak at **Conway College**, but when the lights suddenly go out in the middle of her speech, all hell breaks loose. Guns are fired, backs are stabbed, and valuables stolen. Many mysteries need to be solved, and Detective Wallace needs YOUR help.





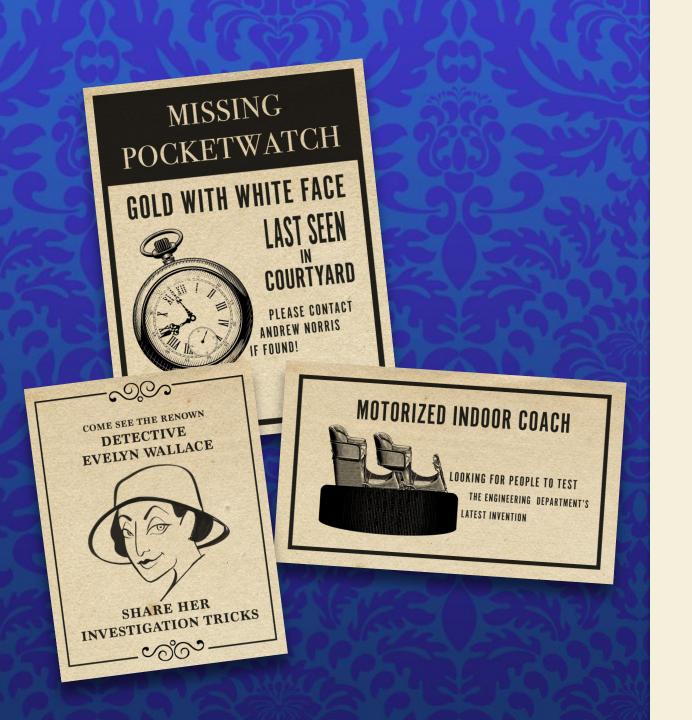
The Curious Cases of Conway College is a

first-of-its-kind interactive puzzle /scavenger hunt ride where guests get to experience the thrill of solving a crime. Upon boarding their vehicles, guests are tasked with solving one of the crimes that have been committed at the college by looking for clues hidden throughout the ride.

Using modular design, ride elements can be modified and rearranged, allowing the mysteries to constantly change, giving guests new exciting stories to experience each ride through.









After passing through the imposing archway of the campus entrance, guests weave their way through the main courtyard towards the school's grand lecture hall, where the great detective and resident professor of criminology will speak. A notice board is covered with flyers for missing items, event posters, and an ad for the engineering department's new motorized indoor coach. Guests can sharpen their observation skills by looking out for the missing items hidden throughout the queue.

In the foyer, guests peruse displays detailing the college's history and learn about the various professors while continuing to hone their investigative skills.



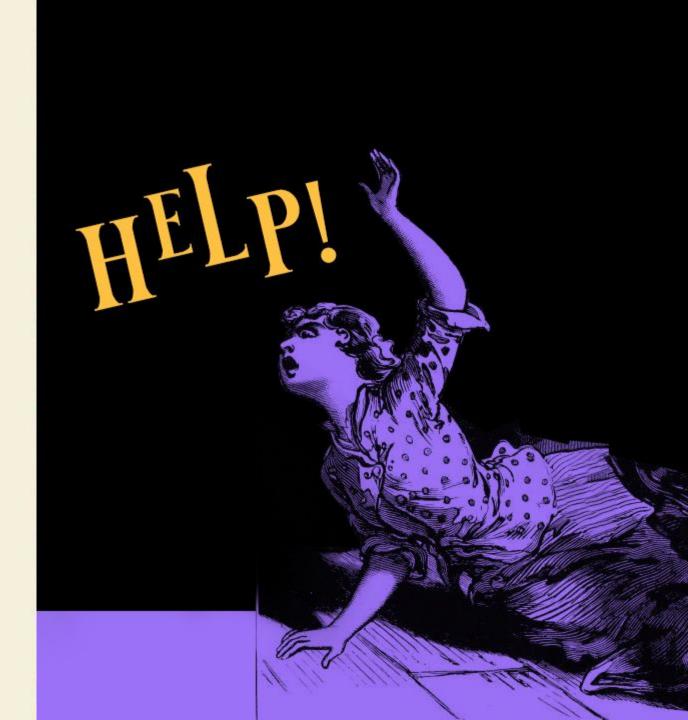
Once guests have taken their places in the grand lecture hall, Detective Wallace begins explaining how to look for clues and assess evidence when solving a crime. Just as she is about to finish her speech, the lights go out.

CRASH! SCREAM! BANG! HELP!

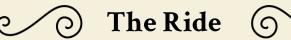
When the lights come back on, Detective Wallace is trapped under a fallen chandelier that has clearly been tampered with.

"Go find out what happened! Look for any evidence you can use. Don't worry about me. I need your help to solve this!"

