

THE *PARADOX* ADVENTURE

Written by

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1. PRESENTATION OF THE ATTRACTION

Take part in an incredible time-traveling experience in **The Paradox Adventure**. Aboard a spatio-temporal train, Visitors speed to the future and discover a dystopian future guarded by an artificial intelligence that will do anything to prevent them from returning to the past. This attraction assembles the classic elements of a magnetically propelled roller coaster with inversions, but also has elements of painting, black light and video projection techniques to live this adventure in a totally immersive way.

2. LOCATION

The Paradox Adventure is located in the heart of Utopia, a futuristic thematic land taking place in a parallel world to ours. The attraction takes place in the headquarters of Fint Innovations, a company that, in this world, has revolutionized the entire world with its inventions.

2.1 MYTHOLOGY

Edward Fint was the most prodigious inventor and entrepreneur Utopia has ever seen. With the help of his teams, he founded the company Fint Innovations with the main goal of making the world a better place with help of new technologies. And it worked, because years later, it's a total success! Edward succeeded in changing the world with his work based on renewable energy.

But one invention remained to be accomplished: that of a space-time train allowing the most daring minds in Utopia to travel through time and contemplate the progress of humanity. This invention never saw the light of day during his lifetime, despite all his insight. It was such that he decided to create a copy of his own soul through an intelligence interface in order to fully complete his machine once his company and his teams were up to the task of finalizing it.

Years later, thanks to the new talents of Fint Innovations, the space-time train is finally ready to be presented to all.

On the occasion of the Fint Experience (an exhibition dedicated to the company's history), the most curious and daring Visitors have the chance and opportunity to test this invention in worldwide premiere.

2.2 DESIGN

EXTERIOR

The Utopia themed land's got both a high-tech and organic architecture representative of Mr. Fint's ingenuity, but also an ecological architecture to underline his company's commitment to renewable and sustainable energy. Many green spaces are scattered throughout the land, above the buildings, as well as wind turbines and solar panels.

The presence of wind turbines and solar panels is justified firstly because it reinforces the story, but especially because they are fully functional in addition to being elements of scenery. This allows the attraction and the entire land to be powered by the energy collected.

The appearance of the Fint Innovations building in which **The Paradox Adventure** takes place is a reflection of the grandeur and audacity that Mr. Fint and his teams have always excelled with their inventions.

At night, the land really takes on a different appearance as many LED lights highlight the buildings of Utopia, making them come to life. The whole thing really creates a very poetic and harmonious atmosphere. Here at Utopia, technology meets art as the visionary Edward Fint wished.

INTERIOR

Visitors enter the Fint Innovations HQ and discover the Reception Hall, the central meeting point of the company. The walls of the room are made entirely of glass.

The very inviting and intriguing atmosphere evolves and completes when Visitors arrive at the Fint Experience, the exhibit dedicated entirely to the company's history and the inventions that founder Mr. Fint has developed over the years. The most popular of these are spread throughout the room, along the walls or even in display cases. Each of them is completed by a sign telling its history and some anecdotes.

The Pre-Show room is a historical cinema that has been present since the creation of the cinematograph (also invented by Mr. Fint).

Sector 5 as well as the Loading Area, the Launching Area and

Sector 7 are in stark contrast to the first part of the visit since they are work areas, usually used by the engineering and scientific teams of the Research and Development Department. Contrary to what we experienced before, the spaces are more restricted while the visual and sound ambiances are more raw and industrial.

VEHICLE

The Visitors board on a 24-seat time train in pairs. The hull of the train lets out a bright blue light while the onboard speakers spread an unrecognizable sound design.

SPECIAL EFFECTS

When the train leaves the Launching Area, it is magnetically propelled before reaching forty three miles per hour. The same process is used during the return to the past, but this time at more than fifty miles per hour before starting an exit outside the building which will enable it to join The Returning Platform .

The sets of Dystopia (the nightmarish version of Utopia) are realized in major part thanks to backlight painting and matte painting. These lighting techniques allow to fully control the environment of the attraction so that the Visitors live this adventure in a totally immersive way.

