



# PORTO EADO

FINAL CONCEPT PRESENTATION

EDES 301: ENTERTAINMENT DESIGN III

FALL 2023 - CLASS OF 2025



# Table of Contents

- + TEAM
- + LAND CONCEPT
- + DISTRICT CONCEPTS
- + MERCHANDISE
- + PLAY GARDENS
- + DANCE SHOW
- + PUPPET SHOW
- + INTERACTIVES
- + QUICK SERVICE DINING
- + THEMED BAR
- + C-TICKET ATTRACTION
- + TABLE SERVICE DINING
- + E-TICKET ATTRACTION

# TEAM

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An aerial photograph of Porto, Portugal, showing a dense urban landscape with numerous buildings featuring red-tiled roofs. In the background, a hill with a stone wall and some greenery is visible. To the right, a body of water and a distant city skyline can be seen under a blue sky with scattered white clouds. The entire image is covered with a semi-transparent blue overlay.

# PORTO EADO, PORTUGAL

# Welcome to Porto Fado!

Nestled on the rugged western coast of Portugal, near the border with Spain, the seaside city of Porto Fado's picturesque setting offers stunning views of the Atlantic Ocean. In the city center lies a populated shopping and dining district filled with shops and cafes, each with charming quirks. A bustling and colorful marketplace bazaar populated with local artisans, chefs, and storytellers overlooks the waterfront district's restaurant and river, infamous for its unique boat tours. Looming over the city center is a towering citadel, an imposing structure of dark stone and metal with an eerie, fortress-like appearance with massive, menacing sculptures and symbols etched into its façade.

With a diverse mix of historical influences and arts and culture, Porto Fado is a rich and exciting paradise compared to heaven on Earth. However, under the surface and behind the facade of the locals, something sinister remains at play.

Unknown to the average citizen or tourist, Porto Fado is built upon the convergence point of Nuum, an ethereal plane of magic guarded by the balance of its well of energy. The division between this and the human world has remained solid, but it has slowly begun to crack with time. An ever-present aura of magic envelops the city, making it a hub for energy-induced activity surges.

However, the cracks between realms are beginning to manifest in strange physical and spiritual ways, causing disturbances throughout the city.

# PORTO FADO

THE RUGGED WESTERN COAST OF PORTUGAL



## MARKET DISTRICT

- 1 Trolley Station
- 2 Artisan Ceramics and Prints
- 3 Big Box Store
- 4 Fine Jewelry
- 5 Candy Store
- 6 Theater of Os Dois Caveleiros
- 7 Scroll & Steep

## INDIGO DISTRICT

- 8 Mayumi's Motocart
- 9 Charlie Gross Carnival
- 10 Flower Shop
- 11 Bargain Boutique
- 12 Black Market Grocery
- 13 Big Shoulders' Imports

## CENTRAL PLAZA

- 14 Castiel's Radio Shop
- 15 Escape from Fortaleza da Luz
- 16 Fortaleza da Luz Treasures
- 17 Porto Fado Outpost
- 18 Porto Fado Traders
- 19 Farmers Market Stand
- 20 Salvatore's Sip Stand

## WATERFRONT

- 21 Folk Arts & Crafts Tent
- 22 Secrets of Nuum Supply Shop
- 23 Secrets of Nuum: Mystical Tides
- 24 Several Lights Cart
- 25 Benagil Caves
- 26 The Iberian Gardens
- 27 Praca na Aqua
- 28 Cultural Fabrics Tent
- 29 Farmers Market Tent

## LEGEND

- AED Location
- First Aid
- Height Requirement
- Mobile Food Ordering
- Picnic Area / Seating
- Reservations Accepted
- Restroom facilities
- Wheelchair Accessible
- Wifi Hotspot



Gryhnyk  
12.19

# THE DISTRICTS OF PORTO EADO



# Central Plaza

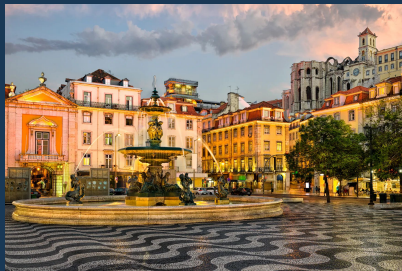
## *Cultural City Center*

Welcome to the cultural center of Porto Fado!  
There is so much to do!

Bask in the strange purple shadow of the Fortaleza de Luz, listen to the electric broadcast from Castiel's Radio Shop, nab a seat at the Marionette Theatre, or let the delicious scents from Scroll and Steep carry you away.

Out by the docks, discover the diverse heritages of sellers and craftspeople and witness the artistry that brings their wares, and this city, to life.

*Connect with the heart and soul of Porto Fado in the town's Central Plaza.*



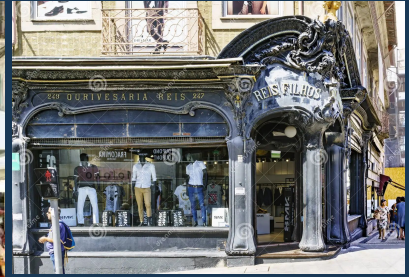
# Market District

## *Residential City Shops*

Not long ago, the mystery of Nuum inspired all sorts of artisans and industry moguls from across the world to set up shop in the richest architectural district of Porto Fado.

As tourism skyrocketed, some businesses incorporated Nuum's energy in their practices, creating unique opportunities for guests to look their best while exploring the area.

*See the sumptuous sites while you shop at Porto Fado's classical Market District.*



# Indigo District

## *Mischievous Back Alley*

On the left side of the street are the structural remnants of a bustling harbor town. On the right side of the street marks the start of the residential buildings underlined with businesses that lead into the town center.

Misplaced funds sunk this harbor's profit, forcing the original owners to sell to anyone who would buy: the Boogie Man, his posse, and a few bold Porto Fado residents. Each new owner sneakily renovated their space into unique business ventures guaranteed to capture guests curiosities.

*Do you dare to explore? Toothsome delights and brazen nightlife await you in Porto Fado's dangerously fun Indigo District.*

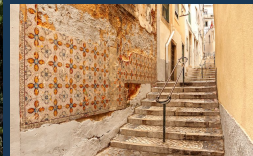


# Waterfront District

## *Extravagant Seaside Architecture and Ruins*

This district has drawn the most visitors after its expensive renovation. The tile covered buildings, ornate archways, and expensive floorwork gorgeously exemplify the diverse local cultures of Porto Fado.

*Feel like royalty as you stroll along Porto Fado's Waterfront District.*







# MERCHANDISE & SHOPS

# Merchandise Locations

## Central Plaza

- + Castiel's Radio Shop
- + Fortaleza de Luz Treasures
- + Farmer's Market Stand
- + Porto Fado Traders
- + Porto Fado Outpost

## Market District

- + Artisan Ceramics and Prints
- + Fine Jewelry
- + Candy Store
- + Castiel's Radio Shop
- + Big Box Store

## Indigo District

- + Bargain Boutique
- + Flower Shop
- + Black Market Grocery
- + Charlie Gross Carnival

## Waterfront District

- + Folk Arts & Crafts Tent
- + Lights Cart
- + Farmer's Market Tent
- + Secrets of Nuum Supply Shop

## Mobile Carts

- + Mayumi's Motocart
- + Salvatore's Sip Stand
- + Didi & Dikra's Delights

# Central Plaza



## *Castiel's Radio Shop*

With the rise of popularity in radio programming and the intriguing news that seems to flood the airwaves of this city, it is only right that Porto Fado is home to one of the best radio builders and broadcasters in the world: the mysterious and anonymous Castiel.



## *Fortaleza de Luz Treasures*

After riding the E-ticket attraction, The Escape of Fortaleza da Luz, guests will exit into the gift shop. The store is selling the clothes, toys, pins, and so much more, all inspired by the Escape of Fortaleza da Luz.



## *Porto Fado Traders & Outpost*

These street stands are filled to the brim with merchandise from around the parks.

# Central Plaza



*Farmers Market Stand*

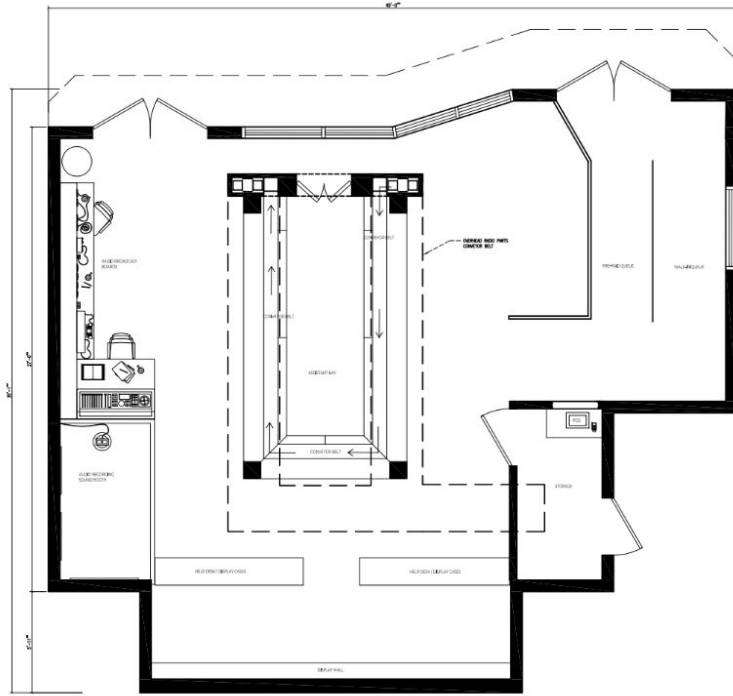
Friendly farmers from the fields a few towns away have gathered to sell you their prized fresh fruits and veggies! You can have them chopped up and spiced in a cup or keep them whole. Festive pepper necklaces and seasonal flower crowns are available as well.



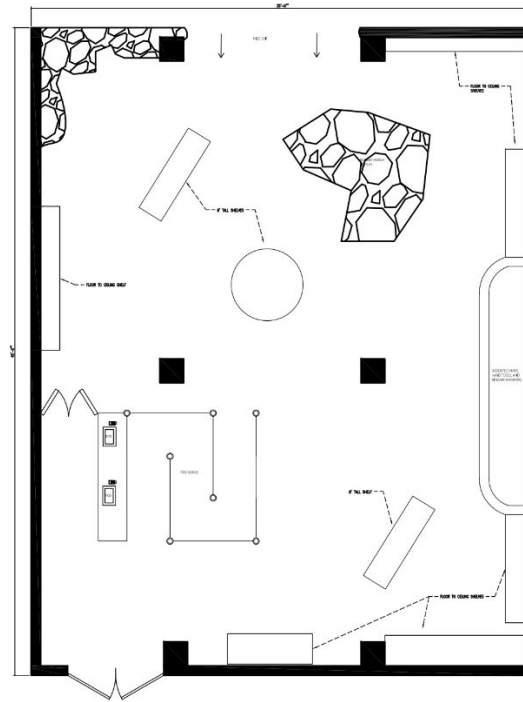
*Salvatore's Sip Stand*

Living up to meaning of his name, Salvatore has always had a passion for saving others through a hot cup of coffee. Salvatore carries pride in his Italian heritage, whipping up classic coffees and Italian hot chocolates, suitable for everyone to have a moment of calm amongst the bustle of the city.

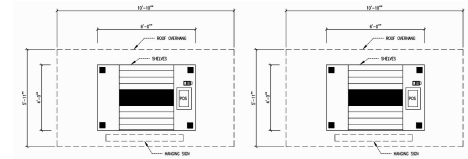
# Central Plaza FLOOR PLANS



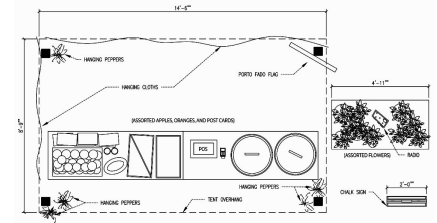
**Castiel's Radio Shop**  
~ 1,200 sq ft



**Fortaleza de Luz Treasures**  
~1,400 sq ft



**Porto Fado Traders &  
Port Fado Outpost**  
~60 sq ft



**Farmer's Market Stand**  
~126 sq ft

# Market District



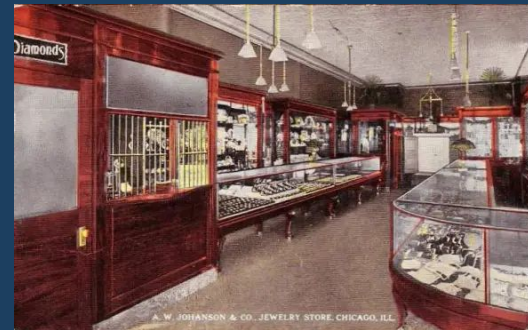
*Candy Store*

A big foreign candy company invested in Porto Fado as soon as Nuum made headlines. This two story candy factory experience is packed to the brim with unique candy options.



*Big Box Store*

The main hub for all land merch, with plushies, keychains, mugs, t-shirts, hats, jackets, dresses, and bags.



*Fine Jewelry*

An old jeweler had a stroke of luck buying a small shop at the end of the Market strip. What started as a small crack in the wall turned out to be a Nuum fissure, spitting out crystals containing a small burst of its peculiar energy. Though they keep the crack out of reach to tourists, anyone can purchase the Nuumian jewelry and experience the magic.

# Market District



## *Artisan Ceramics & Prints*

Run by a rich founding family of Porto Fado, this first floor shop invites guests in with vibrant wall tiles and extravagant window displays. Here guests can find the finest of Portuguese ceramics and paintings depicting the local area, ride story elements, and characters of the land.

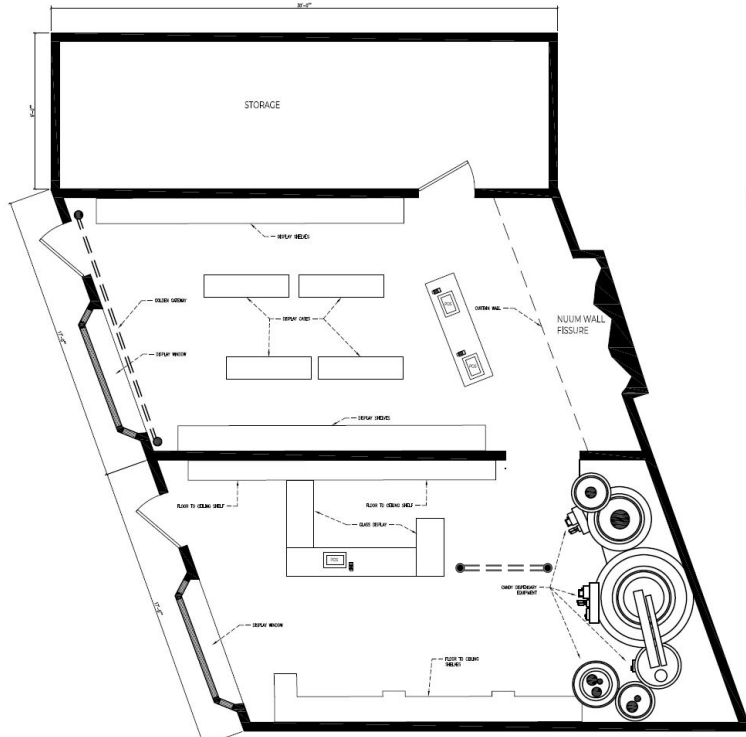


## *Didi & Dikra's Delights*

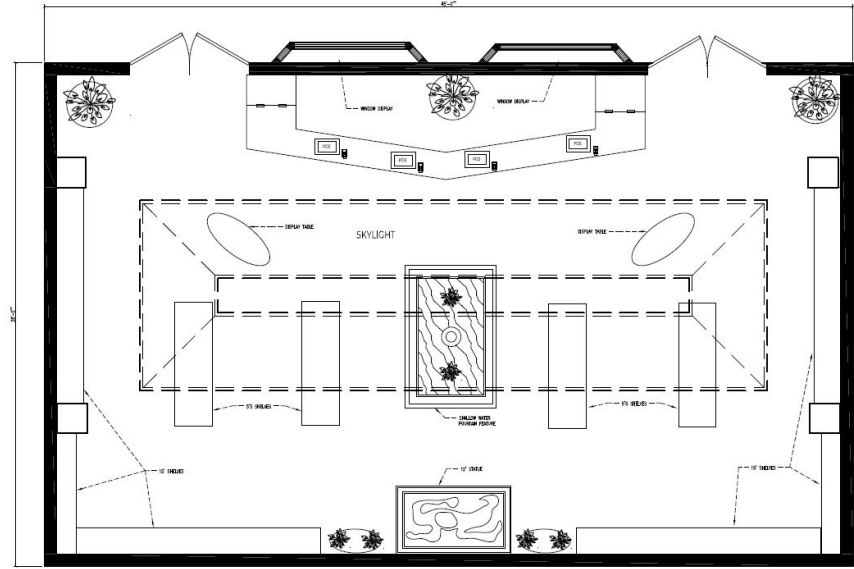
Moroccan siblings, Didi and Dikra, came to Porto Fado to start a restaurant. They made a food cart to get a foot in with the community, serving delicious Moroccan street foods like spiced olives, smoked meats, and fried donuts. While Dikra cooks and Didi takes orders, the two boisterously banter and happily entertain guests.