Wallace shouts just before guests exit the hall.







Guests clamber into Engineering Professor Franz Strom's motorized coaches and set forth into the rest of the college. As soon as they enter the main hallway, one of the professors appears, asking for help. Is it...

Art Professor Airelle Ruse asking guests to solve "The Mystery of The Burned Painting?"

Paleontologist Li Zhiming looking for the culprit of "The Vanished Velociraptor Skeleton?""

Scientist Alejandra Bravo, who needs help investigating "The Calamity in the Chemistry lab?"

or is it one of the many other professors of Conway College? Guests are asked to solve one of these crimes by working with each other to look for clues. As the coaches move through the various classrooms, labs, and professor's offices, Guests work with each other to unmask the perpetrator.

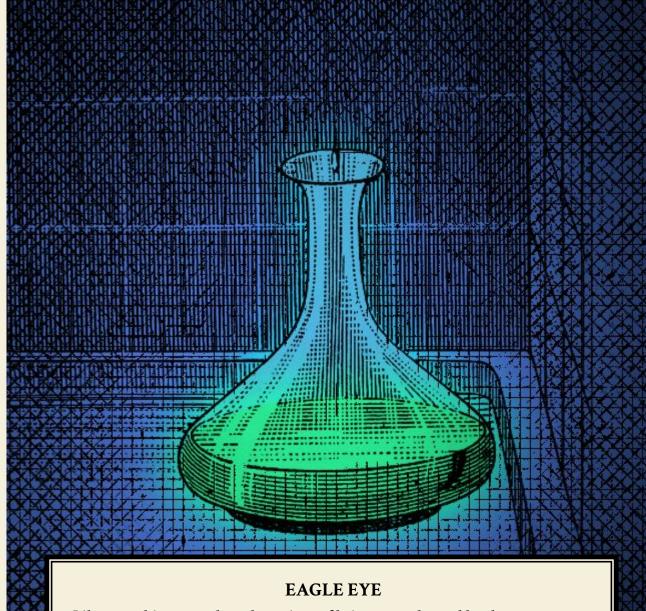


Finding evidence isn't easy, but luckily after learning
Detective Wallace's Eagle Eye technique, guests can find
clues hidden in the cluttered rooms.

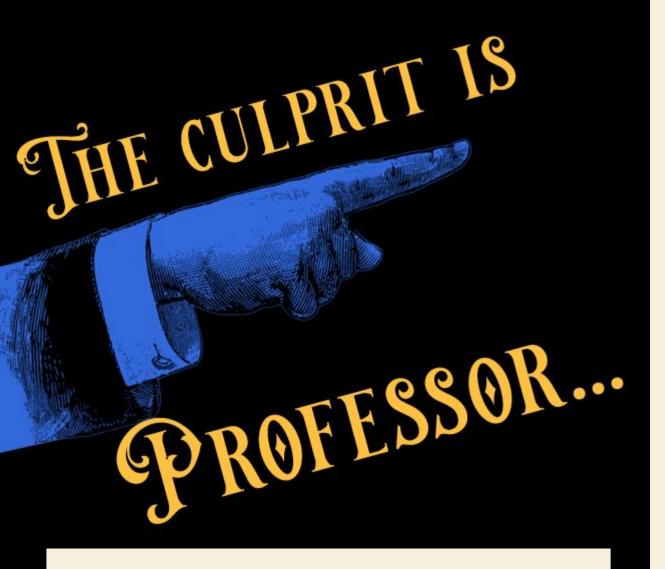
Could that jar of acid be what destroyed the painting?

But visual clues aren't the only thing that will help guests find the culprit. Some inhabitants of the college will tell the guests important information, while other conversations require eavesdropping.

"I caught Professor Zhiming rummaging around my dhemistry equipment the other day. I told the bonehead to quit touching my beakers and get back to his dinosaurs!" Science Professor Alejandra Bravo can be overheard saying.



Like a smoking gun, clues show signs of being recently used by the perpetrator. A projection-mapped glow also helps draw the eye to them. The glow intensity can be increased or decreased depending on guest's skill level.



GESTURE AND VOICE RECOGNITION

Using AI, the ride watches gestures and listens to guests to understand who the guests think is the criminal, giving guests the unique experience of being able to communicate with an animatronic.



After collecting evidence, guests hear Evelyn Wallace calling from down a hallway...

"Have you figured out who the culprit is? Decide with each other and meet me here!"

Guests travel down the hall toward her voice and enter a study where Wallace is seated with her leg elevated on a footrest, surrounded by portraits of the professors.

"Quick, I need to know who it is. I have all the suspects trapped in the next room, but they might get out soon!

Point at the correct portrait or tell me their name!"

If guests guess in time, the door to the next room will swing open, and a deputy will be cuffing the suspect. If they can't agree or don't guess in time, the deputy will announce that the suspects have gotten away.