3. ATTRACTION SCRIPT

1 OUTDOOR QUEUE 1

Visitors enter the uncovered outdoor queue and meander through the futuristic UTOPIA district before walking along the walls of the FINT INNOVATIONS Headquarters.

Various signs and inscriptions inform them that an exhibition called the FINT EXPERIENCE is actually present.

From time to time, a train on rails comes out of a section of the building before joining another one.

We can read several signs in places: ATTENTION - TESTS IN PROGRESS.

2 THE RECEPTION HALL 2

Visitors enter the Fint Innovations building through the Reception Hall.

Very modern and bright. A large glass window around the room gives them a magnificent view of Utopia.

Again, different banners promote the Fint Experience.

The company's sign is highlighted in the center of the room: FINT INNOVATIONS - WE MAKE THE WORLD BETTER. Just behind is an office held by EZ-27, a droid in full work.

EZ-27

Hello everyone and welcome to Fint Innovations, where we make the world a better place! I'm EZ-27 and my job here is to greet and direct the day's visitors to their destinations throughout the company.

By the way, how can I help you? Do you work here? Oh no, that's what I thought, I don't recognize your faces in my database.

CONTROL TOWER

Your attention please. The Fint Experience will begin in a few moments. All greeters and other staff are asked to please welcome visitors to today's performance.

EZ-27

Ah, I'd better not hang around!
(addressing a visitor)
Hello sir, excuse me. Yes, I am talking to you! Don't worry, it won't last long, but I just need to know how many of you will be visiting the expo today.

Beat.

EZ-27 (CONT'D)

Good, thank you! Walk up the hallway there and it will be on your left. One of my colleagues will be there, I hope you'll have a great visit! Well, I guess you'll have a good visit. I have never had the opportunity to go there since my launching. I am always at my position all day long you know... Always.

Then comes the TIEVI interface, in charge of all operations and management here at Fint Innovations.

TIEVI

Hey, unit 27! Can you tell me what you're doing? I'm seeing a sharp drop in activity coming from your area.

EZ-27

(embarrassed)

Me? Uh, nothing at all! Everything is going perfectly according to the usual procedure, sir!

TIEVI

(in a sarcastic tone)

You'd better be. So, GET BACK TO WORK!

He does.

We then hear a coded communication from one of his DROID COLLEAGUE.

DROID COLLEAGUE

(communicates in an angry tone)

EZ-27

Oh, it's you? You've been listening to everything, haven't you?

DROID COLLEAGUE

(still in an angry tone)

Oh, you know my position on our cause here, you know very well that it's a complete waste of time.

CONTROL TOWER

Your attention please! All members of the Time Capsule project are requested to report to Sector 5. Further experimental testing will begin in 15 minutes. Thank you.

EZ-27

Oh, that damn project again! I can't even count the days when we lost the general power supply entirely. And I'll let you guess who ended up with a faulty memory after all that.

DROID COLLEAGUE
(communicates in a mocking
tone)

EZ-27

Hello ! Welcome! Buenos Dias!
Welcome to Fint Innovations, where
we make the world a better place. I
hope you're having a great day here
at Utopia. Today's presentation
will begin in a few moments. Once
inside, you will have the chance to
admire some of our most beautiful
inventions. They were all developed
by our founder Mr. Fint you know.

(softly)

As well as his colleagues of
course, but nobody talks about
that.

EZ-27 (CONT'D)

What a brilliant team! I'd love to
visit them if they'll let me one
day. If you see someone there from
the team, don't hesitate to say
hello to them for me!

Beat.

Then, EZ-27 stares harder at the Visitors.

EZ-27 (CONT'D)

Ladies and gentlemen, when you get
to the Exhibition Hall, we'll ask
you to put away your communication
devices. I notice that some of them
are causing little interferences in
our system. Thank you.

Suddenly, General Alert!

CONTROL TOWER

To all staff members! We inform you
that Sector 5 is closed until
further notice. I repeat, Sector 5
is closed until further notice! No
staff members or visitors are
allowed to enter. Thank you for
your attention!