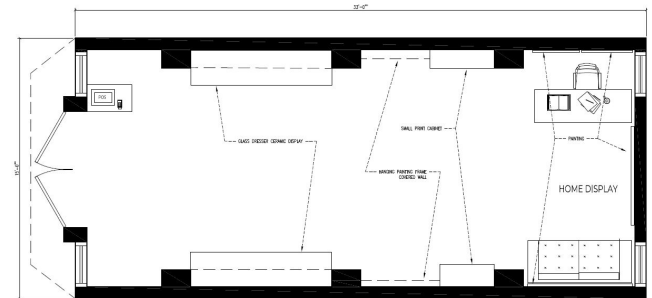
# Market District FLOOR PLANS



**Fine Jewelry (Top), Candy Store (Bottom)**  
~510 sq ft      ~510 sq ft



**Big Box Store**  
~1,260 sq ft



**Artisan Ceramics & Prints**  
~495 sq ft

# Indigo District



## *Bargain Boutique*

A Boat Mechanic's Shop turned “elegant” Bargain Boutique, owned and operated by the Boogie Man's shady supplier. Nuum's energy leaks directly into this alley, spitting out small creatures also available for sale! Even though it's tough to tell what's been stolen and what's been imported, the “low-low” prices just might help you forget.



## *Flower Shop*

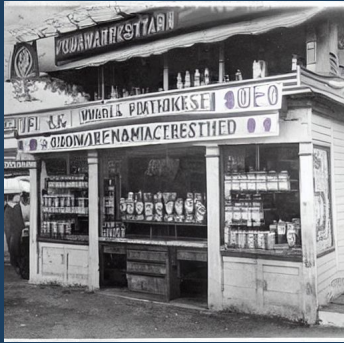
The local crime syndicate made this area nearly impossible for a regular flower shop to succeed, so the owners turned to selling Nuum affected plants and touristy postcards to keep up with the demand for something more dangerous. As you venture deeper into the aisles, Nuum's energy takes a stronger hold, adding a whimsical walkthrough experience to the shop's simple premise.



## *Charlie Gross Carnival*

Part of the Boogie Man's posse, and deemed too unsafe for the Speakeasy, Charlie Gross was given his own space to make his dynamite dreams come true. Test your strength and bet big bucks against your friends for the chance to win plushies, food cart coupons, and all sorts of strange merchandise.

# Indigo District



## *Black Market Grocery*

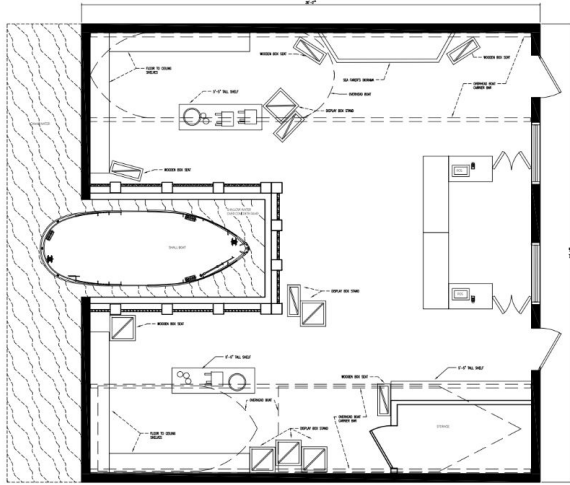
This laboratory convenience store is the perfect place for folks wary of the Speakeasy to get a chilled drink, nummified snacks on the go, a set of customized keychains, or any small essential for a night out in the city.



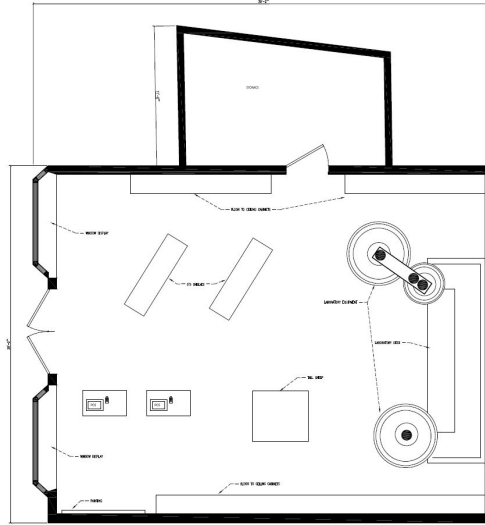
## *Mayumi's Motocart*

Right in the center of this district's bustling nightlife is sits a rebellious older Japanese woman on a converted Harley Davidson motorcycle that now acts as a snack cart. Mayumi sources all of her treats so that there's something for everyone to enjoy, offering maru-mochi, sweet potato fries, jelly snacks, and more!

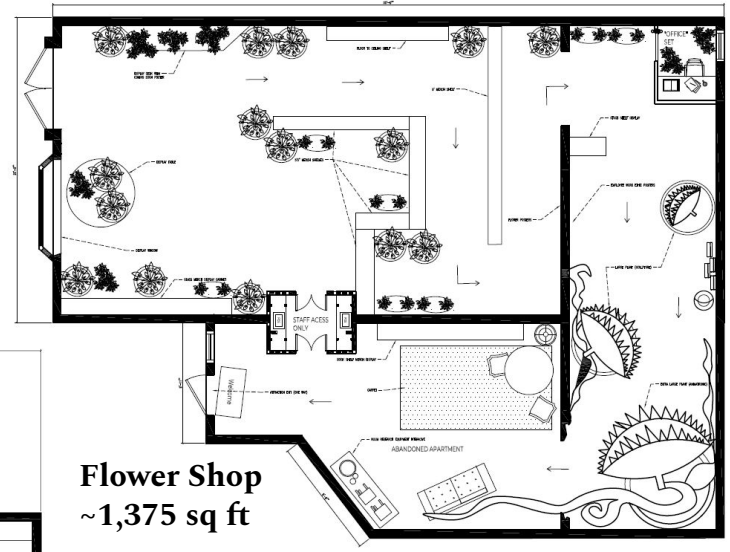
# Indigo District FLOOR PLANS



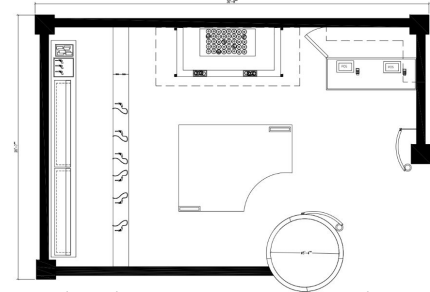
**Bargain Boutique**  
~1,296 sq ft



**Black Market Grocery**  
~1,100 sq ft



**Flower Shop**  
~1,375 sq ft



**Charlie Gross Carnival**  
~600 sq ft

# Waterfront District



*Secrets of Nuum Supply Shop*

After riding the C-ticket attraction, Secrets of Nuum: Mystical Tides, guests will exit back out onto the waterfront. Right by the river sits a massive kiosk. The shop is selling the clothes, toy boats, keychains, pins, and so much more, all inspired by the Secrets of Nuum: Mystical Tides.



*Lights Shop*

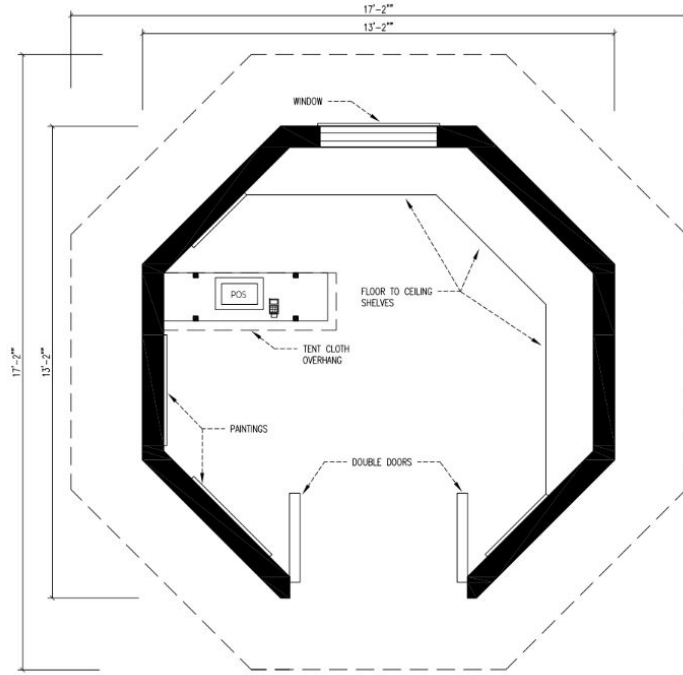
A street cart boutique selling light up necklaces, canes, and pocket watches.



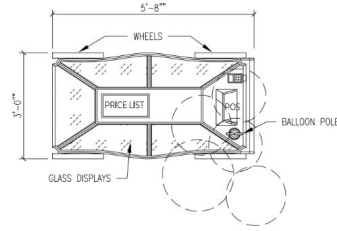
*Farmer's Market Tent*

Fisherman from the nearby rivers have gathered to sell you their best catch of the day! Fancy yourself some authentic Portuguese sardines? If fish isn't your taste, long fish purses and short fish coin purses are also available for purchase. This tent doesn't stink, it's fintastic!

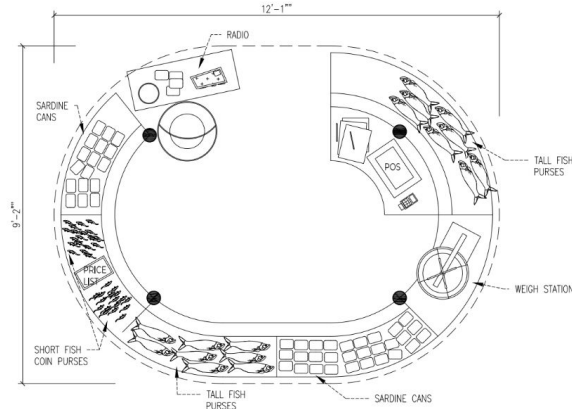
# Waterfront District FLOOR PLANS



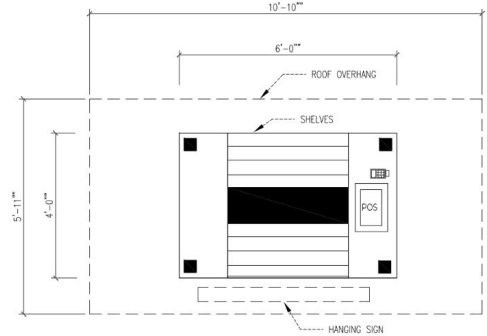
**Secrets of Nuum Supply Shop**  
~169 sq ft



**Lights Cart**  
~16 sq ft

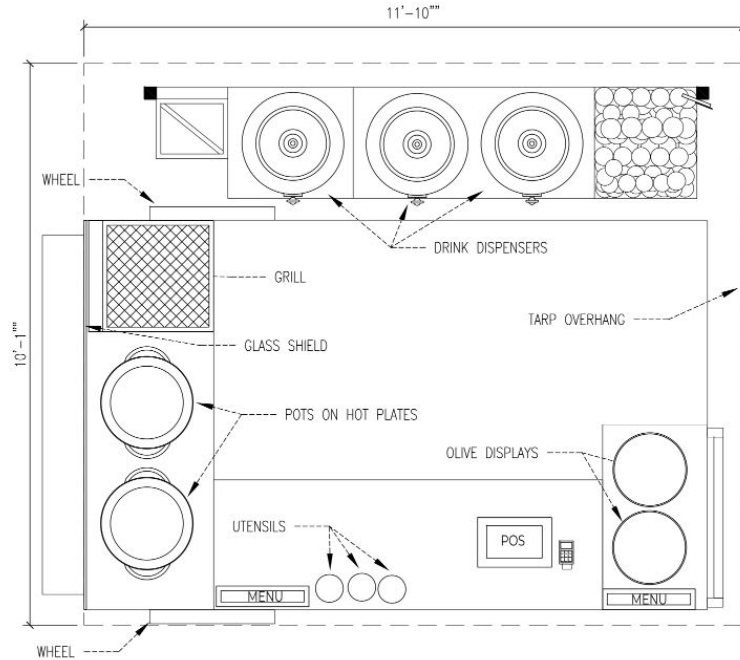


**Farmer's Market Stand**  
~108 sq ft

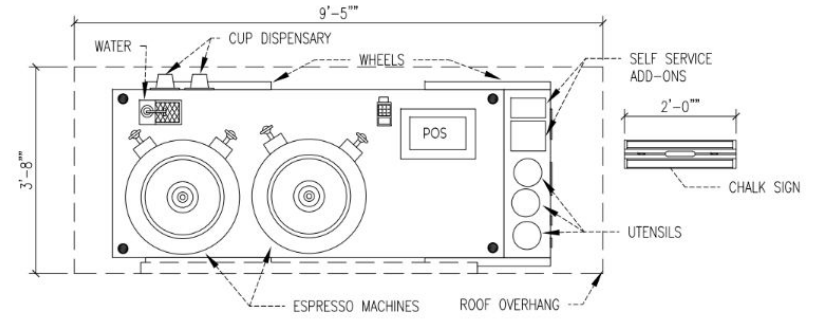


**Cultural Fabrics**  
~60 sq ft

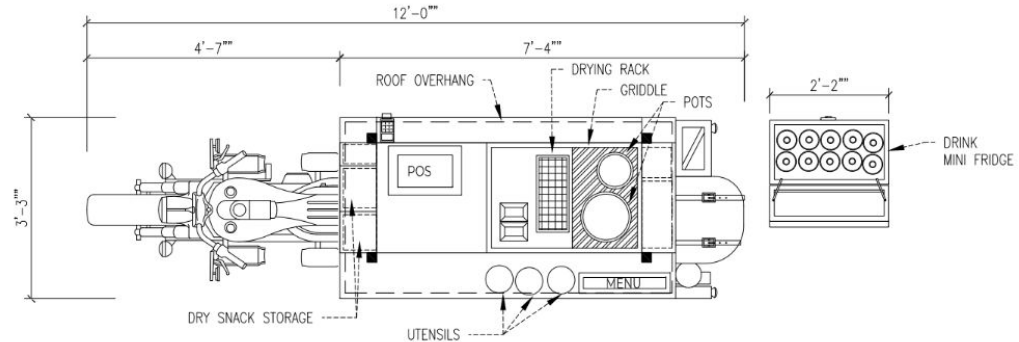
# Mobile Carts FLOOR PLANS



**Didi & Dikra's Delights**  
~120 sq ft



**Salvatore's Sip Stand**  
~36 sq ft



**Mayumi's Motocart**  
~36 sq ft

# The IBERIAN GARDENS

KIDS PLAY AREA

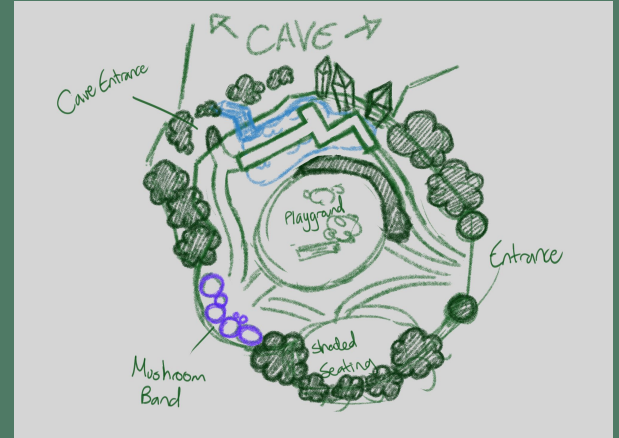
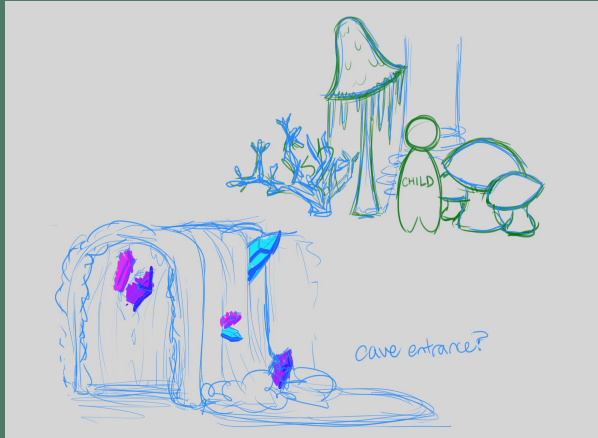