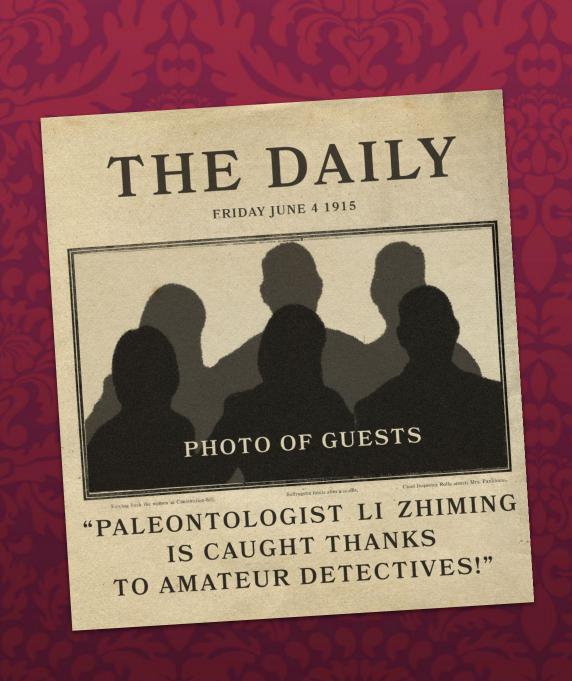
The mechanical coach whisks the guests out of the study onto a street. Just before guests disembark, a newspaper boy surrounded by papers calls out the top headline.

"Paleontologist Li Zhiming is caught thanks to amateur detectives!"

"Amateur detectives accuse the wrong man, allowing the perpetrator to escape!"

"Amature detectives allow culprit behind the burned painting to get away!"

A photo of the guests in their ride vehicle appears on the newspapers just below the headline. After guests exit the vehicle, they are able to take pictures with the newspapers or download a digital copy.





Interlocking Mysteries

Conway College is a complex web of deceit. While the college and its inhabitants remain the same, the crime, victim, and perpetrator are constantly changing. But, unlike Clue, where the elements are random, each of the mysteries guests solve are deliberate and woven together. For the average guest, this improves re-rideability, but for fans, their understanding of the college deepens with each mystery solved. Could there be another level to the game?

Ally or Suspect?

In "The Case of the Burned Painting," the engineering professor Franz Strom might help guests discover who destroyed art professor Airelle Ruse's latest work, but in "The Case of Golden Knife" he is suspect number one.

Constantly Evolving

Although Conway College remains the setting for each mystery, the way guests experience the school changes. Both classic theme park design techniques and new methods will be used to make each mystery unique. Designing in the ability to evolve also allows the ride to never become outdated, giving the ride the ability to be both new and familiar to guests, extending the overall lifespan of the ride.

Lighting & Music

Lighting and music can change the mood of a scene from one mystery to the next. How objects are lit can also draw people's attention away from an inactive mystery's props towards the case at hand.

Hide/Reveal

Reveal a clue in a cabinet for one mystery, close the cabinet in the next. Doors, curtains, turntables, levers, and any number of solutions can hide and reveal physical props.

Movable Animatronics

Animatronics will be put on tracks or turntables to allow them to change locations. The same animatronic could appear in the science lab in one case and then be rotated into the adjoining art studio for another.

Screens / Projections

Projections and screens allow for an almost infinite amount of variability. A screen of a doorway could display a secret conversation in one case, a murder weapon in the next, or look closed shut.

Different Ride Paths

Using trackless ride vehicles, the order of scenes and the direction guests move through them is different for each mystery, giving guests a new perspective on the college with each ride through.

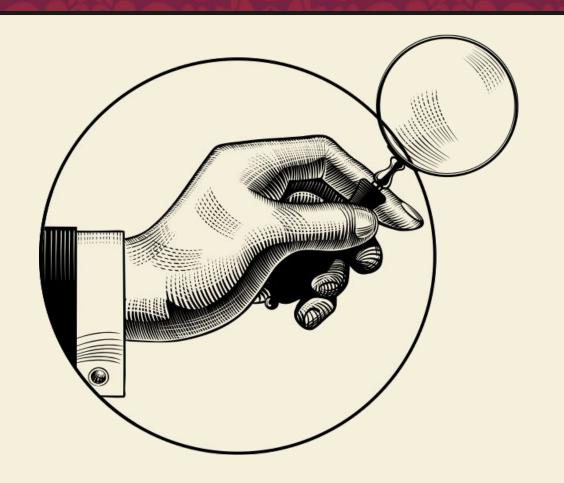
Rotation of Mysteries

The active mystery at the college will change on a day, month, or seasonal rotation. This will encourage guests to keep coming back year-round to experience as many mysteries as they can, along with limited holiday events.

Moodboards







Thank You

Designed for Storyland Studios Design Challenge 2021

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