EZ-27

Again this sector 5? But what are
they up to in there?

DROID COLLEAGUE
(communicates in a mocking
tone)

EZ-27
Oh, I would have liked didn't know.

Beat.

A few moments later, EZ-27 receives a transmission on his set.

He picks up.

On the audio call is SARA, one of the company's scientists. She seems embarrassed.

SARA
Um... Hey EZ, how are you doing?
I'm sending you the diagnostic
report regarding the incident in
Sector 5.

EZ-27
It's ok, thanks Sara! I make a
slight correction and then I send
all this to the TIEVI archives.
It's still a problem with the
temporal matrix, isn't it?

SARA
(regaining her optimism)
Yes, again. But the last one was
almost perfect though, if only you
had seen. I was almost there!

EZ-27
(reassuring her)
Oh, that I don't doubt. The next
one will be the right!

SARA
I'm sure you will too! Thanks EZ,
you're doing great! You really
deserve your place at Fint.

End of the call.

EZ-27
I hope so. And here, a little
correction here. And then here. One
last check and finally --

The alarm goes off again.

CONTROL TOWER
 ALERT, ALERT! Export error!
 Transfer to the digital archives
 department failed. Please try
 again!

EZ-27
 (losing patience)
 Oh, what the heck at the end!

CONTROL TOWER
 File deleted!

EZ-27
 Oops!

TIEVI
 Unit 27! I just intercepted your
 transfer error. I'm warning you,
 this is going to cost you a lot a
 lot!

EZ-27
 (in a depressed tone)
 It's official, I hate the Time
 Capsule project.

Visitors take a path along the wall leading them to the rest
 of the tour.

3 THE ACCESS CORRIDOR 3

They arrive in a corridor giving access to the different
 offices and departments of the company.

As they walk through it, the Visitors can hear snatches of
 conversations between employees.

4 ENTRY INTO THE EXPO 4

In front of the Visitors is a gray chrome wall introducing
 the entrance to the Fint Experience.

A quote is inscribed on it "the future is invented today!" -
 Edward Fint.

5 WHO IS THE GREAT MAN? 5

Visitors enter through the first room of the Fint Experience
 which is dedicated to EDWARD FINT, the inventor who founded
 the Fint Innovations company.

This room is composed of various miniatures (all entirely dedicated to his life) and are completed with archival photos and objects of all kinds. One or more signs are present in front of each of them.

The room consists of six different miniatures.

THE BEGINNINGS

HIS FIRST INVENTION

THE RISE OF FINT INNOVATIONS

THE MODERN WORLD

GREEN ENERGIES

THE LEGACY CONTINUE

This last one is particularly intriguing and more imposing than the others. A lifelike mannequin of Edward Fint is present right next to an imposing motherboard with the name TIEVI written on it.

Next to it, a video screen shows an old video report.

A FEMALE JOURNALIST is speaking on the screen. The interviewee is none other than Edward Fint himself.

FEMALE JOURNALIST

Ladies and gentlemen, good evening and welcome to this special edition, here live from the Research and Development Department in Fint Innovations. Today I am standing next to the genius himself, Edward Fint who is behind what will probably be the most controversial invention of his career, the TIEVI interface, a fully artificial intelligence. Mr. Fint, what does this innovation really consist of?

EDWARD FINT

Good evening everyone. It is my great honor and a true privilege to introduce you tonight, TIEVI, our first fully intelligent and independent interface.

(MORE)

EDWARD FINT (CONT'D)

TIEVI has been the result of many years of investment by our teams so that one day, it can totally take control of your home and your electronic devices. Thanks to it, TIEVI will truly make your life easier.

FEMALE JOURNALIST

Wow, that's really intriguing. But tell me Mr. Fint, how will this interface be secure enough to control our facilities and ensure our own security? Many of our citizens here in Utopia are concerned about these issues and how this interface will control their data.