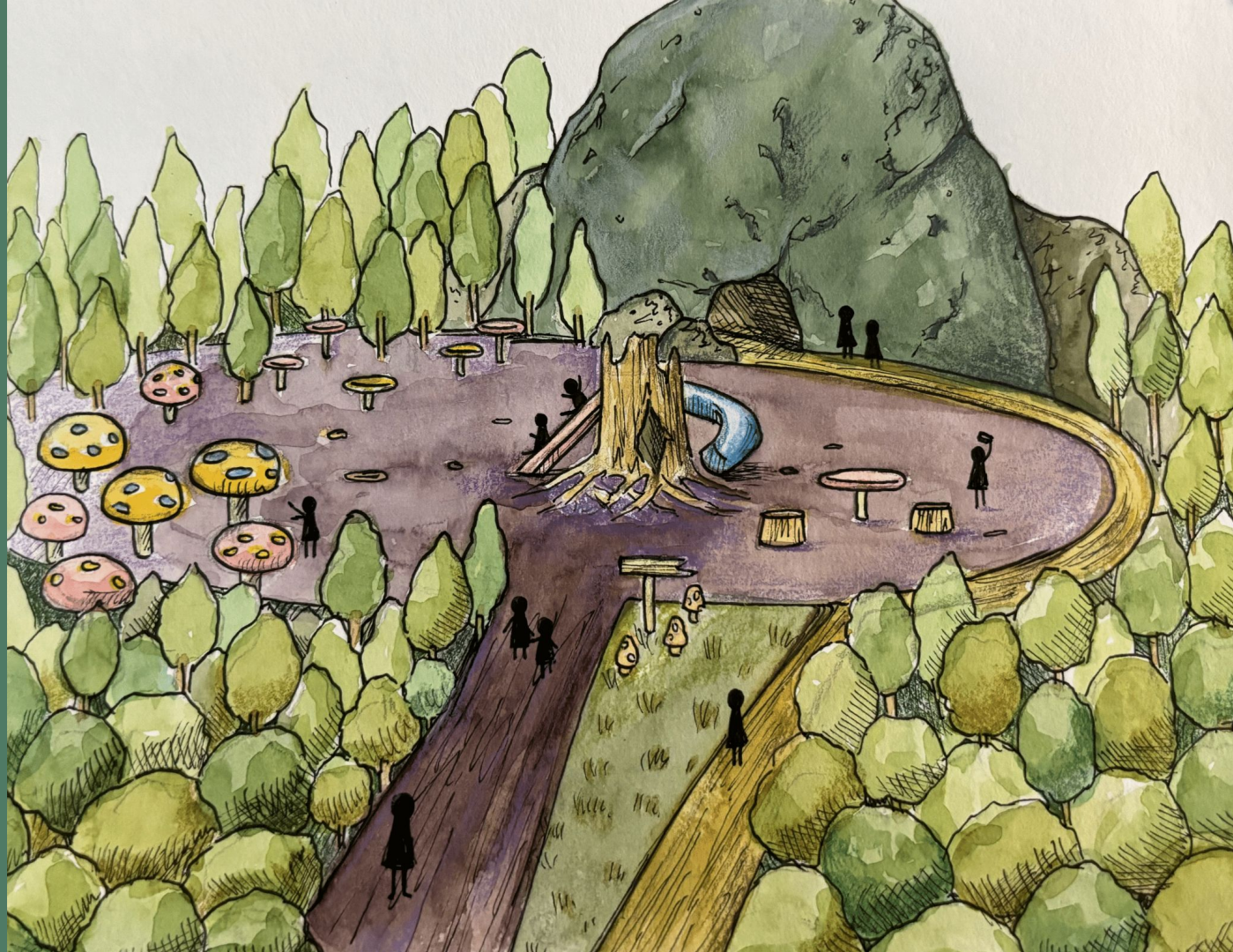
# Explore the natural world of Porto Fado!

Although not the source of the Nuun energy seeping into Porto Fado, the Iberian Gardens are a beautiful and mystical place, where fantastical fungi grow to impossible heights and shimmering purple magic flows through the land.

The Iberian Gardens are, at their core, a playground and rest area. It provides a cool, shaded area with plenty of seating, allowing children a chance to climb and play while others have the opportunity to sit and relax out of the sun and heat.

While some of the attractions and restaurants offered at Porto Fado appeal to a more adult audience, this garden offers not only a place to rest, but it also serves as a playful retreat for the more rambunctious children. Designed with play in mind, the garden will be full of interactive modules for children, with a few included with parents in mind. Children will be able to hop their way across stepping stones that light up upon being stepped on, play musical tones on glowing mushrooms, and climb through twisted tree root tunnels.





# GARDENS FLOOR PLAN

approx 40,000 square feet





# Ranchos Folclóricos

LIVE ENTERTAINMENT

# Ranchos Folclóricos – Concept Treatment

Inspired by Porto Fado's country of origin, *Ranchos Folclóricos* invites guests to delve into the rich arts and music of different regions of Portugal. Multiple times a day, performers specializing in fado music, the “sound of the realities of life”, and vira dancing will fill the city with melody and movement. Not to mention, with Nuun energy threatening to break into our world, there is bound to be a bit of mayhem as well.

As they take over the Marketplace, guests will be engulfed in a show demonstrating the fun and delight of Portuguese dance and music. However, Porto Fado is crawling with characters from all kinds of different factions fighting to be the first to Nuun; as members of the SOS and High Order clash over Nuun-infected artifacts, they too find themselves caught in the whirlwind performance. On neutral ground and with all eyes on them, it is up to these two foes to decide whether to leave it all out in the open or to attempt to blend in with their surroundings. With its vibrant dances, catchy music, and action-packed story, Ranchos Folclóricos has something for every viewing guest to enjoy.

# Script Screenshots – Full script located in the Drive

**Porto Fado: Ranchos Folclóricos**  
**EDES301 - Fall 2023 - Sophie Kramer**

Guests will enter the Marketplace Bazaar, a hustling shopping district littered with locals and tourists alike in search of the most authentic souvenirs Porto Fado has to offer. From start to end, the streets are lined with quaint and unique stalls manned by park employees dressed and acting as Porto Fados locals. From farmers to skilled artisans, each has their distinct personalities and wares to sell. While traditionally dedicated to selling used objects, you'll find real gems, azulejos, antiques, and handicrafts amongst indescribable and charming bric-a-brac. Scattered along the rows of stalls, you might be able to find broken-down cable cars given new lives as snack stalls where guests can delight in trying local delicacies, such as pastel de nataes and petiscos.

Nearing the back corner of this lively district lies a little stage ornamented with florals and a beautiful tile mosaic backdrop depicting the natural beauty of Portugal's countryside. While it is used for town meetings and the occasional marionette puppet show, this space truly comes to life with the magic of traditional Portuguese music, or fado. As the time draws closer to the hour, excitement spreads through the crowding locals like electricity; they know something incredible lies just around the bend. At the sound of the clock's ringing bell, a troop of performers emerges from their place of refuge into the streets and onto the stage. The group, composed of both men and women of all ages, sport beautifully made traditional garments. The women's costume is long and colorful, comprised of either a dress or a skirt and a top and complete with matching shoes and a hair scarf or handkerchief. The men, on the other hand, wear rather plain costumes, made up of trousers and a long-sleeved top which is sometimes covered with a vest while topped with of bold black hat. The musicians carry a myriad of instruments, including guitars (10- or 12-string guitars), violas (6-string guitars), and perhaps also a viola baixo (a small 8-string bass viola). Finally, a male and female vocalist step up to the microphone and begin to speak:

**MALE VOCALIST (SANTIAGO)**  
(casually and more informally spoken, as if greeting a friend)  
Olá, E aí?

**FEMALE VOCALIST (ADELINA)**  
(more proper and formal of a greeting, knowing she is addressing a group of strangers))  
Hello, and welcome to Porto Fado's Marketplace Bazaar! We are Os Dançarinos Esperançosos, hailing from the Minho region of Portugal! Together, as part of our troop, we hope to bring the magic of our fado music to all who visit this enchanting port.

to the punch by the **SOS SCOUT**, who comes to a dead stop right in front of the entrance to the **BLACK MARKET**. Freezing in place, the **HIGH ORDER SCOUT** stares the **SOS SCOUT** dead in the eye. With nowhere to go, they are cornered by the stage and the blocked path. Backing away as the **SOS SCOUT** begins to move in on them, they stumble over their words to respond

**HIGH ORDER SCOUT**  
(unsure of what they're going to say, formulating the thought as it comes out of their mouth)  
Listen, punk! It's called finders' keepers. Ain't you brainiacs got enough mumbo jumbo anyway?  
The boss said this one's packing heat, and I got to deliver!

Running out of room, the pair of scouts find themselves smack dab in the middle of the clearing formed for the dancers, who stare at them perturbed. It is clear from this point that the two have broken the most important rule of being on recon detail for both of their organizations: **do not draw attention from civilians onto yourselves**. Amused by the weirdness and awkward nature of this whole scenario, **SANTIAGO** speaks into the mic, stopping the band in an instant (which only increases the stares from the guests and band.

**MALE VOCALIST (SANTIAGO)**  
(taunting, barely covered by fake excitement and showmanship)  
PARAR, PARAR! It seems like our music has moved some of our audience a little too much, right into the center of the pista de dança! Que vergonha! (he laughs). Does this mean we have two volunteers?

**THE SCOUTS** stare at him blankly, glancing back at each other, and then up to the stage again. This is a crucial moment in both of their careers, not the one they have been training for, but an important one nonetheless. Will they endanger their covers and expose the whole operation of both the High Order and Society of Scholars? Thinking quickly, the **SOS SCOUT** leaps into action.

**SOS SCOUT**  
(awkwardly)  
What can I say? Those tunes are hitting on all eight, right, chump? And that voice of hers? Ain't that mint.

**HIGH ORDER SCOUT**  
(nodding, even more awkward and rambling than before)  
Yeah, got no control when you're dizzy with that kind of dame! (nervous laughter) We figured it looked like you hoofers were having a ball, so we oughta get with ya.

quickly, pulling away with the grin of a devil. In agreement, **ADELINA** nods and gestures to the band before returning to face the crowd.

**FEMALE VOCALIST (ADELINA)**  
(innocently, but somewhat in on the joke)  
Not bad for a bunch of iniciantes! But hey, let's make it a bit tougher on our new dançarinos for our next song, sim?! Pick it up a bit. Vamos, rápido!

Every single performer is raring with energy to see how far these two embarrassed scouts will go to keep up their appearances as normal tourists and civilians. As the song begins, the band takes the initiative to play the already faster **Vira Geral** in double time, throwing the two **SCOUTS** into extreme disarray. Hands and feet fly everywhere, almost like a baby deer that was learning how to walk slipped on ice and is spiraling out of control. Regaining a little bit of traction, the **SOS SCOUT** decides to try to use this moment of chaos to their advantage; closing in, the **SOS SCOUT** spins their way over towards the **HIGH ORDER SCOUT** with open and outstretched hands, ready to grab the elusive **RELIC**.

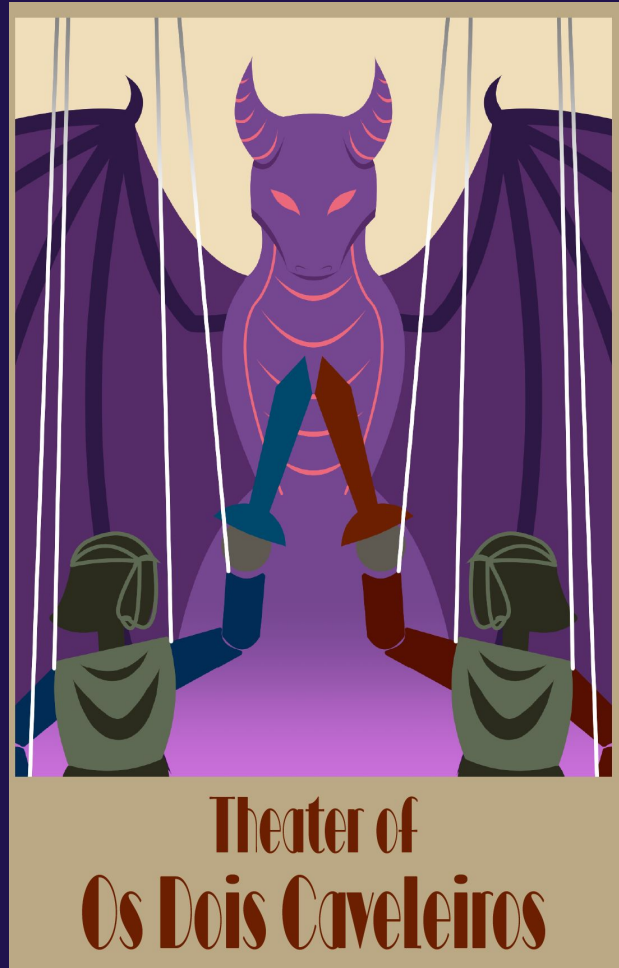
Noticing this and acting without thinking, the **HIGH ORDER SCOUT** flails their hands dramatically, and suddenly, the **NUM RELIC** flies through the air and into the hands of one of the **DANCERS**. Frantically, both **SCOUTS** rush towards the **DANCER** holding the instantly fragile prop (truly constructed of sugar glass), but in a sudden wave of impishness, the **DANCER** tosses the **RELIC** upwards towards the stage to be caught by **SANTIAGO**. From this initial toss, it becomes a massive game of monkey-in-the-middle within the formations of the dances where the **VOCALISTS** and the **DANCERS** try to keep this object of unknown origin (at least to them) away from the seemingly moronic **SCOUTS** as they leap around and try to navigate the pathways of the dancers, resulting in many near-collisions and a couple of actual ones. As time passes and with increasing levels of exhaustion, the **SCOUTS** become sloppier and sloppier, and they look like they have drowned in sweat (and tears?). The **RELIC** returns to the stage in the hands of **ADELINA**, who decides to be kind and give grace.

**FEMALE VOCALIST (ADELINA)**  
(forgiving, but pressed for time)  
Oh boy, my friends. Look at this, estás a meter água! We have time for one last song, but let us collect ourselves and end this silly game we have created. (to the **SCOUTS**) Here you go, loucos! Thank you for feeling the power of our music and dancing with us; your vira was... great, but you'll be even better with practice. But hey, *Matar dois coelhos com uma tacada só*! Getting ready to cue the band for their last song, **ADELINA** haphazardly tosses the **RELIC** back towards the anxiously waiting **HIGH ORDER SCOUT**, who is ready to break away from the crowd and back into the **BLACK MARKET** at the drop of a hat. Desperate and lashing out with their last wave of energy, the **SOS SCOUT** launches themselves toward the **HIGH**



# Theater of Os Doís Cavaleiros

Marionette Performance



# Theater of Os Dois Cavaleiros – Concept Treatment

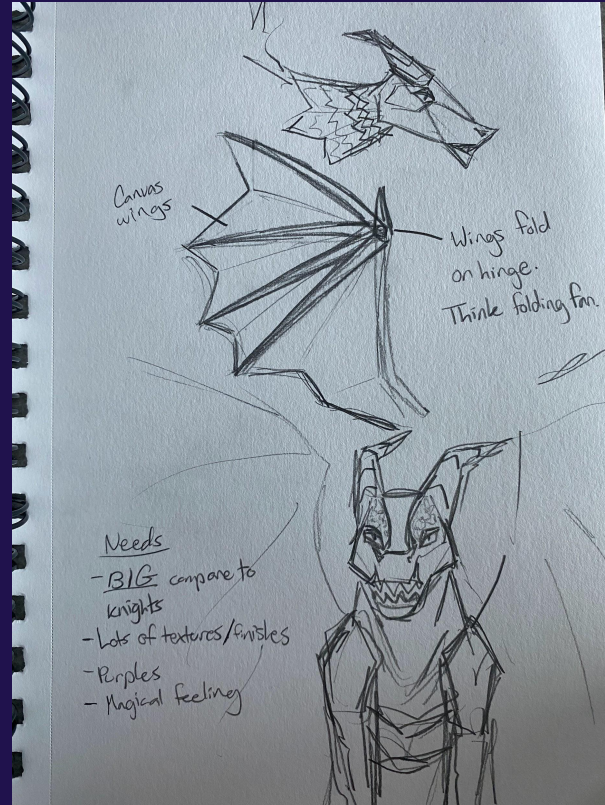
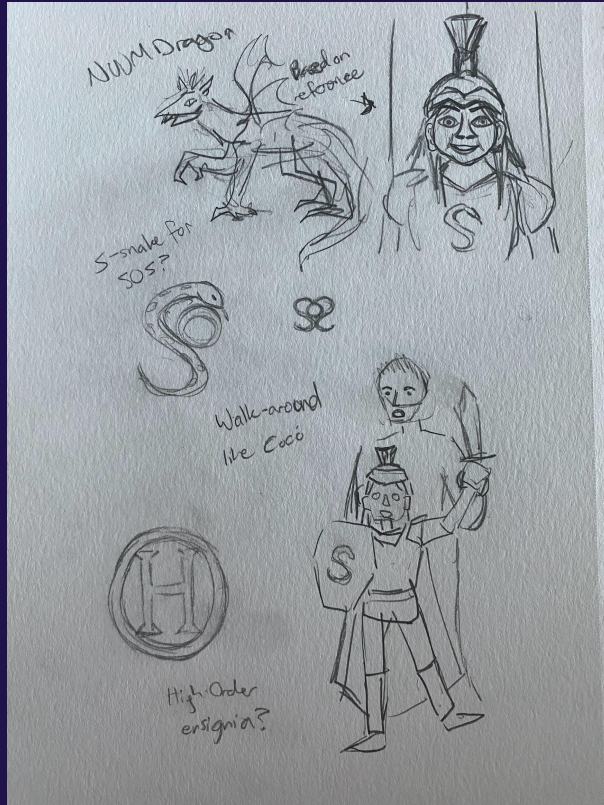
On the streets of the beautiful residential district, prepare for a tale of adventure and danger as the talented puppeteers of Porto Fado invite you to witness the quest for a mysterious ancient magic.

The puppets will be large, walkaround puppets, inspired by the ones used in the Coco show Plaza de la Familia in Disneyland. The style of the puppets will be drawn more from that of Portuguese marionettes, as well as Sicilian puppet theater.

