

Work

1. Guests approach an O.R.C.A. themed member of the Archaeologist & Excavation Team standing amidst materials to assist them in their discoveries (maps, magnifying glasses, lanterns, picks) just outside the Rubble Rumble play area. Our Researcher informs the Guest that they are constantly working on uncovering the Atlantean history of the temple, that they could use extra hands, and asks for the Guest's help.
 - a. The Archaeologist explains that every piece they uncover contains a puzzle that takes 3-5 minutes to solve, and that they can stop and resume the quest at any time they need.
 - b. The Guest then can purchase the Atlantean RFID amulet (piece of hard plastic with one smooth edge that will be the magical interaction side), or show they're pre-purchased tickets.
 - i. *(While there will be many puzzles to uncover that can completed in any randomized order this document will now focus on an Ancient Coral Puzzle)*
 - c. The Archaeologist asks what language the Guest wants their quest to be in and programs the RFID amulet to tell the interactive puzzles & exhibits which language to speak to the Guests in.
 - i. Languages offered are American English, Latin Spanish, Metropolitan French, Mandarin Chinese, Japanese, and Brazilian Portuguese
 - d. The Archaeologist directs the Guest over the Ancient Coral display and tells the Guest to touch the flat edge of the amulet to the Atlantean symbol matching that on their amulet in order to begin uncovering the puzzle.
2. The display is nondescript, with some markings around the edges. The Guest taps their amulet to the symbol and a voice sounds. "Thousands of years ago, this coral was teeming with life and bright with color. Due to pollution of the sea, the temperature of the water rose and the Coral became bleached. Weakened, it eventually died, leaving behind this stone-seeming substance. Through uncovering this puzzle, you can see what this coral looked like eons ago."
 - a. The voice continues, "In order to begin the puzzle, tap the amulet to the symbol once more."
3. The Guest taps the symbol and before the voice continues, symbols further up, along the trim of the window are illuminated with colored light, making clear that this should be the Guest's focus.
 - a. Here the voice gives a piece of information about coral and then the Guest touches the according symbol based on which of the randomized directions given:
 - i. "Coral reefs are one of the original sources of medicine, in fact they are still used to treat numerous maladies just as they were thousands of years ago. In order to reveal the coral as it appeared before its destruction by pollution, touch the amulet to the carving of the medicine jar."
 - ii. "Coral reefs were the original source of jewelry, long before humans curated a liking to precious metals. In order to reveal the coral as it appeared before its destruction by pollution, touch the amulet to the carving of the necklace."
 - iii. "Symbiosis is when two or more species help each other to thrive, and with the ancient corals we see this in its bright colors, which it gets from the algae that lives within. In order to reveal the coral as it appeared before its destruction by pollution, touch the amulet to the carving of the algae."
4. The light on the symbols dissipates and music cue plays. The voice directs you to look at the ancient coral in the display.

- a. Suddenly, the reef illuminates with vibrant color; an effect to be achieved with projection mapping. The narration sounds, “Congratulations, you are now seeing how the Coral appeared before its destruction from coral bleaching. There is hope for all in our modern world, including yourself, to ensure this type of destruction does not happen again. Only then can we see majestic coral reefs like this before they are taken away forever.”
 - i. With the end of the narration, the reef reverts back to how it appeared, resembling stone.
 - b. The narration asks the Guest to move onto the next display; one of several within the pavilion with interactive elements.
5. If the Guest completes them all within a day they can return to the center of the pavilion and place the amulet to an Atlantean symbol that’s hidden in plain sight, along the base of the Mother Nature statue
 - a. The Guest taps the amulet to the symbol and the familiar music cue plays as the spirit inside the statue of Mother Nature awakens and invites a random sea life medley spectacular on the ceiling.
 - i. Example of spectacular: A humpback whale, surrounded by other animal life we have seen. We demonstrate the biodiversity with them moving around, akin to a dance
 - ii. The statue glows along with the music cue, and at its end it goes back to how it had been previously
6. Upon completion, Guests may return to the original Archaeologist’s area and in exchange for their helping O.R.C.A all members of the party are given a small Atlantean coin
 - a. This can be collected or exchanged if so desired at the quick service food location for one of a variety of sweet or salty snacks

1. Guest approaches a researcher standing amidst materials of excavation (maps, brushes, hammers, picks). Researcher informs you that while they're uncovering Atlantean history, they could always use extra hands and asks for your help.
 - a. Researcher explains this will take about 15-20 minutes, and if you want to do another task after this one you can.
 - b. Researcher gives you an Atlantean amulet (paper with RFID chip inside) that they've been using to discover Atlantean practices and information of the deep sea. Specifically how they've been living in harmony post-cataclysm.
 - i. *Just kidding they dead

[The following steps will be shuffled in order to make guests not get bored, and perhaps they don't do every step every time]