EDWARD FINT

Well already, I can assure you ON MY LIFE that my invention is totally safe and secure. First of all, the memory of TIEVI has been entirely designed according to my own consciousness and my own memory, directly from my brain. It's hard to be worried when we have a copy of such a genius at home, isn't it?

FEMALE JOURNALIST

Um yes, definitely... But how do you plan to deploy this interface to everyone? Isn't it too unwise to market it to us right away at the risk of it having a flaw?

EDWARD FINT

I doubt that the final version would have any flaw to be honest. But, you're right, we can't be too careful and we have to be meticulous before offering this invention to all of you. First of all, we will deploy the TIEVI interface across our entire infrastructure here at Fint Innovations. Thus, it will continue to learn by itself in a totally autonomous way. And the future is still in front of us you know. We currently have a project here called the Time Capsule.

(MORE)

EDWARD FINT (CONT'D)

A machine that will allow Utopians to visit what the world of tomorrow will be like. That's it! But given the extreme complexity of this project, I am afraid that I will not be able to ensure it until it is put into service. But TIEVI will be able to do it in the future! I am convinced of it!

FEMALE JOURNALIST

Are you sure? Wouldn't this be the ultimate folly of Mr. Fint?

EDWARD FINT

(staring at the camera)

Absolutely!

And the video stops on this sentence before returning on the credits of the UTOPIA - DAILY NEWS program.

At the end of this part, a scientist of the company sends and distributes a group of fifty visitors for the continuation of the visit.

6

THE EXHIBITION HALL

6

Visitors now enter the main exhibition hall of the Fint Experience where life-size models of Mr. Fint's inventions are displayed.

Again, each of these is complemented by a sign.

At the back of the room is the centerpiece of the Fint Experience: The Cinematorium. Various posters of early films can be seen all around the entrance as a tribute to these historic films.

SARA, the scientist addresses the Visitors directly on a giant screen before continuing the tour.

SARA

Hello everyone and welcome to the Fint Experience. My name is Sara, and I will be your guide for the rest of your visit today at the Fint Experience. But before we all get started, let me introduce you to our brand new voice recognition system. Thanks to this innovation, you will soon no longer need to open your door yourself. You'll see, it's not rocket science.

(MORE)

SARA (CONT'D)
 To open the doors of the
 Cinematorium in front of you, you
 just have to say "YI-PA". Repeat
 after me, "YI-PAA"!

They tries this little game. Nothing happens.

SARA (CONT'D)
 I see... it still deserves some
 small improvements...
 (softly)
 What a stupid name...
 (loudly)
 Once again, all together! YIII-PAAA

CONTROL TOWER
 Opening of the doors of the
 Cinematorium.

Success. The doors open.

SARA
 Ah, it worked! Come on in my
 curious friends, we'll see you
 right after this little film.

7

LE CINEMATORIUM

7

The group of fifty Visitors enter into Le Cinematorium.

TIEVI
 Please spread out across the
 Cinematorium room. The presentation
 will begin in a few moments. But
 don't be too impatient, you could
 regret it.

A few moments later, a black and white period film begins
 while the surrounding light fades.

The title of the film appears: A QUESTION OF TIME.

The portrait of Edward Fint appears then on the screen.

MALE SPEAKER (V.O.)
 In a world where everything had yet
 to be invented, a true genius
 appeared. Edward Fint.

A MONTAGE of the inventions that the Visitors have just seen
 at the expo appears on the screen before ending with a
 general shot of Utopia.

MALE SPEAKER (V.O.)

With the help of his teams, Fint and his teams decided to revolutionize the world by creating Fint Innovations. Utopia was born. But despite the success of his inventions and his dazzling fame, one invention remained to be accomplished.

INSERT on a poster promoting future "TEMPORAL EXCURSIONS PRESENTED BY FINT INNOVATIONS".

FADE TO:

We now see Edward Fint in the middle of a presentation to the citizens of Utopia. He gives his speech while the Male Speaker continues to speak.

MALE SPEAKER (V.O.)

A temporal train, which propose to all the citizens of Utopia to travel through time and discover the wonders of the future which remained to us to achieve.