Although it is not spelled out explicitly, the core story of the show, to those who are observant enough, represents the struggle between the Society of Scholars and the High Order in their dueling quests to discover the source of Nuum and its magic. The story tells of two combatting groups of knights who wish to find and control a strange and powerful magic, and of the struggles they face upon meeting this power face to face.



# Concept Art





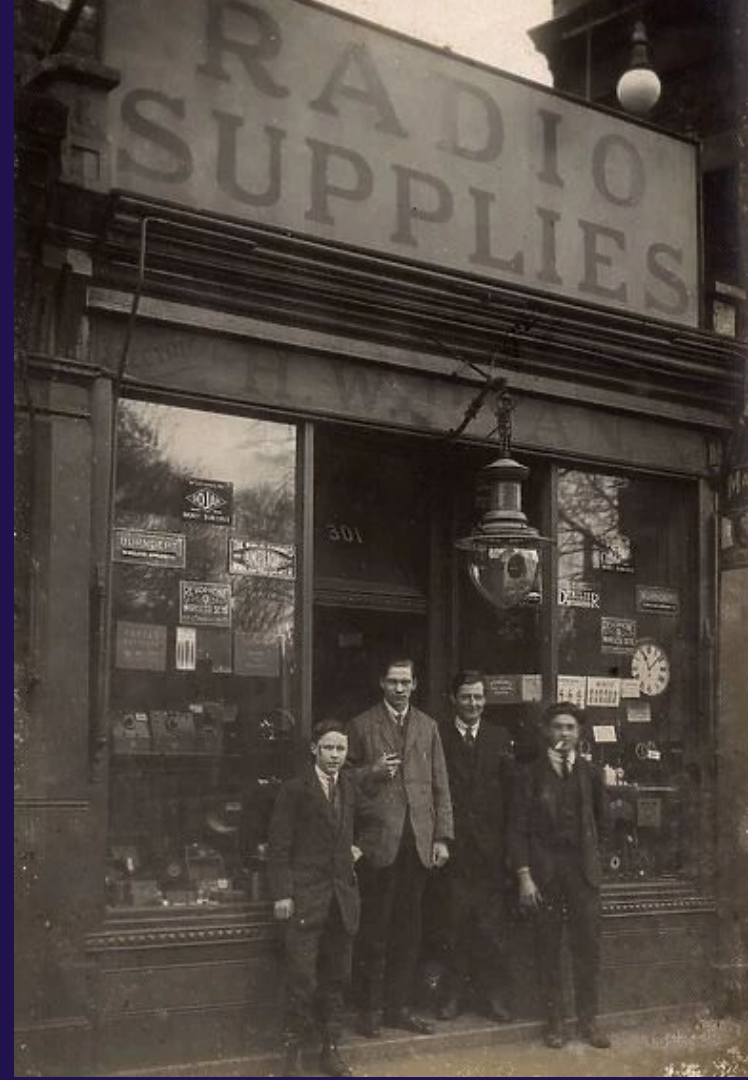
# INTERACTIVE

Castiel's Radio Mission | Customizable Souvenir

## Castiel's Radio Missions – Concept Treatment

With the rise of popularity in radio programming and the intriguing news that seems to flood the airwaves of this city, it is only right that Porto Fado is home to one of the best radio builders and broadcasters in the world: the mysterious and anonymous Castiel. Tourists are encouraged to visit his shop in the City Square to see the latest technology; borrowing an Angel Som display radio, guests will be able to take these portable devices for a test drive. However, as soon as they step out of the shop, these guests receive an emergency broadcast from Castiel stating that they have been spot-recruited to help gather intel on the mysterious elements at play in the city.

Similar to the EPCOT World Showcase Adventure games and Sorcerers of the Magic Kingdom, guests will be able to follow Castiel's directions to find clues and solve puzzles across Porto Fado. Available throughout the day, guests will be assigned one of three different quests in different land areas and learn more about the history of Nuum, the two organizations, and the potential danger that lies ahead.



# Reference Pictures – Game Play + Devices



# Script Excerpt – Introduction

CASTIEL

(voice altered and disguised, but intelligible)

Hello, hello, bem-vindo! This is Castiel, your angel of the sound waves and radio maker extraordinaire. Sorry to intrude on your little test, but the opportunity was too good to resist. You see, I'm a bit of a kingpin when it comes to information and this town is full of it. You wouldn't be able to tell, but these bad boys are so much more than your run-of-the-mill radios from the corner store; with my state-of-the-art programming, Angel Som radios can cause some major mayhem. It's almost like magic, no? Since I was so nice to let you all take my newest baby for a spin, surely you all could do me a favor and help me...expand my potential markets? Thank you, os querubins, you will not regret it. Right, right, follow the path down to the market district and I'll give you more instructions as you need them. Don't worry, I've got eyes and ears all over the place and they'll keep me in the loop.

# Radio Script Screenshots

## Porto Fado: Radio Mission 1 - Indigo District EDES301 - Fall 2023 - Sophie Kramer

*As guests cross the bridge into the coastal world of Porto Fado, they become engulfed by the wave of sonorous energy that radiates from every speaker tucked away into the shop and apartment facades. A quiet selection of instrumental fado and light jazz loops through the air and combines beautifully with the natural song that dances on the wind. Intermittently, the sequence of songs breaks, and a quick news bulletin will sound off on a couple of the speakers. While the speaker's voice is clear enough to understand, it is evident that this voice is a tad bit unnatural and does not match the cadence of the words being said, such as...*

### NEWS BULLETIN ANNOUNCER (CASTIEL)

Bem-vindo and welcome to Rádio Anjo, home to os últimas notícias and the best fado music this side of the Atlantic. As we enjoy another day in our seaside paradise, keep your eyes peeled for the daily deals at our shops and markets across the city. You never know what treasures you'll find in someone's bargain bin. Speaking of bargains, be sure to head down to the waterfront Anjo Som for the best home and portable radio prices on the market!

*Continuing down the pathway, countless shops and restaurants flank the side of the streets filling the air with a delightful cacophony of colors, sounds, and smells. At the end of the row, a little brick-and-stone shop produces the loudest and most blaring sounds you have ever heard. Inching closer, the sound becomes more crisp and clear and it dwains on us: it's Rádio Anjo! This must be Anjo Som, the birthplace and headquarters of Castiel's radio station. Taking the mysterious radio host's earlier advice, guests will duck into Castiel's shop to explore while beating the heat*

*Walking into the shop, it is like a technical wonderland hidden in the tropical paradise right outside the door. The soft, ambient lighting was provided by Edison bulbs suspended from the ceiling, their gentle glow creating an atmosphere of warmth and intimacy. The air is filled with the melodious strains of radio broadcasts, which emanate from strategically placed speakers discreetly nestled within the decor. The music, including Portuguese fado, jazz from across the Atlantic, and news updates from around the world, add to the enchantment of the place.*

*The walls bear vintage wallpaper featuring intricate patterns and rich colors that exude a sense of opulence. Ornate wooden molding framed the wallpaper, adding an extra layer of refinement to the decor. The mahogany shelves that lined the walls were a sight to behold, showcasing an extensive collection of radio receivers, both small and grand. Some of the radios were housed in elaborate wooden cabinets, each a work of art in its own right. These cabinets featured intricate marquetry and delicate inlays, reminiscent of the Art Nouveau and Art Deco*

*styles that were in vogue during the period. The radios themselves were adorned with ornate dials and brass knobs, inviting patrons to interact with the instruments of this burgeoning technology.*

*The focal point of the shop is an ornately carved wooden counter that stands proudly at the center. Its polished surface showcased an array of meticulously crafted radio components, including vacuum tubes, capacitors, and crystal detectors, presented almost like pieces of art. A brass cash register sat atop the counter, reflecting the meticulous attention to detail that permeated every aspect of the shop's design.*

*Visitors were welcomed by the friendly and impeccably dressed shopkeepers, their attire reflecting the sartorial elegance of the era. They were well-versed in the technical intricacies of the radios, and their passion for the medium was palpable as they regaled customers with stories of remarkable transmissions and the transformative power of radio in connecting people across vast distances. They call out to guests with delight:*

### SHOPKEEPERS

(ad libbing and riffing on existing dialogue)

Step right up for a sneak peek into your future! That's right, folks, line up for a chance to experience tomorrow's technology today with the Angel Som Handheld Portable Radio! Yes, no longer will we be stuck at home if we want to listen to the sweet music and the nightly news; now with this lightweight and petite traveler's delight of a radio, we are free as a bird. Constructed with one vacuum tube and powered with the newest power sources, this set receives all local broadcast stations and can be connected to an antenna to increase its power on an international scale. Ladies and gentlemen, this is the next big thing and you can take these bad boys out for a test drive today!

*Delighted with curiosity, guests will approach the counter to register for a chance to see these newfangled devices in all their shiny display glory. Upon further inspection, these radios are even more impressive than we ever dreamed they could look. Its housing, meticulously crafted from polished wood, possibly mahogany or oak, or innovative Bakelite, exemplifies both durability and visual appeal. The carefully contoured form, with its sleek curves and geometric speaker grille, pays homage to the angular, symmetrical designs emblematic of the Art Deco movement. The control panel, adorned with brass or chrome-plated knobs and switches, not only facilitates ease of use but also adds a touch of sophistication. Positioned atop the radio, a leather or fabric-covered handle serves the dual purpose of practicality and style, enabling effortless portability. The glossy lacquered finish enhances the overall opulence, making this radio an enticing product for people from all walks of life.*

*Talking to the employees, they explain how the field test will work. Writing down (and later digitally input) your phone number and the serial number of the radio so they can activate it, all guests will be loaned a radio for 2 hours as they explore the signal strength all over the city. As the radio is handed over, guests are told to not turn on the radio until they exit the shop and are ready to start their journey. Exiting the shop, guests are free to continue to explore the land at their leisure, but those who are excited enough to begin their field test will immediately turn on their radios as they cross the threshold of Angel Som. Igniting with little lights all over and coming to life, the speaker crackles, and soft fado tones begin to fill the air. As the song continues and guests begin to walk away from the shop, the melody suddenly crackles and fades out as static cuts in and out. After a brief moment of silence, a tri-tone jingle sounds off, and a crackling voice cuts in:*

### CASTIEL

(voice altered and disguised, but intelligible)

Hello, hello, bem-vindo! This is Castiel, your angel of the sound waves and radio maker extraordinaire. Sorry to intrude on your little test, but the opportunity was too good to resist. You see, I'm a bit of a kingly when it comes to information and this town is full of it. You wouldn't be able to tell, but these bad boys are so much more than your run-of-the-mill radios from the corner store; with my state-of-the-art programming, Angel Som radios can cause some major mayhem. It's almost like magic, no? Since I was so nice to let you all take my newest baby for a spin, surely you all could do me a favor and help me... expand my potential markets? Thank you, os querubins, you will not regret it. Right, right, follow the path down to the market district and I'll give you more instructions as you need them. Don't worry, I've got eyes and ears all over the place and they'll keep me in the loop.

*Intrigued and ready to explore, guests will continue down the path and loop themselves around to the MARKET DISTRICT, a high-end retail destination filled with the latest (at least in the eyes of 1920s Portugal) goods and apparel, along with quaint cafes, shops, and galleries run by Porto Fado locals. Many of the infamous must-see destinations in the city, such as Scroll and Sleep, find their homes on this exact street. Filled with joy at getting to spend an afternoon exploring this upcoming area, guests allow themselves to stop and stare at the beautiful storefront displays that fill the street. There is nary a word from the radio until guests pass the Scroll and Sleep and CASTIEL's voice cuts through the street's ambience.*

### CASTIEL

(snarkily amused, but pressed for time)

Ah, finally! Well, I hope you enjoyed your scenic route around town, because where we're going isn't pretty, if you catch my drift. Head on up to that fork in the road and veer left down into the alley. Look for the lamppost on the corner and switch to channel two by hitting the middle button on your radio. I know it's a hassle but I have to make sure our lines are clear as glass and clean

# Abridged Script – Story Callouts

## 1. Angel Som Introduction

- Guests explore Porto Fado and are drawn to the mesmerizing tunes of Angel Som radios.
- Castiel introduces Rádio Anjo and invites guests to field test his new handheld radios.

## 2. Angel Som Shop

- Inside Angel Som, guests encounter a technical wonderland with vintage decor and ornate radios.
- Castiel encourages guests to test his new handheld radios by exploring the city with them.

## 3. Field Test Begins

- As guests turn on the radios outside the shop, Castiel's voice surprises them with a mission.
- They're tasked to head to the market district and then receive a message about the Indigo District.

## 4. Indigo District Exploration

- Guests traverse Indigo Alley, discovering the town's faded maritime history and residential spaces.
- Castiel instructs them to tamper with a breaker box near the Bargain Boutique.

## 5. Blossom & Curio Flower Shop

- Inside the flower shop, guests use the code phrase to share the capsule's contents with the employee.
- The employee identifies an address leading to an old import warehouse.

## 6. Warehouse Adventure

- Guests reach Big Shoulders' Imports, a discreet speakeasy-like warehouse, and intercept a conversation about missing gin bottles.
- Castiel urgently advises them to head back to the shop before things escalate.

## 7. Conclusion

- Guests return to Angel Som, where employees present them with a "Radio Angel" pin.
- Castiel thanks them for their help and hints at the hidden depths of Porto Fado, leaving guests with a sense of intrigue and accomplishment.

# Castiel's Radio Device: Design Concept



CHANNEL DISPLAY

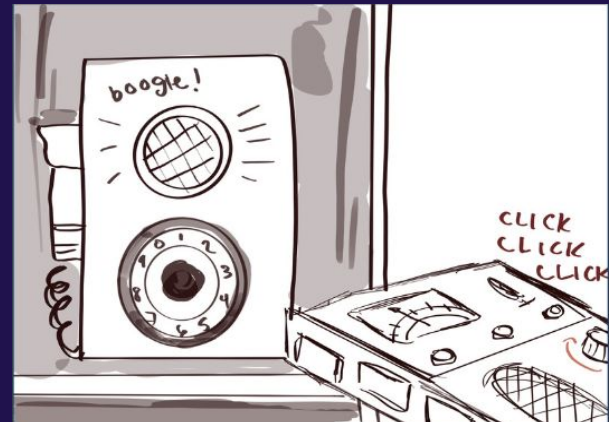
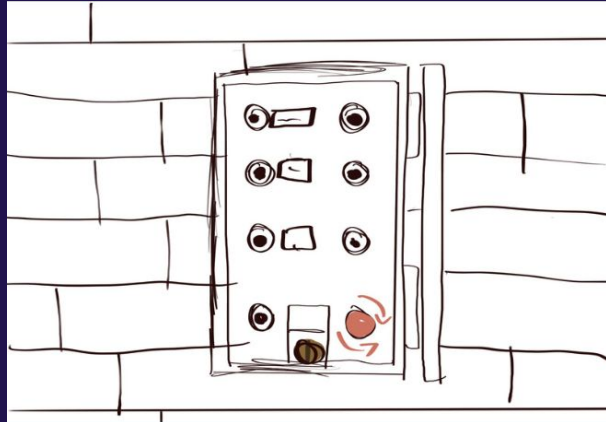


INTERACTIVE BUTTONS



CASTIEL'S

# Interactive Mission Storyboards





# **CASTIEL'S RADIO STORE**





## ***Secret Mission Map***

### **LOCATIONS**

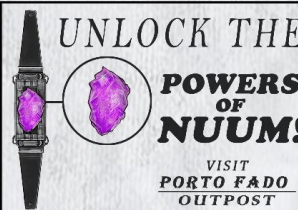
**MARKET DISTRICT  
INDIGO DISTRICT  
CENTRAL PLAZA  
WATERFRONT**

### **SECRET LEGEND**

-  RADIO WAVE LOCATION
-  NUUM INTERACTIVITY



FOR THE BEST IN RADIO BROADCASTING  
 **CASTIEL'S  
RADIO STORE**  
RADIOS • FM • RADAR • LONG WAVE • SHORT WAVE





# Tap Interactives

Nuum Bracelets | Cave Interactive

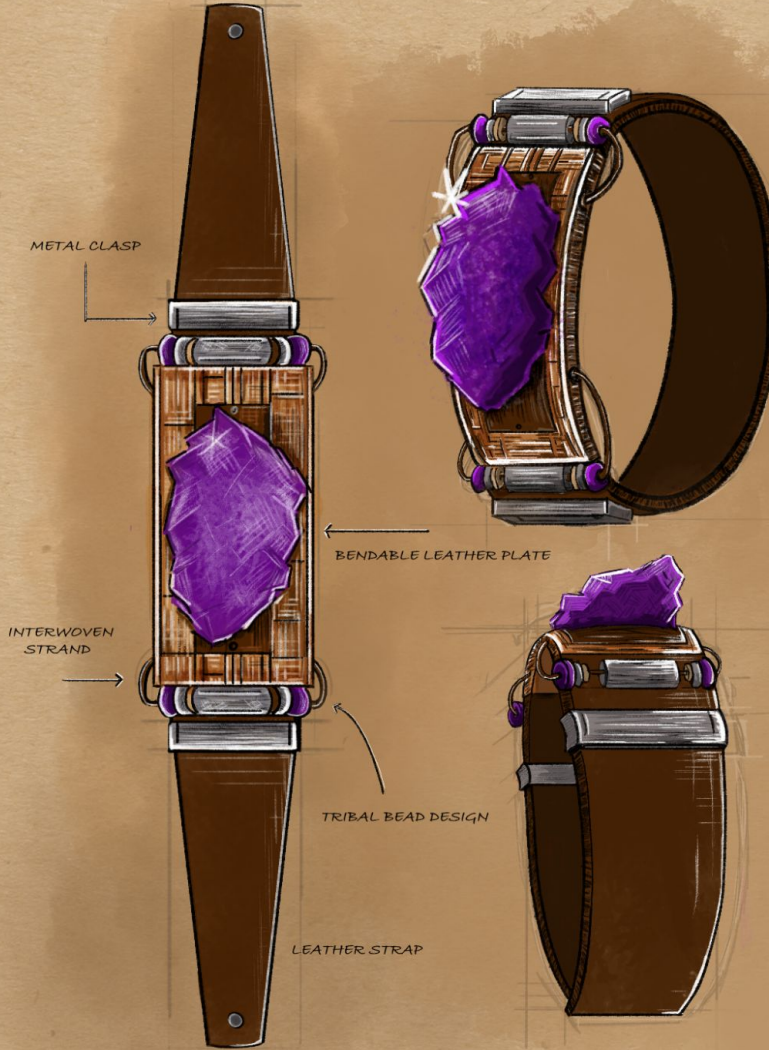
# Tap Interactive Concept Treatment

Uncover the secret treasures of the Nuum Realm! Mysterious Portuguese Diamonds are said to have the power to manipulate the forces of Nuum and potentially fix the damaging rifts growing in Porto Fado. These interactive ingots will be specially crafted into bracelets to incorporate playability within the unique environment. Merchants and scholars will instruct guests where to secretly use these tools to fix the High Order's destruction. Guests will use their bracelets to engage with the landscape; gems will play an integral part in nighttime shows, scavenger hunts, and hidden messages, and notably glow purple when power surges across the land.