2. First you approach a researcher who's uncovering portions of Atlantis, and needs your help. There's too much to reveal and they only have so much time.
 - a. They give you a amulet (piece of paper with an RFID chip inside) that they say is the secret to uncovering mysteries of Atlantis. Upon handing it to you, they send you over to an exhibit on Starfish
3. As we find a stoney Starfish symbol on the side of an exhibit, we touch the amulet to it and an audio cue starts
 - a. Sea stars can grow everywhere on earth, and have some of the greatest variance of all life
 - i. Demonstrate brittle star, sunflower sea star, chocolate chip sea star
 - b. The atlanteans loved sea stars for they demonstrated cycles of rebirth and recovery, as the sea star could regenerate a limb after losing one
 - i. The lighting dips and a sea star regenerates a limb
 1. I'm thinking that we could perhaps do some gentle puzzling here wherein the guest taps a symbol related to the one star thats missing a limb, whereas the others are not (it could be different stars for different guests, shuffling experience and making it interesting for both repeatability as well as if a guest is waiting their turn behind who is doing it at the time)
 2. We would need three figures here, but luckily sea stars are very easy to do convincingly in comparison to other aquatic life
 - c. Congratulations! You've unlocked the power of the sea star. A voice tells asks you for your help with discovering the secret of the Hydrothermal vents.
4. As you approach the hydrothermal vent display it appears to be bare and static. The vent isn't currently pushing out any discernible bubbles.

- a. The voice informs the guests that for hundreds of years researchers have believed that hydrothermal vents are too deep and too hot to allow for any life to surround them. But somehow the Atlanteans figured it out.
 - b. The guest is asked to touch one of three symbols below (a vent, a yeti crab, and a tube worm), when they touch and audio cue sounds
 - c. The vent blows bubbles and a hot breeze blows at the guests. An audio cue lets the guests know that they accomplished the task.
 - i. A Tube Worm pops out of their tube. Narration states that the Tube Worm appears to be nothing until the warm air is released, which told the Atlanteans to camouflage themselves.
 - d. Congratulations! You've unlocked the secret of the hydrothermal vent. A voice asks you for your help discovering the secret of the Deep Sea Mussels.
5. You approach what is labeled as a Deep Sea Mussels display. It is completely clouded over with murky water. There is an indiscernible shape through the murk, but it's unclear.
- a. The voice asks you to touch two of the symbols (mussel, ancient coral, or spiny deep sea king crab) in an order [this will shuffle] in order to activate the power of the Deep Sea Mussels. An audio cue sounds upon completion.
 - b. The water clears up [this can be done by an additional intermediate pane of glass] and reveals a collection of hundreds of Mussels.
 - c. The narration tells guests that Mussels were originally cultivated as a food source as many as 30,000 years ago, and now they're one of the ocean's most powerful and numerous filter feeders. They suck up the murk and make the water clearer and cleaner. The Atlanteans utilized mussels so as to help themselves hide from any apex predators of the deep sea, allowing them to clear up any waters too dirty for predators.

[This last step will be able to be completed at whichever of the 3 is completed last, as a giant clam can be present everywhere.]

6. A voice calls you to help unlock the power of the giant clam.
 - a. It can heal itself when hurt, hide amongst the vents, and is the largest filter feeder in the ocean.
 - b. You are asked to touch all 3 symbols in a specific order so as to reveal an Atlantean secret.
 - i. The guest does this and an audio cue sounds.
 - c. The giant clam opens up and reveals an Atlantean artifact [half a spear is my favorite, but it can be anything]. This shows where the pieces of Atlantean weaponry has gone, hidden by the natural forces within the seas.
7. The guest goes to the original researcher and reports what they discovered and is given a prize for their accomplishment
 - a. [What prize? Atlantean coin? Piece of "ancient coral"? Skip the line pass for the ride?]

CK extra notes after reading

- Can we get an example of a puzzle about plant life and one about land animals from pre-cataclysm just like the ones you did for sea-life?
 - Since the thought is Atlaneans aren't around underwater, the nature they interacted with wasn't just sea life (even though sea life would be the focus of the pavilion cuz it's an aquarium)
 - Maybe sea plants like coral reefs and the puzzle is on much they've died/receded?
- I like the idea of using aquarium exhibits for the puzzles

- Could set them up next to Atlantean artifacts so the artifact is the contact point with the RFID
- But maybe using screens for quest-specific exhibits
 - Can do more them visually and imaginatively + be distinctive from other exhibits
 - W/O them we can't control how real-life organisms would be behaving in the tanks
 - ***If i was a guest not on the quest, would I get annoyed at the stuff happening in the exhibits i was trying to look at?***
- A combination of an atlantean artifact (statue/carving) sitting next to the exhibit

Tie the clam's info to that it helps the environment

- Atlanteans/humans writ large do NOT
- Perhaps we can marry atlantean culture and sea life
- Mix general cool and educationally cool
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