EDWARD FINT

Just imagine how you will come back. Your eyes full of dreams and ambitions to invent new things.

MALE SPEAKER (V.O.)

But his ambition was no longer shared by those who had given him so much.

On the screen, the inhabitants leave the room, without saying a single word.

EDWARD FINT

What? How can we not be amazed by such a revolution?

One of the citizens answers him.

MALE CITIZEN

Mr. Fint, we already have everything we want here in Utopia. Imagine if, because of your machine, you found out that your loved one was missing. Or worse, that YOU have disappeared.

EDWARD FINT

This is a sacrifice to make at the cost of the future!

MALE CITIZEN

The future is already here sir. You have already given us everything we need.

CLOSE-UP ON EDWARD FINT.

No reaction. He remains open-mouthed, not knowing what to say.

FADE TO:

On screen, Mr. Fint gathers with his teams before working all together.

MALE SPEAKER (V.O.)

People's opinions? He didn't care! Well out of sight in the Research and Development Department, Fint dedicated an entire team to an intriguing project codenamed Time Capsule. He devoted the last 30 years of his life to this secret project.

INSERT on a newspaper. THE GREAT GENIUS OF UTOPIA IS NO MORE.

MALE SPEAKER

What is left of this project now? Rumors around Utopia say that it is still going on, but this time under the supervision of TIEVI. Still waiting to be made available to all, TIEVI is an intelligent interface created from Edward Fint's own memory. Will the great inventor's latest folly have a chance to be realized one day? Whatever the end, it seems that the entire hope of Fint Innovations rests on this inhuman mind.

And the film ends with this sentence before Sara speaks again at the microphone.

SARA

Ladies and gentlemen, I hope you have enjoyed this little film because it may well be your lucky day.

(MORE)

SARA (CONT'D)

I'll see you right back here in The Demonstration Room to talk about it. As soon as the doors open, walk down the hallway and I'll meet you inside. Well, I'll see you in a bit! YIPA!

The doors open under Sara's voice command.

8

THE DEMONSTRATION ROOM

8

The Visitors enter The Demonstration Room, the final room in the Fint Experience tour. SARA finally stands before them in front of a life-size train. A display screen allows Sara's words to be graphically represented and translated into different languages.

SARA

Here we go! Let me introduce myself again, I'm Dr. Sara Lewis and I work here in the Research and Development department at Fint Innovations. So this film, brilliant isn't it? I know what you're thinking, "But Sara, are you still continuing our research in secret on this temporal train?" Well, we definitely are, all our teams have been fully mobilized on this project ever since. And I can tell you that today is a historic day for all of us because it is finally ready!

(in a dreamy voice)

You can't imagine what this means to me! I can't even find the words to describe to you how happy and honored I am to be your guide today for this visit. When I also discovered this film as a child, my dream was immediately to be able to contrib-

THEO

--Sara, come to your senses. These people don't have all day!

THEO PIMAN is the scientist at the head of the Research and Development Department. The Visitors do not see him but they hear him.

SARA

That's right Theo, sorry.
(discreetly, towards the
visitors)
It's my boss! This is not the right
time to miss my evaluation...

SARA (CONT'D)

Now, where was I? Ah yes, the Time
Capsule project. It's been 10 years
now that I've been working hard to
make Mr. Fint's dream finally come
true. Of course, it hasn't been
easy, but after many failures and
many different prototypes, we are
FINALLY ready to present this
machine to you today, as a world
exclusive!

THEO

Yes, well, we are "almost" ready.
I'm not going to remind you what
happened earlier Sara.

SARA

(embarrassed)
Yes, indeed. Thanks Theo.
(towards the visitors)
I have unfortunately lost the last
coordinates of the temporal matrix.

TIEVI

Everything is in order for the next
test Sara.

SARA

Thank you TIEVI.
(towards the visitors)
Well, it's the moment of truth
everyone. We'll see if this time
it's the right one!

The tests begin. The lights dim. The machines rumble.

CONTROL TOWER

Matrix error.