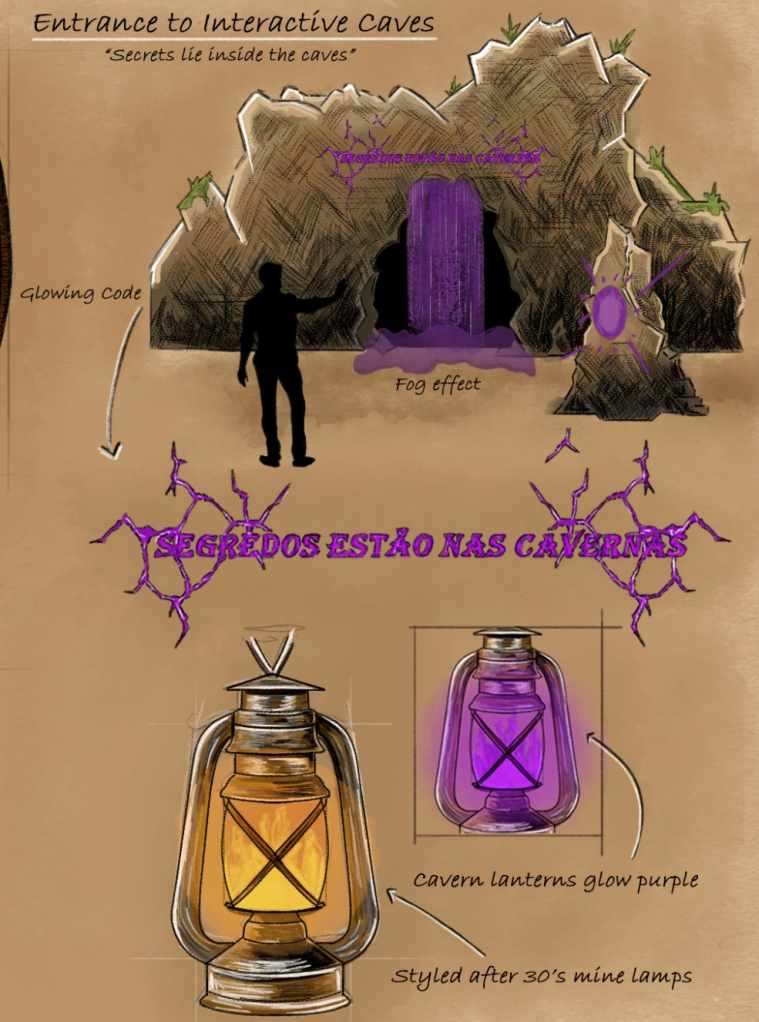
The rare Portuguese Diamonds' make a great aid in succeeding against the High Orders plan of domination. Do you have what it takes to wield these powerful artifacts, or will Porto Fado succumb to the mystic forces?

# Reference Pictures – Interactivity + Design



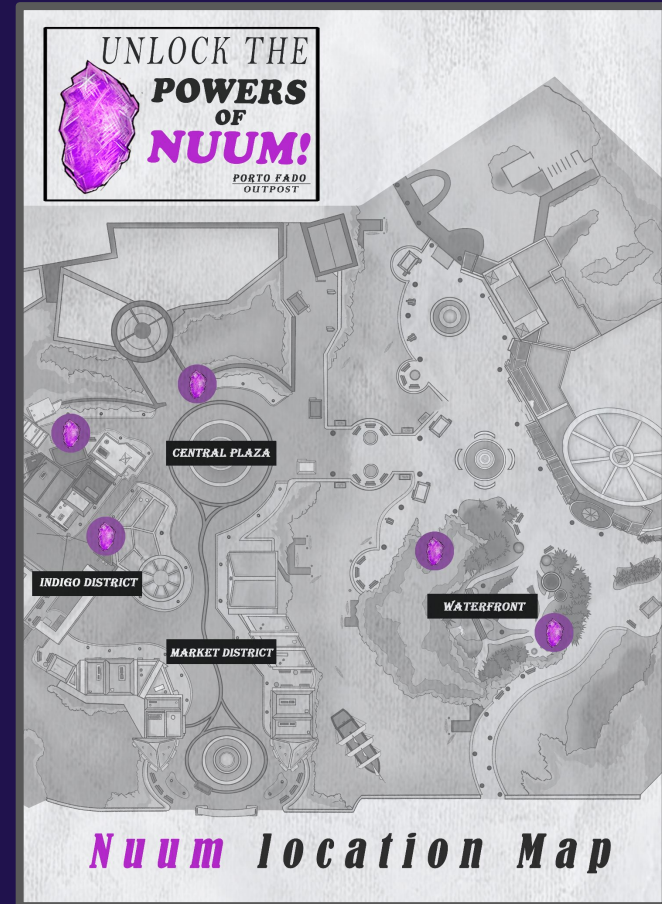


Entrance to Interactive Caves  
"Secrets lie inside the caves"



# Interactive Location Callouts

- The exterior of “Escape from Fortaleza da Luz” (E-ticket) - Signage for the attraction glows purple.
- The back alleyway in Indigo District (Behind Scroll & Steep quick service) - Bricks and walkway glow purple cracks once guest waive their arms at the shop window. This area foreshadows the E-ticket adventure just a few steps ahead.
- The exterior of Castiel’s Radio shop (Central Plaza) - Radios in the shop window crackle and the sounds of Nuum can be heard under the distorted frequencies. Some of the radios glow purple, possessed by the powers of Nuum.
- The Iberian Gardens (Waterfront) - Natural elements glow purple when guests enter this part of the park at night (trees, shrubs, rock faces, etc). The water under the bridge changes colors, the tappable mushrooms include a “bop it” style challenge.
- Benagil Caves (Waterfront) - Purple mist fills the cave entrance, and secret messages outside the cave appear from cracks in the rock face. Guests who enter the cave follow the glowing purple mining lanterns.





# Dining

Quick Service | Table Service  
Enhanced Bar Experience

# Scroll & Steep

Quick Service Restaurant (QSR)

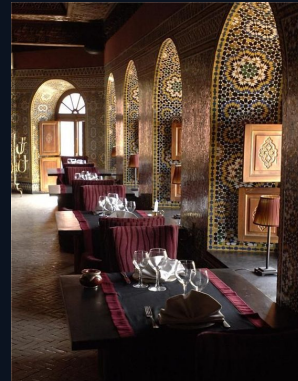
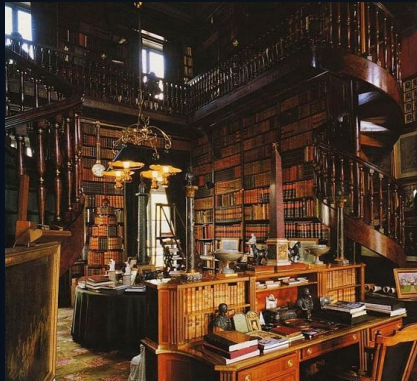


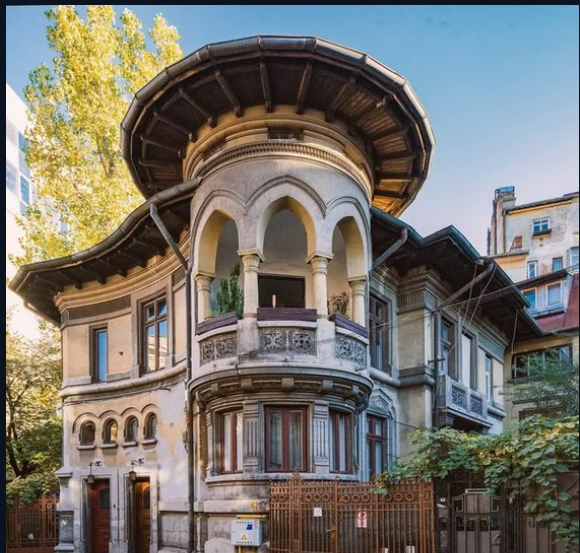
# QSR Concept Treatment

Take a rest from your quest and recharge at SCROLL & STEEP, an eclectic tea shop and secretive center for unusual trade. Rumoured to harness rare Nuum energy in its handcrafted elixirs and beverages, this affluent business is owned and operated by dubious tea lord Frederick Fortune.

Once a historical library, SCROLL & STEEP is now home to Fortune's obscure collection of manuscripts and artifacts that he has picked up while on his questionable journeys. Travelers across Portugal come in to offer artifacts alike in exchange for *camellia sinensis*, a new and rare strand of tea infused with Nuum properties.

Although mystical in its nature, this shop holds unworldly transcendent powers. Upon entering, you'll find yourself underneath an orbiting celestial plane, where stars swirl around the ceiling and far off voices mutter, speaking in strange Nuumien tongues. Watchful eyes of ancient deities hide deep within the patterns of the tiled art, whispering dangerous truths to those who seek it. Bookcases filled with Nuum artifacts silently re-configure above you while wonky, disproportionate lamps cast abstract shapes and colors onto the trinket-filled shelves and mosaic tiled walls.



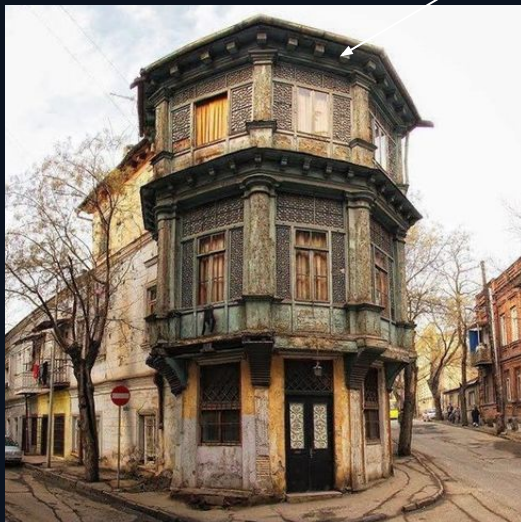


Decorative Windows,  
detailed metal work &  
molding

Rounded Corner Town  
Building



Use of glass &  
intricate windows

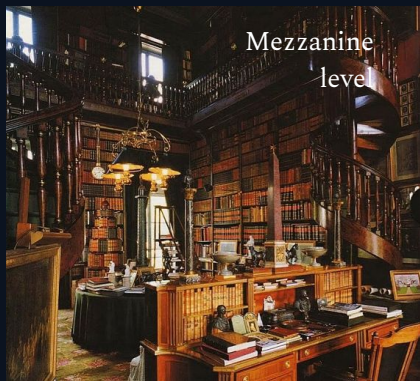


## EXTERIOR

Overall exterior would be rounded in some type of way, with many details and architectural interests such as glass, metal or tile elements that make it feel more whimsical; the goal would be to distinguish it from other buildings in its area as a wayfinding point.

Maybe it even looks small on the outside and massive on the inside- almost like you're entering a new plane of existence, just like the original library story suggests.

## SPATIAL LAYOUT



Mezzanine  
level



Rounded Side Rooms with  
Seating



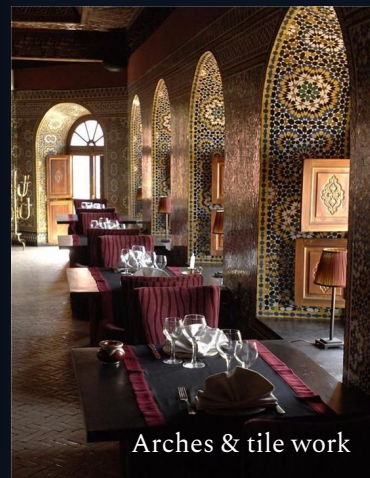
Ceiling Inlet at entrance



Inlets for  
seating



Entrance feel

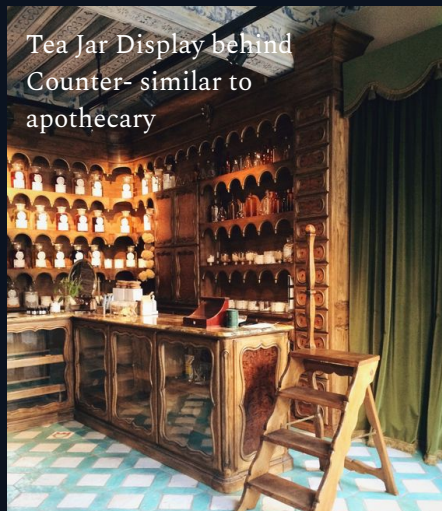


Arches & tile work

Two tiered spatial layout:  
Second level would have  
bookshelves, accessories,  
magical elements. Similar  
to stores in Diagon Alley in  
Harry Potter World,  
Universal.

The interior would be  
casual seating, with a mix  
of tables lined against  
walls (similar to moroccan  
eateries) and around  
elements of architectural  
interest like niches, mosaic  
tiles, arches, or windows.

The goal is to have a  
seamless mix between the  
small bookstore feel and  
the grander Moroccan  
mezzanine architecture.



Tea Jar Display behind Counter- similar to apothecary



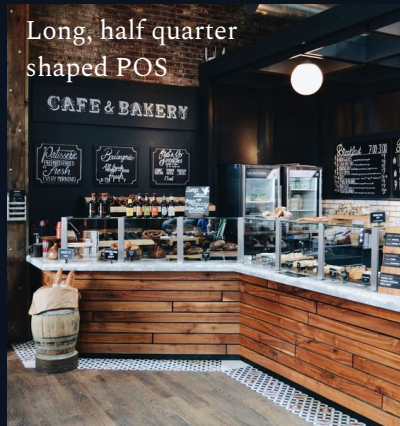
Smaller, more intimate space



Props Built into archway behind counter



Shelf Props



Long, half quarter shaped POS



Built into shelf/wall?

## POS: COUNTER/KIOSK

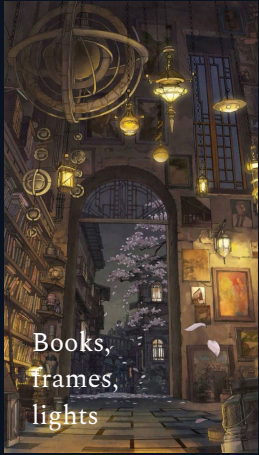
Taking into consideration the scale of counter and how it's incorporated in the floor plan- how many people can order at once?

Does it wrap around or form an L? How will guests approach it? How will both baked good, coffees, and teas be presented to guests? There needs to be both an order and pickup area.

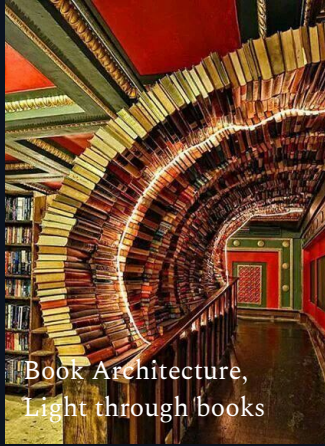
## FF & E: ACCESSORIES, LIGHTING, PROPS

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The main elements within this quick service would consist of magical artifacts and artisan handmade goods, painted murals and tiles that tell stories of Nuum, unique and wonky lighting fixtures, and bookshelves that possibly move if you're looking at the right time, or light pulsing through the shelves, hinting at a higher power enchanting or looming over the building.



