



## **Tlāloc's Realm**

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**Treatment  
Revision #5.0**

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## 5.0 Tlāloc's Realm - Treatment – Storyland Studios Design Contest

### ENTRANCE

*As guests travel through the island metropolis of Mostlatlan (La Tierra del Manana), they'll stumble upon the Temple of the Gods: a towering, larger-than-life structure that promises magic, adventure, and excitement at every corner. Ancient and upbeat music floats through the air, encouraging guests to walk into...*

### QUEUE

*As they enter the queue, signage welcomes them to the Temple, hints at the journey ahead, and offers general knowledge on the surrounding flora and fauna.*

*The queue guides guests through the temple gardens, where each room gives guests a glimpse of the different biomes in Latin America: volcanos, beaches, wetlands, salt flats, and more. Interactive exhibits and signage encourage guests to learn about said biomes, and explains how the ancient people thought the gods created the biomes.*

*As guests walk through the queue, THE HEAD SCHOLAR's voice drifts through the halls. This happens about every ten minutes.*

**HEAD SCHOLAR:** Welcome, students of all ages! We are excited to welcome you to the temple, teach you about our world, and learn about how we can move forward together. I am the head scholar, the founder of this temple, and the teacher of all temple apprentices.

I should give you a little time to familiarize yourself with the biomes we'll be seeing today. Feel free to look around – I'll catch up with you later!

## REFERENCE



**Maitland Art & History Center.** Jules Andre Smith. Material unknown. 1937.



**Tlaloc as depicted in the Codex Magliabechiano, God of the Rain, Thunder, Earthquakes.** Unknown artist. Digital. 2011. <https://en.wikipedia.org/wiki/Tl%C4%81loc>



**Maitland Art & History Center – Decorative door hanging.** Jules Andre Smith. Material unknown. 1937.



**Maitland Art & History Center – Decorative door hanging.** Jules Andre Smith. Material unknown. 1937

## PRE-SHOW

*As guests exit a series of displays featuring the biomes of ancient Chile, temple apprentices guide them inside a quaint replica of a Mostlatlan home. Guests are invited to explore the living room and the kitchen as the sun streams in through the windows, bathing everything in warm light.*

*Outside those windows, guests can take a peek at the backyard and front yard: lawn furniture basking in the afternoon sun; a doghouse perched amidst the grass. But alas, this living room is not as it seems; a sign above the sofa reads, “WIND DEMONSTRATION”.*

*As guests are still filtering in, the Head Scholar’s voice joins in once more – sounding very surprised to see guests.*

**HEAD SCHOLAR:** Oh! You’re here. Welcome, everyone! Welcome! We certainly weren’t expecting you quite yet, but that’s okay – we’re just getting everything set up for your tour, it should be a breeze. Azul, start the demonstration, if you please – set it to mild, please. MILD.

*Outside, the wind begins to pick up, sending ripples through the trees and bushes. The grass flattens and waves as the wind runs through it.*

**HEAD SCHOLAR:** Perfect. Now, honored guests, this is our wind simulator. Wind is an incredible force of nature. It can push and pull ships, down trees, and it can even take off with your house! But that won’t happen today; this is only the mild setting.

*As if to spite the Head Scholar, an alarm sounds in the distance. The wind begins to build and dark clouds descend outside in a rapid flurry of rippling leaves and grass.*

**HEAD SCHOLAR:** Azul, this *is* on mild, correct? Azul!?

*Just outside the window, a funnel cloud begins to form. The lights in the living room flicker as the trees pitch violently. The room trembles.*

*Cryptically, Azul does not answer. The living room begins to shake; rain suddenly pours down, thunder rebounding off of every table and counter.*

**HEAD SCHOLAR:** Azul?! Everyone, stay calm – AZUL, TURN IT OFF!

*A painting falls off the wall as the windows shatter, scattering glass upon the floor. Without a barrier between the room and the wind simulator’s incredible forces, wind blows in with insurmountable fury. Guests are subject to every second of the chaos.*

*The walls begin to make a foreboding crackling sound. Cracks burst through the drywall just as the Head Scholar shouts over the mayhem.*

**HEAD SCHOLAR:** That's enough! I'm overriding the system!

*The sound of someone typing furiously resounds through the room. Then suddenly, calm. Everything comes to an abrupt end as quiet settles upon the room. The trees go still, the rain immediately dries up.*

**HEAD SCHOLAR:** Well then. I think we'll skip the tornado section of your tour, yes? That sounds good – and safe. Yes, safe. You all head into the next room and get settled in. I'm going to find your tour guide. Hopefully it's someone competent, unlike our control booth operator...