SARA

Oh no, not again. Not this time!
Not now!!

THEO

Sara, you have to reset it now! Do
it by voice control.

SARA
YI-PAA, time matrix reset!

The room falls into total darkness. Not a sound. No more noise.

Until...

TIEVI
Enter new coordinates!

The lights come back on and the train starts again to noise.

CONTROL TOWER
Incoming coordinates validated. The time train is now operational.

SARA
What?! But what have you done TIEVI?

TIEVI
The mistake was human Sara. I just found the old coordinates of the matrix. They are totally valid now!

SARA
But it's totally amazing TIEVI, you save our lives!

THEO
She has a point. What would we do without you!

SARA
Hey wait Theo, I have an idea: what if we invite our guests here to embark on their first time excursion? We can't let them go back like that!

THEO
Um... are you sure about this Sara? It wasn't really part of the tour.

SARA
Absolutely, I take full responsibility! I'm sure they'll think it's amazing.
(to the Visitors)
Isn't everyone?

The screen on the right comes to life, allowing Sara to detail her instructions.

SARA (CONT'D)

Well, for the more adventurous among you, listen up! Once you're on board the temporal train, we'll take you a week into the future. One week will be fine for your first trip. You understand that we can't really take any chances with your safety. After all, we never know as they say.

(laughter)

Well then, ready to change history?

(to his colleagues right next to him)

Is everyone ready?

THEO

Affirmative Sara. It's time to prove yourself!

TIEVI

More ready than ever Sara.

SARA

Well then, I don't make you wait any longer. See you on the launch pad! As we say at home, YI-PA!

Sara leaves the room. The doors open, allowing the Visitors to enter Sector 5.

9

SECTOR 5

9

The Visitors enter Sector 5. Together, they zigzag through some of the workshops and offices of the scientists of the R&D Department. Plans, sketches, models and video simulations can be seen here. It is also here that we find Sara's office and workshop.

A member of the team welcomes us at the end of the line before distributing us, two per row, to board the vehicle. The time train is just behind, hidden by a row of access doors.

A security video is shown just above for the attention of visitors on each row.

SARA

Well, are you ready? In a few moments, you will be taking your very first trip through time.

(MORE)

SARA (CONT'D)
 --TIEVI, what's going on? The
 coordinates have been corrupted!

TIEVI
 (on an evil tone)
 Oh, on the contrary, they are quite
 correct Sara! But I did add my own
 little contribution. I hope you
 don't mind!

SARA
 (panicking)
 Control tower, cancel the launch
 immediately!

CONTROL TOWER
 Launching in 3-2-1-

SARA
 NOOO!!

And the train is propelled at full speed at over 43 mph.

12 THE TIME VORTEX

12

In the complete darkness, the sheen begins a first inversion.
 Bright orange lights and video projections indicate its entry
 into the time vortex before making several turns.

13 ENTRY INTO THE ATMOSPHERE

13

The train gradually decreases its speed as it enters the
 atmosphere.

The Visitors have arrived at their destination. The future is
 standing right in front of them.

The sky is still dark. A few stars above them indicate that
 they have landed. On board, they can feel a slight wind and
 some surrounding noises.

Tense music starts gradually while the silhouettes of the
 buildings take shape in front of them.

SARA
 Hey, is everyone okay? The temporal
 matrix is still in shock, it takes
 a few more seconds for the train to
 fully materialize in the
 atmosphere. This wasn't supposed to
 happen!

(MORE)

SARA (CONT'D)

Instead of landing a week in the future, you arrived more than... 50 years later! But...that's impossible! Why would TIEVI change the coordinates on purpose? I have to -

The signal cuts out.

TIEVI

--Oh, sorry to interrupt. So, did you have a good trip? For my part, I had to be particularly patient before seeing you again. That's unfortunately how it is when you take the long way around. But you know... I got busy in the meantime!

The train takes a slight turn to the left.

14 ENTRY INTO DYSTOPIA

14

BOOM, on an epic music, the panorama is revealed in its totality right in front of the eyes of the Visitors.