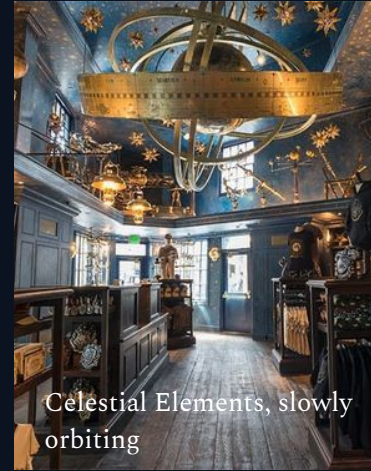
Books,  
Frames,  
lights



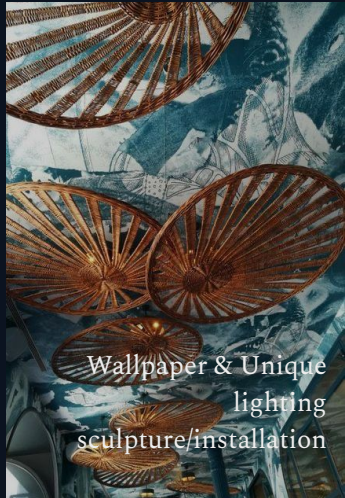
Book Architecture,  
Light through books



Tiles & Mosaics on wall to  
reach guests Nuum History



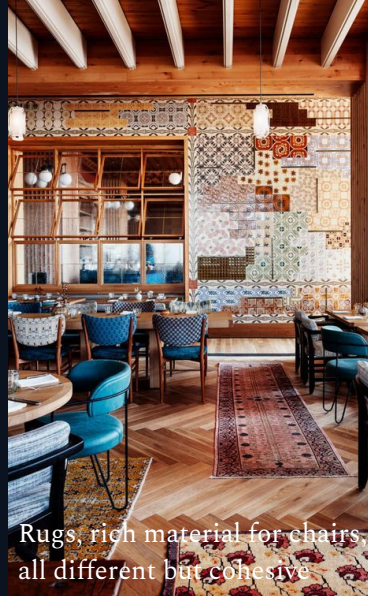
Celestial Elements, slowly  
orbiting



Wallpaper & Unique  
lighting  
sculpture/installation



Moroccan/  
Turkish lamps

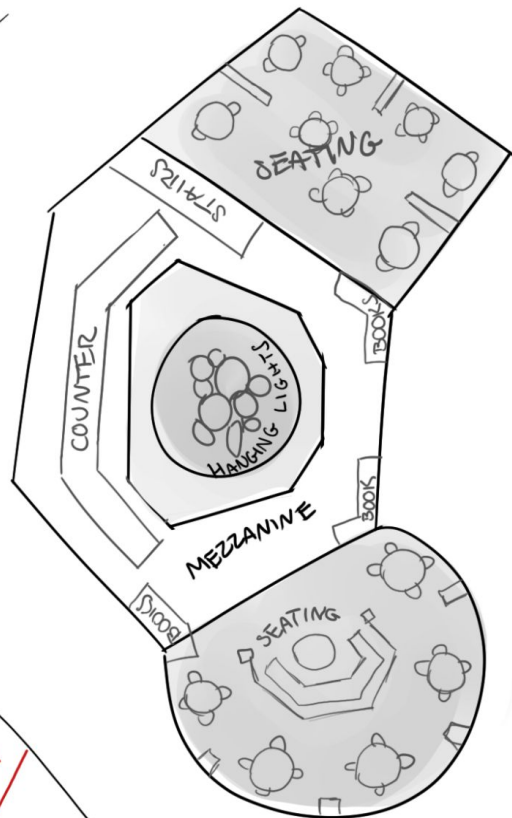
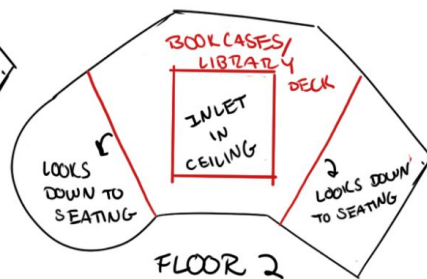
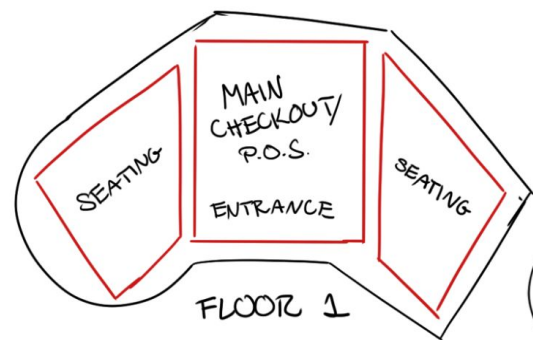
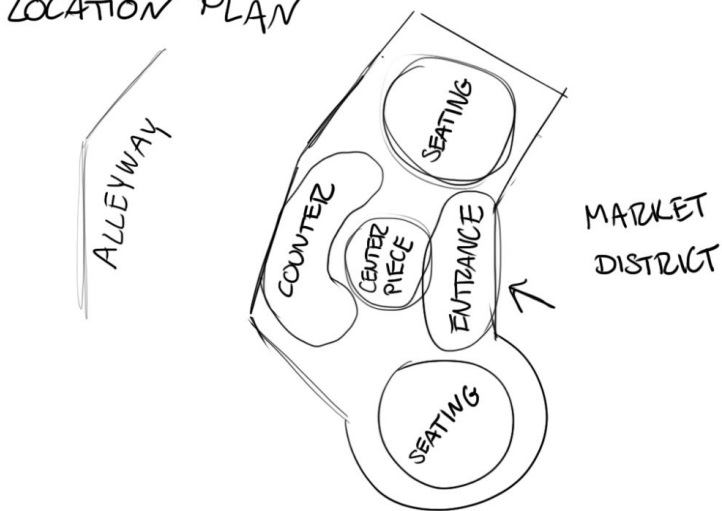


Rugs, rich material for chairs,  
all different but cohesive



Colorful, Wonky lighting

# BUBBLE 3 LOCATION PLAN



## LOOSE GROUND PLAN

2 levels, but one  
is not  
accessible/fake

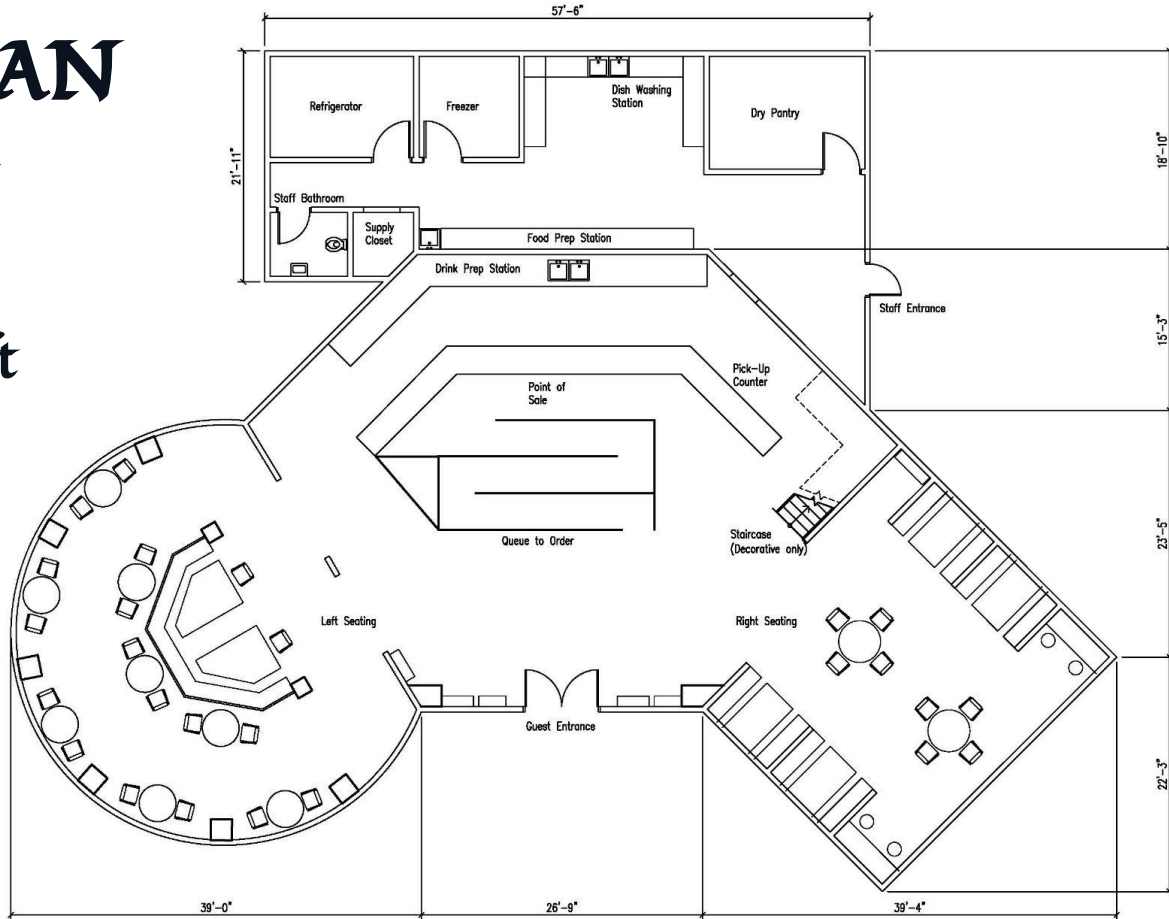
Entrance with  
POS and two side  
wings for seating



# QSR FLOOR PLAN

Lower Level

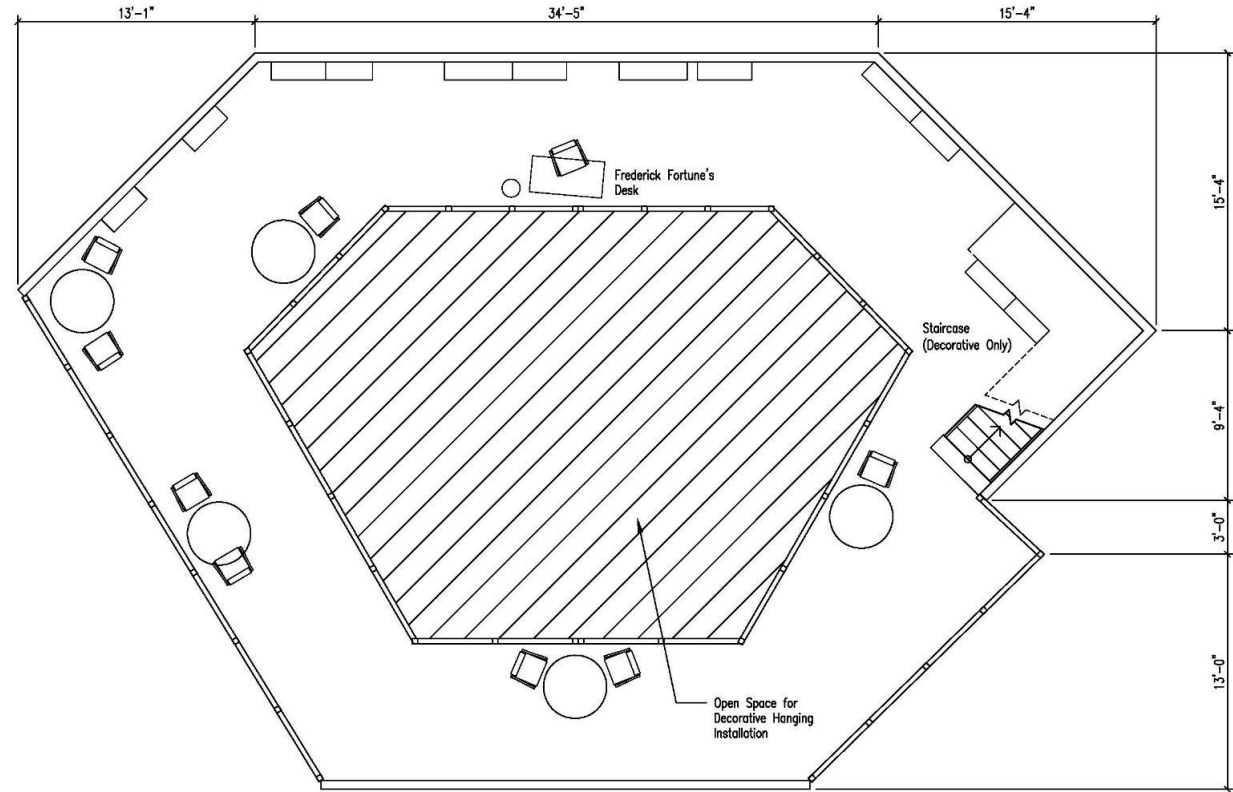
119' x 79.75'  
~9,490 sq/ft



# QSR FLOOR PLAN

Upper Level

40.7' x 125.7'  
~5,116 sq/ft



Upper Floor Inaccessible to Guests  
Decorative Purposes Only

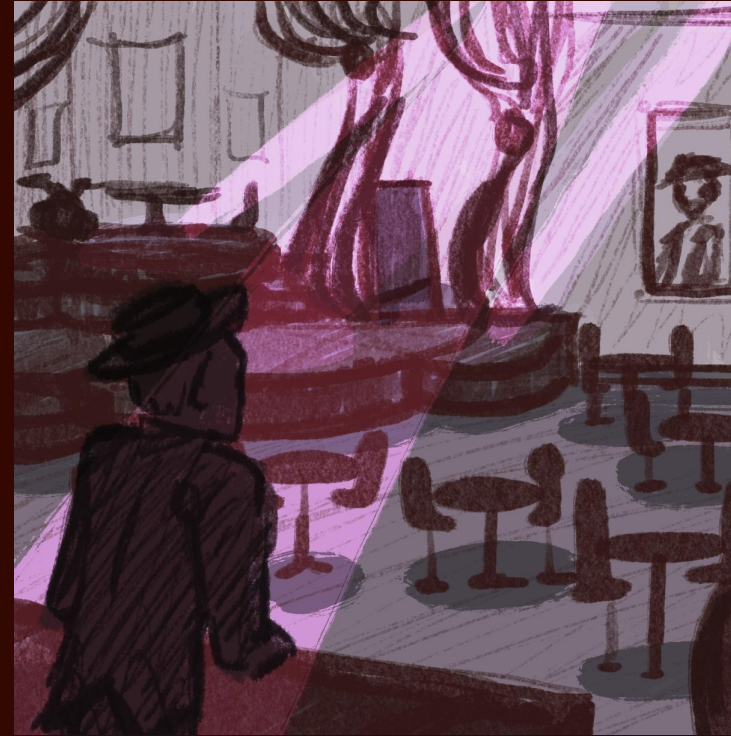


# Big Shoulders Imports

Enhanced Bar Experience

# BAR Concept Treatment

Disguised under the name Big Shoulders' Imports (in reference to Chicago), is Mr. Boogie Man's Speakeasy. This themed bar is an immersive show experience that combines the allure of a 1920s speakeasy with the hidden magic Nuum. Here guests over 21 will be able to try themed drinks and dishes, interact with characters, and watch a burlesque-inspired performance performed by Mr. Boogie Man's Henchman. Guests will have to make a reservation online and, once arriving, will be greeted with a false abandoned facade. Once you say the password, guests will be immersed into a luxury speakeasy setting with 1920s design aspects mixed with Portugal-inspired pieces. The overall experience lasts 95 minutes, and with non-stop entertainment and fun, guests are sure to come back more than once!

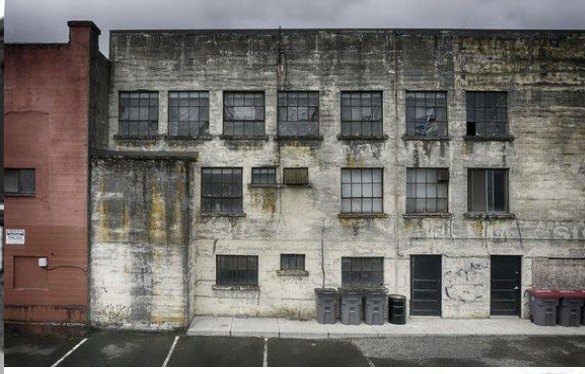


You're invited to experience the magic hidden within the abandoned Big Shoulders' Imports, but keep quiet not many people know about this hidden gem in Porto Fado, follow the path, say the entrance code, and immerse yourself in the speakeasy experience of a lifetime.