*Temple apprentices direct guests out of the almost-rubble and into the...*

## **LOAD ZONE**

*As guests venture deeper inside the temple, they reach the loading zone: a cavernous room where temple apprentices bustle around, punctuated by the sound of the ride vehicle pulling in-and-out of the station. Wall-mounted torches send flickering light throughout the loading zone, illuminating the Mostlatlan architecture. As each ride vehicle is steered into the load zone, temple apprentices guide guests to their seats.*

*The ride vehicle (16 guests per car) is inspired by the animals of Mostlatlan and military dukws: still connected to nature and the ancient gods, but with an innovative spin on the traditional boat-ride vehicle.*



<https://myautoworld.com/gm/history/gmc-43-duck/gmc-43-duck.html>

*A temple APPRENTICE, an attractions guide, sits at the wheel. They greet guests as they board.*

**APPRENTICE:** Welcome, everyone, to the Temple of the Gods: a place of myth, legend, and, the most exciting of all, weather patterns! You may have heard of me; I am the amazing [ATTRACTIONS CAST MEMBER NAME]! I'm a temple apprentice here, studying under Tlāloc, the god of water.

Now, all apprentices must carry out a tour successfully before they can become a full-blown scholar – so, uh, this is my way of saying that Tlāloc is watching, so I need you guys to help me out here. ARE YOU READY TO LEARN ABOUT EXTREME WEATHER!?

*The apprentice waits for an audience response. Regardless of what that response is, the tour guide is endlessly enthusiastic.*

**APPRENTICE:** YEAH. WEATHER IS SO EXCITING. Wave goodbye to the people at the station before we get blown into a hurricane!

*As the ride vehicle pulls out of the station, guests delve into the jungles of Mostlatlan with the help of the apprentice.*

**APPRENTICE:** We once thought the gods were angry when extreme weather patterns happened, but we were mistaken. In fact, science and weather cause natural disasters, not divine arguments. Today, we'll be exploring some of the stories behind the greatest natural disasters and learning how they *really* happened.

*The ride vehicle travels into the first scene: the earthquake scene.*

*Guests pull into an outdoor market, a place that lives somewhere between corner-store bodega and open-air bazaar. Goods lay on nearly every surface: sacks of grain are balanced upon carts while shelves of handmade pottery advertise a sale on mugs. More advertisements litter the walls, offering phrases like, "AT LUNCHTIME, WE WORSHIP PRETZACOATL: ALWAYS FRESH™" and, "DJ AZTECA CONCERT AT TECHNOCHITLAN – TONIGHT ONLY!"*

**APPRENTICE:** Welcome to the market, everyone! This is where Mostlatlan people of all ages come to buy groceries, goods, and grain. Now, in case of a disaster, what should you *always* have ready? Anybody know?

*The apprentice waits for an answer. Acceptable answers include a first aid kit, flashlight, et cetera. The ride vehicle pauses amidst the loaded stalls.*

**APPRENTICE:** Fantastic. That's right. Now, every house should always have an emergency kit prepared with enough water and food for three days – remember to have enough for everyone in your family, too.

*The ground gives a faint shiver – just a heartbeat, but enough for the apprentice to jump. Around the scene, the pottery makes a faint clinking sound as cups tremble together. Carts laden with goods creak ominously.*

**APPRENTICE:** Right! So, uh, keeping that in mind, Tepeyollotli (*te·pey·ol·lotl!*) was the god of earthquakes, echoes, and jaguars!

*The ride vehicle begins to shake violently with every word, increasing in violence as time goes on. Pottery begins to fall off of shelves and sacks of grain tumble down to the ground, casting rice and terracotta across the floor.*

**APPRENTICE:** With his great strength and mighty roar, he once roared so loud that it shook the earth and the buildings and the people!

*Across an expanse of wall, a jaguar appears: projected onto the clay surface with all of its terrifying glory. It opens its jaws and roars, causing the world and the ride vehicle to shudder with each echoing note of fury. All around our guests, carts fall over and break. Signage crashes to the ground. The jaguar disappears amidst the calamity, and the apprentice shouts over the noise.*

**APPRENTICE:** But – but we know that earthquakes are *really* caused by pressure! The Earth has these things called plates, and -

*A shelf lands face-flat with a **BANG!**. APPRENTICE startles and grows more frantic as they try to explain.*

**APPRENTICE:** - and sometimes those plates squeeze or shift against each other, and when they grind against each other in just the right way, an earthquake happens!