Utopia as we have known it is only a shadow of its former self. Totally devastated without any sign of human civilization on the horizon.

Below, we can read the mention of the company with however a small change: FINT INNOVATIONS - WE MAKE THE WORLD WORSE.

An inscription is present just above the Visitors in burnt letters: WELCOME BACK, HUMANS.

TIEVI

We're make the world better as we say, right? Well, let me introduce you to MY better world as I see it!

CONTROL TOWER

Towing of the train in progress..

The train starts its ascent in the company building...

Except that, instead of heading towards the Returning Platform, it has now become... A FOUNDERY in which the Visitors are heading straight in.

TIEVI

You wouldn't expect me to let you go back safely to your time, would you? Let me finish what I started!

The train arrives at the top of the hill.

BIMMM, a sound signal resounds.

SARA

Here we go! I'm back on track!

Sara changes our trajectory. We take a sudden turn to the left and then dive down.

15

THE CHASE

15

The train then starts a series of descents and turns at full speed through Dystopia before starting a corkscrew inversion that puts us upside down again.

16

NOWHERE TO GO

16

The train climbs a hill before suddenly arriving at a dead end.

EZ-27, the droid that had previously greeted the Visitors, is now directly in front of them.

Less welcoming, however. He is under the complete control of TIEVI.

EVIL EZ-27

It's all over now! There is no way out. Together we will build a better future with TIEVI!

New transmission from Sara.

SARA

(desperate)

I'm sorry everyone, I've totally failed. I can't take over the train from here with my voice. This is all my fault.

EVIL EZ-27

It always has been Sara. There is no way back!

A few seconds pass.

SARA

Wait, of course there is! Attention everyone, on my signal. I have a way to get you home to the past.

(MORE)

SARA (CONT'D)
Everyone get ready to scream, YI-
PAAA!

EVIL EZ-27
NOOO!

The train suddenly moves backwards before returning to the Launching Area.

SARA
Attention everyone, it's going to
shake! One more time, YI-PAAA!

The train is catapulted at full speed at 55mph before starting a horseshoe and a new series of descents and turns.

17 BACK TO THE PAST 17

The train travels through the time vortex again before suddenly returning to the present in the city of Utopia.

The Visitors are then outside the city, on the portions of rails having been used for the tests of the machine before joining The Returning Platform.

18 THE RETURNING PLATFORM 18

The train decreases its speed through The Return Platform. The whole team of scientists are just behind a glass window applauding the feats of everyone as well as Sara's.

SARA
You did it! Well done everyone, you
are true heroes of Utopia now! Now
stay seated until the train has
reached the Unloading Area. Make
sure you have all your belongings
with you and please disembark to
the left. Good job everyone, we
should think about recruiting you
one day!

19 UNLOADING AREA 19

The visitors disembark from the temporal train in the Sector 7 Unloading Area.

The Visitors discover that they have indeed landed at their destination... but a week later in the future as originally planned.

On the wall, a company newspaper is present and relates recent events at Fint Innovations.

The Visitors can learn that TIEVI has been permanently disconnected and that Sara is now at the head of the company thanks to her incredible achievement.

The future of Utopia now belongs to those who want to dream it. Who knows what innovations await Utopia in the next few years!

Visitors leave Sector 7 of the Fint Innovations before heading out to join Utopia.

THE END

3.2 MESSAGE IN CASE OF VEHICLE STOP

Attention time travelers. Your temporal train has been momentarily interrupted. Please remain seated and keep your hands and arms inside the vehicle.

4. THE PART OF THE OPERATORS

4.1 COSTUME AND DESCRIPTION OF THE OPERATOR'S PART

The operators of **The Paradox Adventure** are scientists working in the Research and Development Department of Fint Innovations, the company of the inventor, Edward Fint. They are inhabitants of Utopia and work daily with their colleague Sara.

Their costume (male and female) consists of black pants and a white blouse. A badge with the name of the employee is attached to the heart side.

4.2 ROLE BY POSITION

(the names of the positions are displayed in order of appearance during the experience).