# Reference Pictures – Overall Vibe



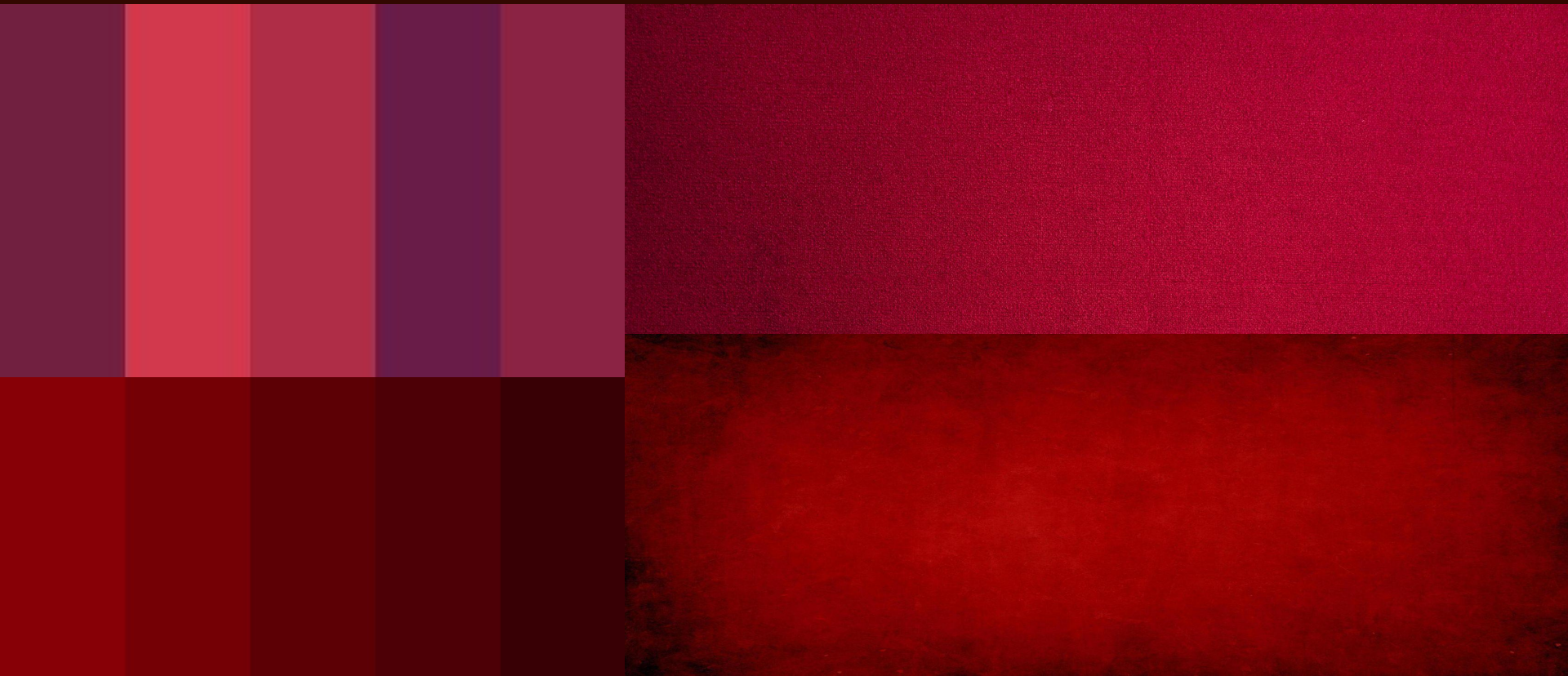
# Reference Pictures – Exterior



# Reference Pictures – Interior



# Reference Pictures – Color



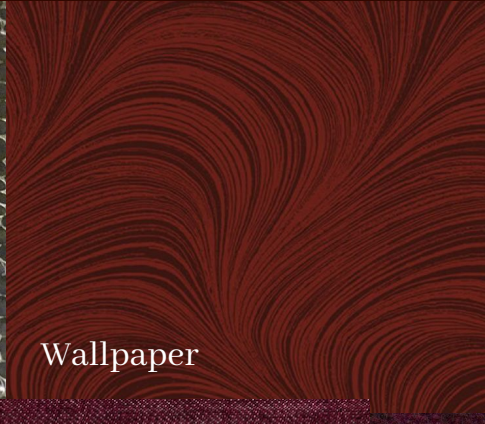
# Reference Pictures – Design Materials



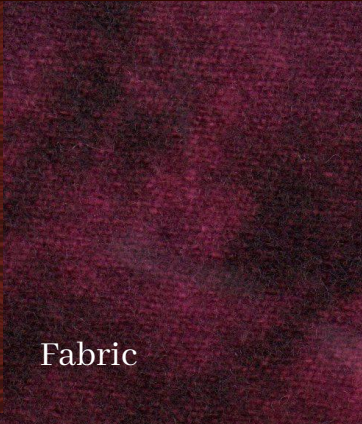
Dark Oak



Zine Countertop



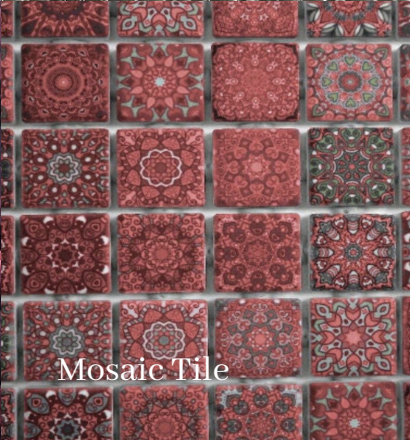
Wallpaper



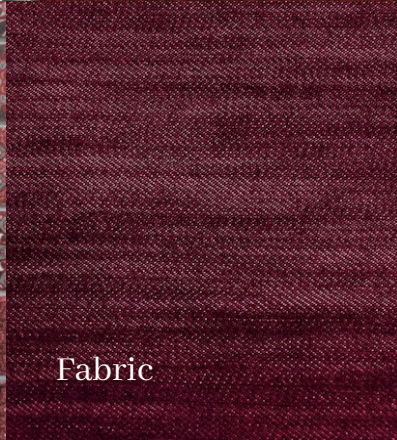
Fabric



Marble Tile



Mosaic Tile



Fabric

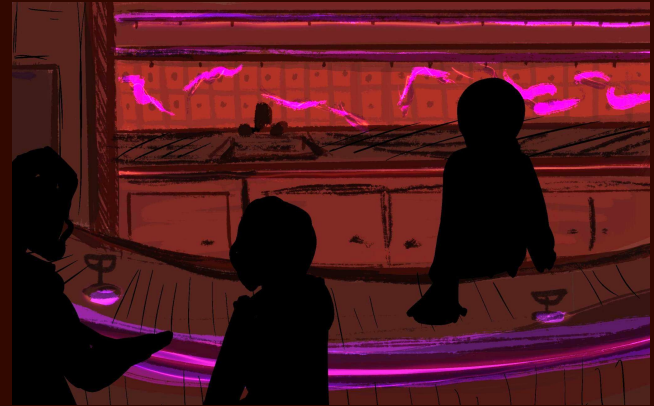


Fabric

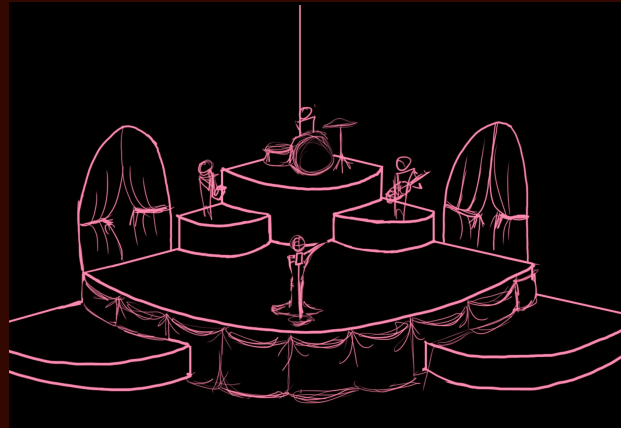
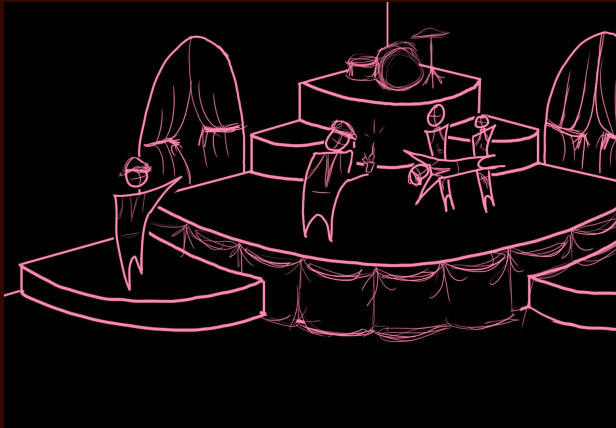
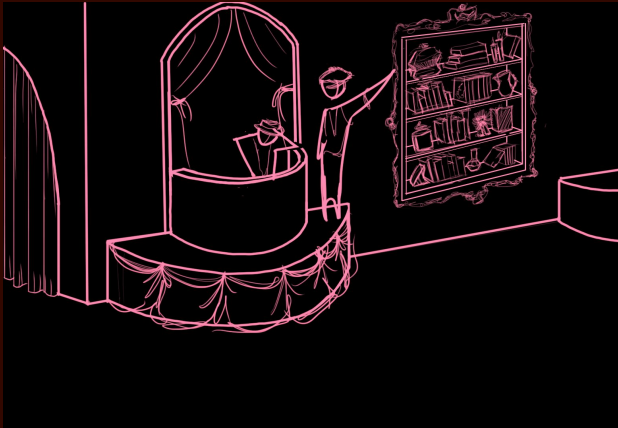
# Rough Concept Art – Exterior



# Rough Concept Art – Interior



# Storyboards



# Interactive Characters

## The Boogie Man

### Description:

- Male around the age of 48-63
- Based in Chicago
- Boogie Man is a silly, fun older man that can charm anyone. However, he can be intimidating and overly obsessive at times. He has a short temper and often results in rash decisions.

### Background:

- The Boogie Man is the crime head of the 5 mafias throughout the city of Chicago. The Boogie Man wants to make sure that no one will ruin his plans as he wants to prove his loyalty to The High Order. He is willing to kill, bribe, and threaten anyone who stands in his way. With a clap of his hands, his henchmen are ready to entertain him any way he pleases.



# Interactive Characters

## The Diamond of Portugal (from France)

### Description:

- Woman from France, aged 26-32.
- She is self-centered, posh, and uninterested in anything except when she is live performing.

### Actress Information:

- Actress must be able to sing, act, and improv without hesitation.
- Actress but be able to speak and sing in french



## High Order Members

### Description:

- The High Order Members are cold, suspicious, defensive, and walk with a cold swagger that leaves Boogie Man and guests nervous.
- Anywhere from 26 years- 58 years

### Actor Information:

- Actors of any age, gender, stature, can audition or play members from the High Order.



# Reference Pictures – Costume

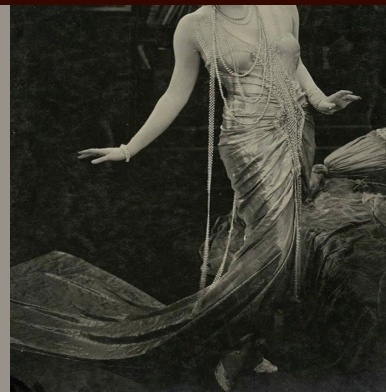
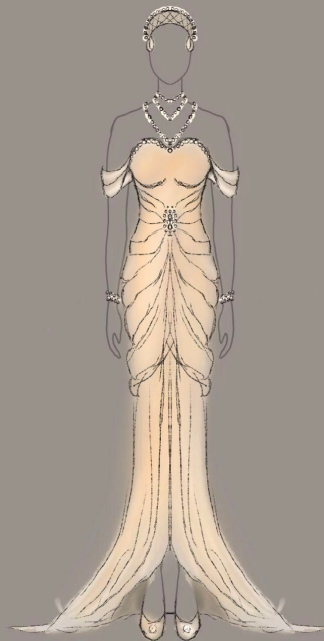


# Costume Design

Mr. Boogie Man



The Diamond of of Portugal



# Costume Design



Mr. Boogie Man's Minions



Servers



Dancers

# Popular Drinks of the 1920s

Gin rickey (gin)

Old fashion (bourbon)

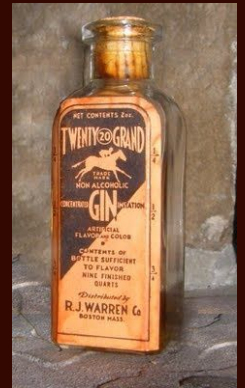
Sidecar (cognac)

Bees Knees (gin)

Highball (whiskey)

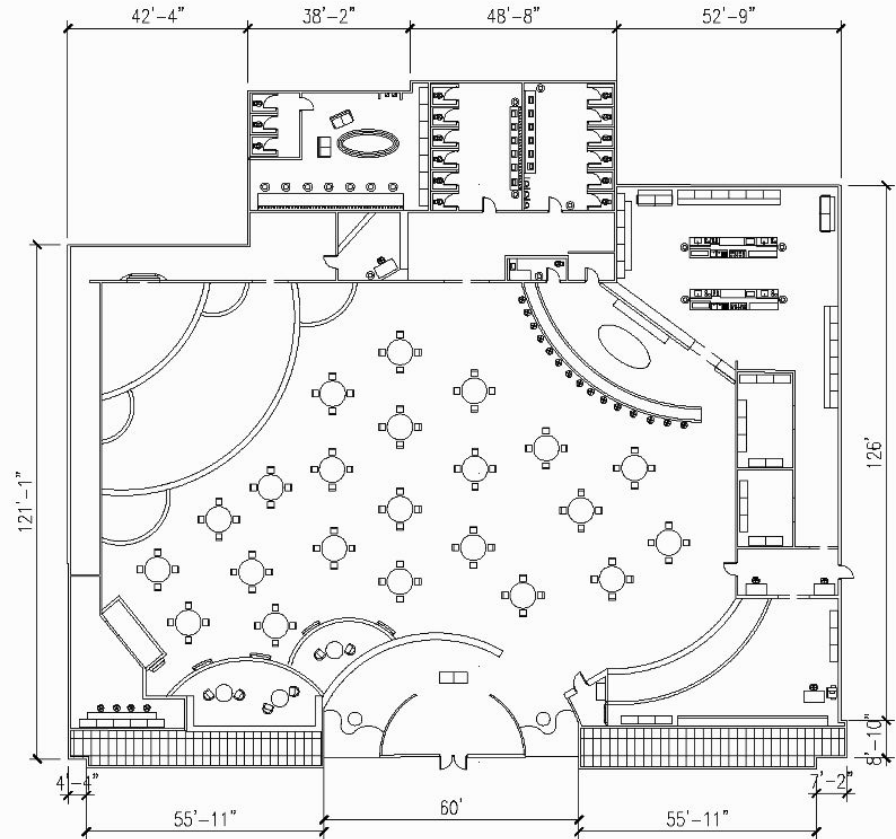


## Reference Pictures – Drinks



# Big Shoulders' Imports FLOOR PLAN

163' x 181'  
~29,503 sq/ft



# Script Screenshots – Full Script located in the Drive

Big Shoulders' Imports; Mr. Boogie Man's Speakeasy

Big Shoulders' Imports: Mr. Boogie Man's Speakeasy  
Instrumental Set (25 Minutes) & Character Interactions (10  
Minutes)

## Instrumental Set "The Cool Cats"

(As guests enter the speakeasy space, "The Cool Cats" band will begin playing "Nuum-inspired" instrumental music to immerse guests while they order drinks/dishes).

- The setlist will start with a quiet instrumental and then grow to a more jazzy "lively" instrumental
- Instrumental Song Examples:
  1. West-End Blues- Louis Armstrong
  2. Rhapsody in Blue- George Gershwin
  3. Nobody's Dirty Business- Mississippi John Hurt
- Music, jazz, and instrumental, directly from the 1920s

## Character Interactions

- (During this instrumental set, 10 minutes will be dedicated to Mr. Boogie Man and High Order members to do character interactions
- Cast members playing specific roles and working as servers/bar staff have to be able to interact with each other and characters.
- Improv is a keyword in this section and throughout the whole experience.

Big Shoulders' Imports; Mr. Boogie Man's Speakeasy

## Mr. Boogie Man's Tribute Speakeasy Show (45 Minutes)

*This experience starts at the end of the instrumental set and has lots of open room for live improv for the actors to take advantage of.*

**Mr. Boogie Man:**

*(Clapping)* Woah... What... A.. SHOW!! Wow, aren't I one lucky man to listen to this every night?

*(Laughing, then serious)*

Greetings, my esteemed guests... Thank you for coming to my speakeasy this evening. You are in for a treat this evening, as life isn't always about violence and extortion. A man like me gotta take some time to relax.

My crew tells me they have set a very special performance (this evening/afternoon); thank god because the normal performance is god awful.  
*(Beat.)*

Now, let's talk booze. We've got the finest liquor that money can buy- that kind of good stuff makes you forget your name. Do you want a classic gin or sidecar? We've got you covered. But if you are feeling adventurous, my mixologists can whip you up something special-the drink to leave you wanting more. There is no prohibition nonsense in Porto Fado, unlike America. Can't do shit there anymore.

*(Beat.)*

Ah, let's get this started! I need a drink! BARTENDER!

*(Mr. Boogie Man leaves the stage and heads toward the bar.)  
(Instrumental starts, and Boogie's Crew (Henchmans) shimmy on stage).*

Big Shoulders' Imports; Mr. Boogie Man's Speakeasy

**Henchman 1:**

*(heavy Brooklyn accent)* Hey boss! We love you, boss!

**Henchman 2:**

*(heavy Brooklyn accent)* We've cooked something great for you, boss!

**Mr. Boogie Man:**

*(Hardly listening and very distracted)* Great, get started then.

**Henchman 3:**

*(Heavy Brooklyn accent)* You got it, boss!

**Mr. Boogie Man:**

*(Mumbling but clear)* Lord help us

*(Instrumental picks up)*

**Henchman 2:**

*(Heavy Brooklyn accent)* Mr. Boogie Man, unlike any man. A kind soul with no speck of bad blood in his body (whispers) unless you cross him!

**Mr. Boogie Man:**

*(Annoyed)* Just get started...