*Seemingly triggered by the apprentice's words, the world goes calm and quiet once more. Somewhere in the distance, a jaguar roars.*

**APPRENTICE:** Whew. That was a close one. Earthquakes are just a way for the Earth to relieve tension, just like you and I – except we don't usually bring down a whole market when we do! Now, let's get out of here before that cat realizes some of you smell like tuna.

*The ride vehicle leaves the market. The apprentice navigates guests through the jungle, which reveals the post-earthquake destruction. Fallen trees litter the landscape along with torn foliage. Unphased, the apprentice guides the ride vehicle into a tunnel.*

*Like greater Mostlatlan, the tunnel is lined with greenery: plants border either side of the vehicle, and native carvings into the stone tunnel are made all the more ancient by a heavy layer of moss.*



*The apprentice drives guests to the mouth of the tunnel, only to find that the path has been blocked. Fallen trees stand in the way of the road, but a glimpse of the bright blue sky above is visible all the same.*

**APPRENTICE:** Oh no! It looks like that earthquake was a lot stronger than we thought. That's okay – we've got a plan for that. Flight mode, activate!

*The ride vehicle pulls onto the simulator pad as its wings extend from the body with a mechanical hum, giving guests a moment of visual interest while the simulator engages.*

**APPRENTICE:** Hang onto your seats, everyone – I promise I've flown this thing before.

*The most dubious of pauses.*

**APPRENTICE:** I promise. Now, get ready!

*With the help of special effects technology, the ride vehicle launches into the sky. The foliage and tunnel walls drop away as guests are lifted into jaw-dropping heights. Screens surrounding the vehicle give the impression that guests are rising above the skyline: they can see Mostlatlan in the distance, surrounded by miles of vibrant jungle flora.*

*Mist and fog flood the scene, adding an among-the-clouds feeling to every moment. Around the guests, the world turns to cloudy swirls of white and gray.*

**APPRENTICE:** Now, Chalchiuhtlicue (*chall-wee-tl'E-kO*), the goddess of rain, was once thought to cause hurricanes. Once, she caused the sky to fall into sheets of rain, AND she caused the winds to rip through the world, all over a family disagreement –

*The ride vehicle is buffeted by the wind, causing it to pitch this way and that. Thunder crackles.*

**APPRENTICE:** Everyone, hold on – looks like we're going to experience a bit of turbulence. Anyway, her anger was so great that – oh no!

*After one incredible gust, the wind grows more violent. The ride vehicle is tossed from side to side through clouds of deep black and storm gray, spinning in crazy circles and pirouetting amidst the chaos. It begins to rain and thunder with incredible strength. Debris is caught amidst the gales; trees and plants go flying in nearly every direction, along with countless items from the earth – was that a house!?*

**APPRENTICE:** This is getting bad! Now, but hurricanes aren't really caused by Chalchiuhtlicue – they're caused by – by – oh no, I can't remember! Does anyone know how hurricanes are caused!?

*Audience response.*

**APPRENTICE:** That's right! Hurricanes happen because warm air rises over a large body of water and thunderstorms begin to grow –

*The ride vehicle pitches once more. An ear-shattering crack of lightning turns the world into a burst of light and sound.*

**APPRENTICE:** Forget it! This is too much! I'm getting us out of here!

*The apprentice seizes the wheel. They fly the ride vehicle into the eye of the hurricane. It's calmer here, but debris circles around the vehicle outside the eye wall. Trees, soil, and all sorts of material are caught in the whirlwind.*

**APPRENTICE:** Okay, okay. Should be safe now, we're in the eye of the hurricane. Now, because the Earth is spinning, those thunderstorms begin to spin together and collect into a hurricane. Sounds cool, right? But on land, they can be devastating – let's take a look.

*The ride vehicle begins its descent. As it coasts to the earth, the city of Mostlatlan is once again visible in the distance – this time, with swirling black clouds around it.*

**APPRENTICE:** Looks like the hurricane has already made its way to the city. A hurricane can get even more deadly when it's as fast as this one, but Mostlatlan is built for those kinds of winds. We'll be just fine.