Greeter: Located at the entrance of the attraction. His function is to welcome and inform Visitors about the adventure that awaits them inside and to verify that they have the minimum height requirement.

Grouper Cinematorium: Located at the entrance of the Exhibition Hall. Its role is to welcome and gather fifty Visitors for the rest of their visit to the Fint Experience.

Load Cinematorium: Located at the entrance of the Cinematorium. Its function is to load the Visitors into the room, to ensure a good distribution and a good visibility. The Load Cinematorium also ensures that the Visitors go to the Demonstration Room for the rest of the visit and come out for the rest of the adventure.

Sector 5 Grouper: Located at the front of the queue in Sector 5. Its role is to board the Visitors, two by two on the 12 rows that the train has.

Loader: Located in the Loading Area. Its function is to board the 24 people safely in the temporal train and to verify that the safety harness is properly lowered. The Boarding Employee also verifies that Visitors are the minimum height required to ride the attraction.

Disembarkation: Located in the Disembarkation Zone. Its role is to disembark Visitors safely and direct them to the exit before returning the train to The Loading Area.

Control Tower: Located at the Control Tower. Its function is to ensure that the day's operations are carried out in the best conditions and in complete safety for the Visitors and its colleagues.

4.3 Q&A

These written responses have been themed to better suit the Visitor's experience.

What is this? (pointing to the attraction)

This is the Fint Innovations Headquarters sir/madam. It was founded by Mr. Edward Fint, a genius inventor who revolutionized the world of Utopia.

What is it about?

For years, Mr. Edward Fint had been working on an ambitious time-traveling train. Not knowing that he would not be able to finish it in his lifetime, he created an intelligent

interface based on his own consciousness to help the future employees of his company turn his dream into reality. You are invited today to discover this invention and eventually test it if it's your lucky day.

Is it scary?

Ma'am/Mr., the inventions tested in real life during the Fint Experience can be loud and impressive, but it's still an adventure not to be missed with the family.

Can kids ride the attraction?

Children can definitely test the temporal train, but only if they are the right size. Be careful though, as some parts of the experience may scare and impress them.

5. REFERENCES

5.1 CHARACTERS

Sara Lewis

Sara Lewis is a scientist working in the Research and Development Department of Fint Innovations. Since her recruitment by her superior Theo, Sara devotes all her energy and time to complete the time train imagined by Mr. Fint.

Mr.(Edward) Fint

Edward Fint is a French inventor who revolutionized the world of Utopia. He founded the company Fint Innovations and created many inventions using renewable energy. His greatest dream was to offer everyone a train that would take them on excursions through time.

TIEVI

TIEVI is an intelligent interface created from the memory and consciousness of its inventor, Mr. Fint.

Its mission is to continue to operate the company's operations after his disappearance and to direct and advise the scientists and engineers in completing the time train of its creator.

Years after its commissioning, it seems that TIEVI's intentions towards this machine have changed.

EZ-27

EZ-27 is a Fint Innovations droid in charge of welcoming and

distributing Visitors throughout the buildings. Although he gets along well with most of his colleagues (especially Sara), he doesn't really appreciate the constant tension that TIEVI inflicts on its employees.

Theo

Theo is the scientist in charge of the Research and Development Department at Fint Innovations. Under the supervision of TIEVI, his role is to direct the inventions under development.

5.2 INSPIRATIONS

Utopia

The term Utopia comes from the Greek Thomas More and designates a world without any defect where each person would live in harmony contrary to reality.

Dystopia

In contrast to a Utopia, a Dystopia represents a world ruled by total authority and power where no one can live freely. Dystopia is also associated with a counter-utopia, that is to say a utopia becoming a total nightmare.

6. TECHNICAL DETAILS

Maximum speed: 55 mph.

Theoretical duration of a cycle: 5 minutes.

Duration of the two pre-show rooms: 7 minutes.

Number of vehicles: 5

Number of Visitors per vehicle: 24.

Theoretical capacity: 1440 Visitors per hour.