*Guests descend onto a patch of land – well, an island. The plants that had previously dropped down come back up just before the landing, giving the impression of the ground rising up to meet the vehicle. Around the vehicle, the water level has risen significantly after the hurricane, making it so that only the tops of trees and tall foliage are visible through the newly-created river.*

**APPRENTICE:** As you can see, hurricanes can cause floods – big floods at that. But that's no problem for us, right? Activate boat mode!

*The ride vehicle's wings compress back into the body. The ride vehicle trundles forward into the water, pauses, and activates "boat mode" – it sails into the floodwaters as fine as any other ship.*

*Guests begin to drift down the river, taking in the devastation. Plants and trees have been tossed from their original places; upturned roots and disturbed soil are everywhere.*

**APPRENTICE:** Hurricanes are no joke. They can cause intense damage to communities and ecosystems, not to mention all this storm surge.

*The boat travels onward. The flood levels lessen as guests go, offering glimpses of ancient statues, now broken, on one side of the river. On the other, a wooden house is surrounded by its own moat but otherwise untouched.*

**APPRENTICE:** Thankfully for us, we build our communities with high-tech and not-so high tech solutions to hurricanes. That house? It's made out of wood, which can bend and flex with the wind. We've got some pretty cool water management systems, too – when it rains, we get *moats*. How cool is that?! I'm trying to put alligators in mine, but my homeowner's association said I couldn't.

**APPRENTICE:** Now, the rest of our journey should be smooth sailing. Let's see what else this neighborhood has to offer. While we take a look around, I think the Head Scholar had some audio tracks he wanted me to play, too.

*The boat begins to sail through the jungle, revealing practical animals and the natural landscape of Mostlatlan: a guanaco pokes its head through the underbrush, a sloth carefully makes its way up a tree. In the background, a stone temple watches over the stone carvings that litter the riverbank. Compared to the pandemonium guests have just experienced, each passing scene offers peace and tranquility.*

*Intermittently, the Head Scholar's voice emits through the ride vehicle's radio.*

**HEAD SCHOLAR:** Honored guests, thank you for participating in our weather journey. Today, you rode through the eye of a hurricane, experienced an earthquake, and even sailed through floodwaters – it's been quite a trip!

**HEAD SCHOLAR:** As adventurous as it seems, it can also be dangerous and destructive. As our climate gets warmer and warmer, we can only expect these kinds of disasters to get worse and worse. Increased temperatures mean more extreme weather, and as those extreme weather patterns grow, we'll lose a lot of the beautiful things you see around you.

**HEAD SCHOLAR:** As we explore our planet, we can help preserve it by being mindful about how much we consume, and what we consume. Choosing products with less packaging, repairing broken items instead of replacing them, and purchasing from local businesses are just a few ways you can be mindful about the way you consume.

**HEAD SCHOLAR:** Again, we're so glad that you joined us on this journey. Thank you for listening to our tales, learning about our community, and discovering how you can protect it. Go well, friends!

*As the ride vehicle nears the unloading station, guests can spot the weather control booth nestled within the foliage. Inside, a name-plate reads, "AZUL" in childish, blocky letters – the guy from the preshow who can't seem to get it together.*

*Once the ride vehicle nears the load station and guests are waiting for boats to line up, the apprentice speaks up again.*

**APPRENTICE:** Now, we've reached the end of the tour! Temple guests, give yourselves a round of applause. And give your tour guide an even bigger applause! Thank you, thank you – no autographs, please – just hand me that DEGREE, THANK YOU VERY MUCH. I couldn't have done it without you, friends – thank you SO much! And enjoy the rest of your day here at Mostlatlan.

*Guests exit. End of show.*

## SUMMARY

1. **Title:** Tlāloc's Realm
2. **Story Line:**

The Temple of the Gods has existed for thousands of years, kept safe by generations of scholars and apprentices across the ages. You, our guest, are heading on our apprentice's first tour – the tour they need to complete to graduate – through the temple's storied halls. Only, what's meant to be an easy graduate's tour turns into a whirlwind ride when weather turns catastrophic.

3. **Setting:** Ancient temple
4. **Theme:** Adventure gone wrong.
5. **Emotion:** Adventure, conservation, reverence
6. **Cast Member Role:** Temple apprentices
7. **I GET TO:** Help apprentice achieve their dreams / learn about natural disasters

## PRONUNCIATION GUIDE

Mostlatlan (*mohst-laht-lan*)

Tlāloc (*tla-loc*)

Tepeyollotli (*te-pey-ol-lotl*)

Chalchiuhtlicue (*chall-wee-tl'E-kO*)

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