*(The Henchman's huddle around)*

*(Instrumental Music starts)*

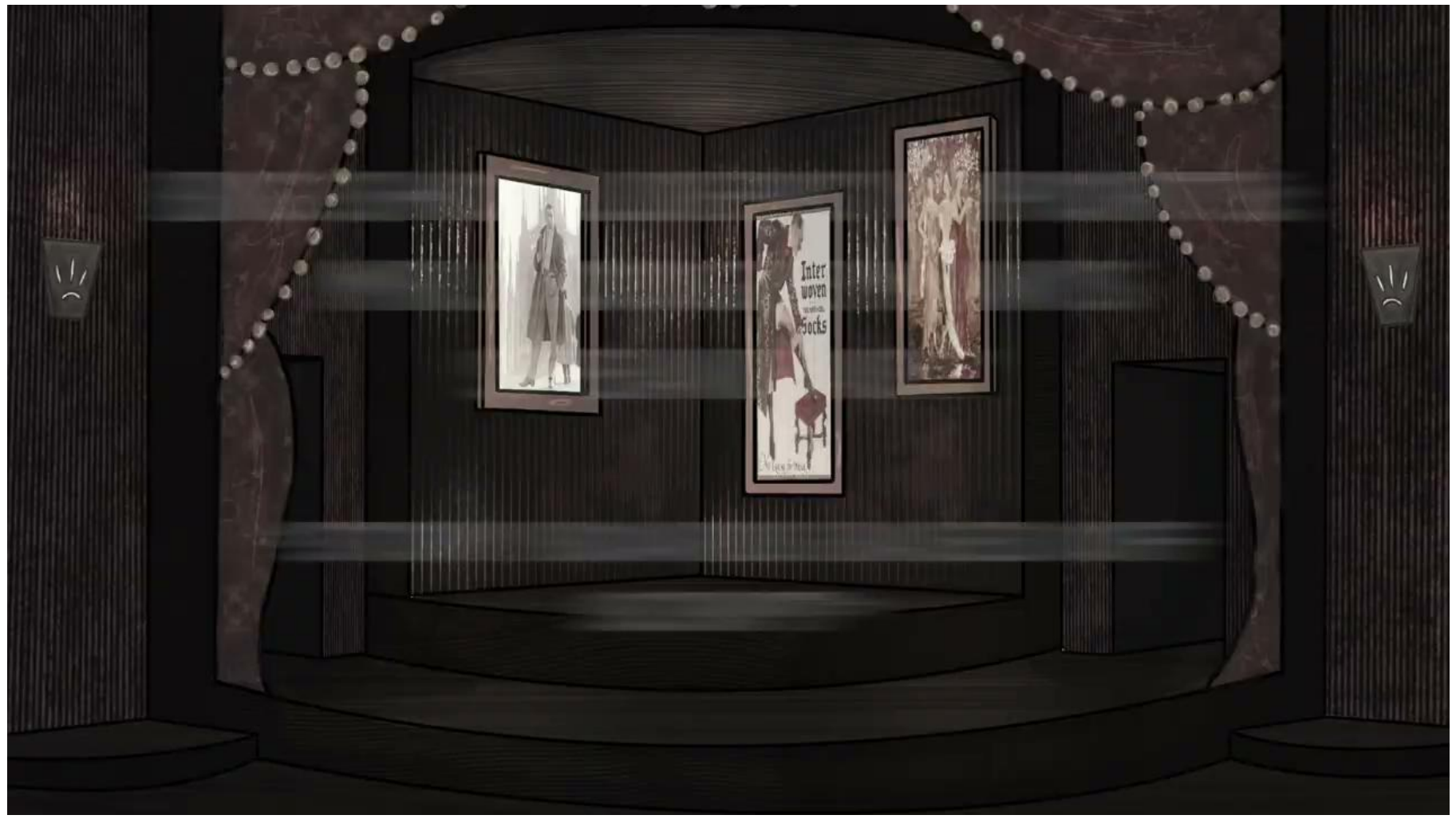
*(Tale of: Namesake Starts)*

*(The light flickers down, and the Henchmen's release from their huddles with flashlights held up to their faces.)*

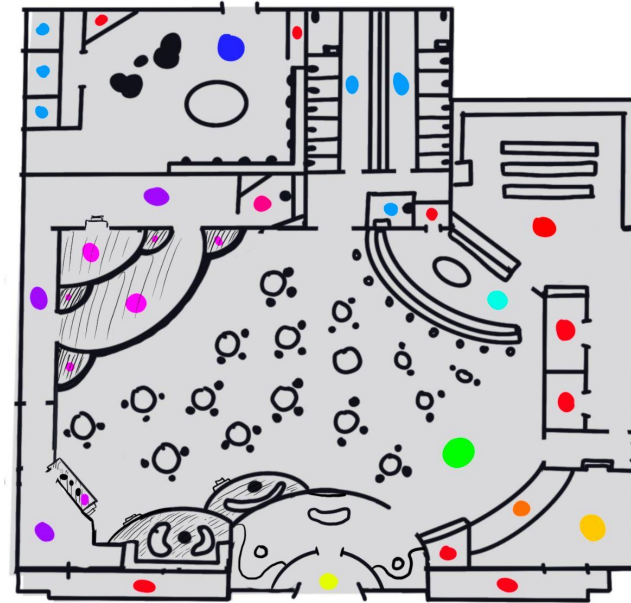
**Henchman 1:**

Mr. Boogie Man got his nickname through a particular practice.

**Henchman 3:**



# Layout- Bubble and Block Plan



- Storage
- Kitchen
- Sound booth
- Tech booth
- Entrance/flush entrance
- Dining Room
- Bar
- Bath room
- Dressing room
- Backstage
- Boogie box
- Stage
- Stage Manager box



# Praça na Água

Table Service Restaurant (TSR)

# TSR Concept Treatment

The crown jewel of **Porta Fado**, the Praca na Agua, is the town center for luxury shops, dining, and socialization. Dine by the riverside underneath a stunning canopy of sparkling glass. Experience the best food, service, and magic Porta Fado has to offer.

The Praça combines community, **romance, elegance, and magic**. The Praça is an indoor restaurant with a “**glass**” **canopy ceiling that is actually made of screens**. These are used for shows and creating an illusion that the guests are in an outdoor pavilion. The outer-rim is made up of small shops, the center court is 2-tiered dining, and the special experience is the **snippet of the Mystical Tides gondola ride** that guests watch while they eat.



# Customer Experience

This is a **high-dining experience**.

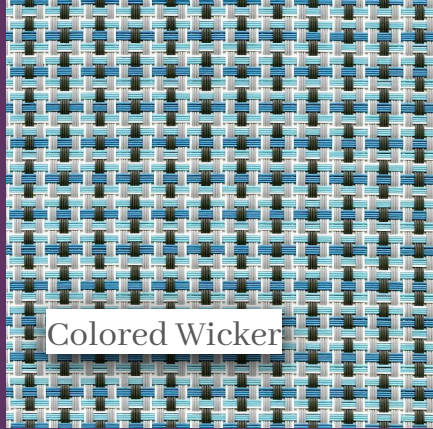
It's viewed as a special experience for outings, celebrations, or the highlight of the trip. The customer experience is defined by **attentiveness, patience, personalization**, and the “European dining experience.” This looks like intensively trained wait staff who visit frequently, don't rush, bring extras, and look to make the dining experience **personal, unique, and special**. The whole dining experience has the **flow and pace of European dinners**: long, but intentional. Courses of drinks, bread, appetizers, salads and soups, entrees, and desserts. All will be ordered at the beginning for large kitchen efficiency, but each time food is brought out, it is an event.

**The focus is to make the meal an event.**

# Color Palette: Represents the passing of the day



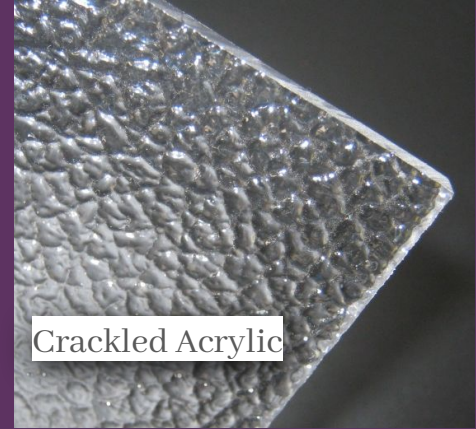
# Reference Pictures – Design Materials



Colored Wicker



Teak Wood



Crackled Acrylic



Stucco



Iron



Mosaic Tiles

# Show Cycle

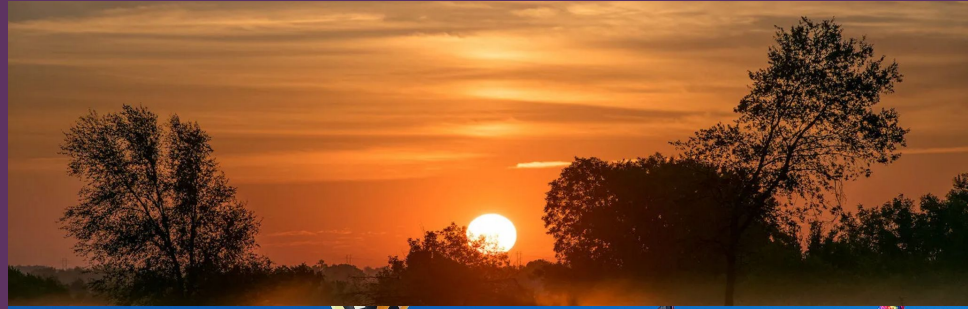
Every 2 hours is a full day cycle

1 - Sunrise

1:30 - Hot Air Balloons or  
Storm (Nuum Lightning)

2 - Sunset

2:30 - Fireworks



# FF&E

## Furnishing

1. Dining Tables
2. Dining Chairs
3. Kitchen Prep Tables
4. Kitchen Prep Counters
5. Fridge & Freezers
6. Table lights

## Fixtures

1. Glass canopy
2. Lighting fixtures
3. Freezer Room
4. Storage Room (2)
5. Kitchen Storage Room
6. Bathrooms
7. worker Bathrooms

## Equipment

1. Sound Systems
2. Speakers
3. Lighting
4. HVAC

# Reference Pictures – Furniture



## Détails chaise et guéridon / Details for order chair and table

Cannage dossier /  
Weave back  
- coloris page 6  
- cannages pages 8/9

Bordure /  
Border  
- coloris page 7

Cannage assise /  
Weaves seat  
- coloris page 6  
- cannages pages 8/9

Attaches/  
Banding  
- coloris page 6

Dossier finition/ Back finishing



Patin acier extérieur/  
Outdoor steel pads

Patin synthétique intérieur  
Indoor synthetic

Platou / Top  
- page 25

Stratifié / Laminate  
- coloris pages 26/27

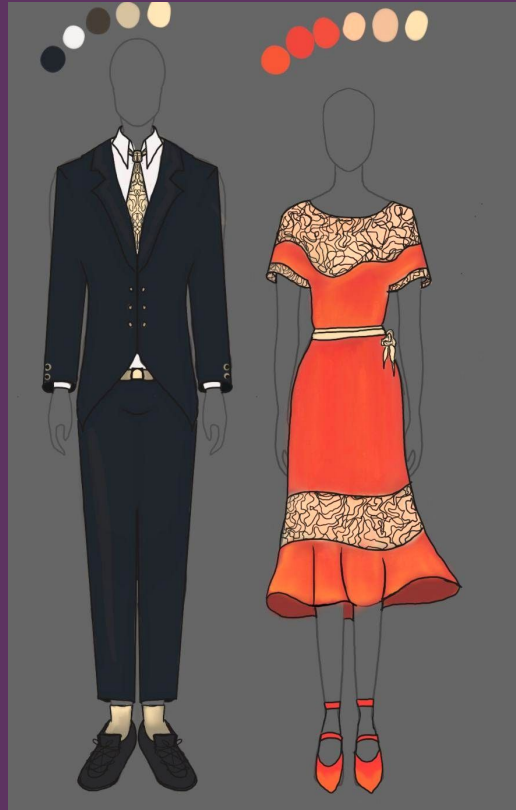
Cercelage / Strapping  
- coloris page 25

Pied / Base  
- pages 28/32

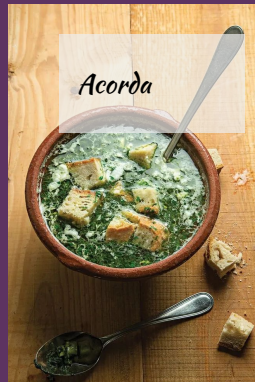


www.maison-gatti.com

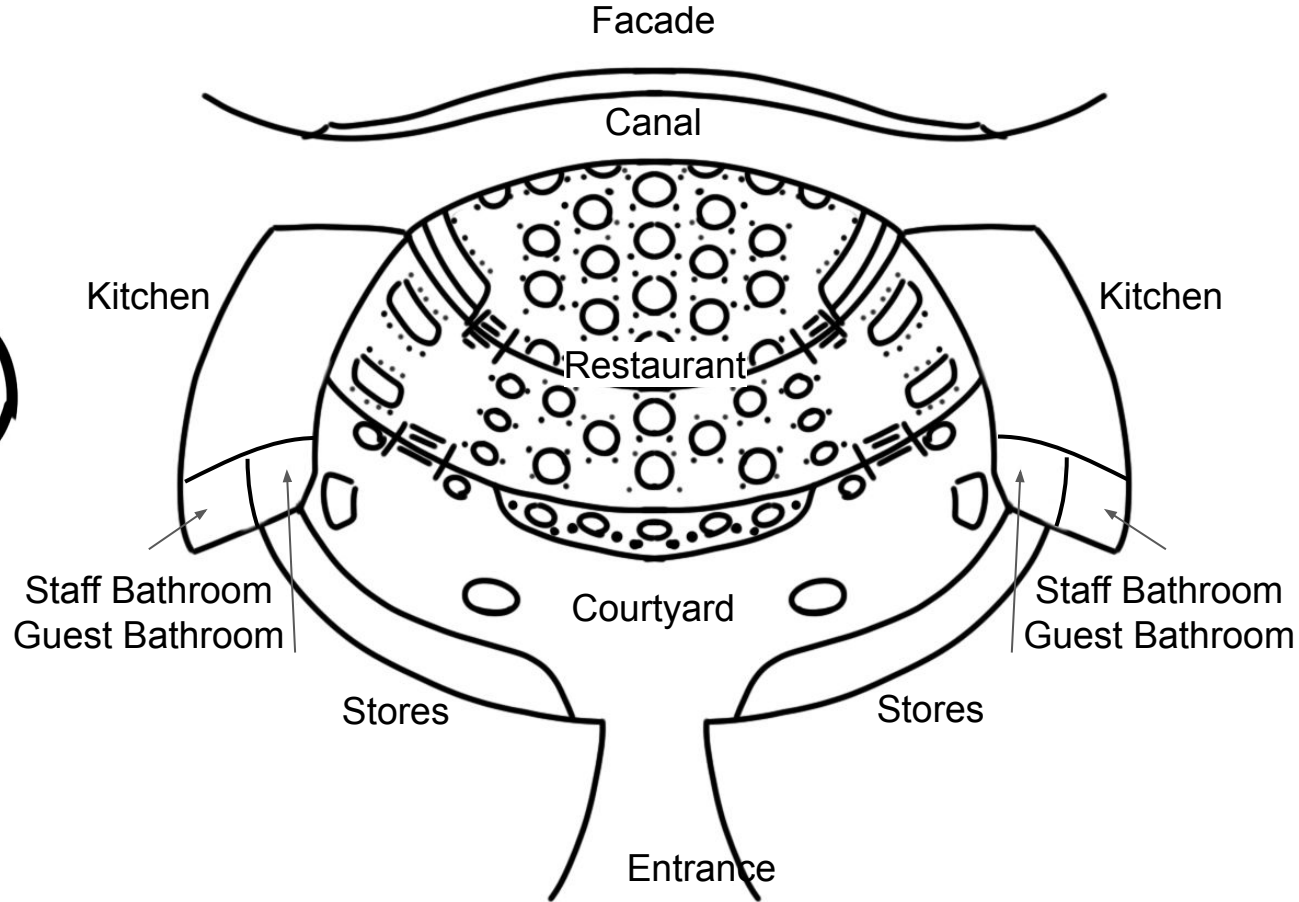
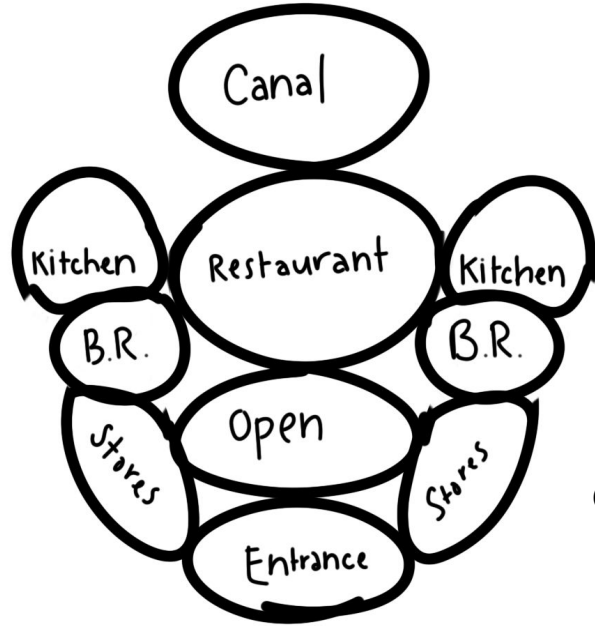
# Costume Design: Server & Hosts



# Reference Pictures – Themed Dishes



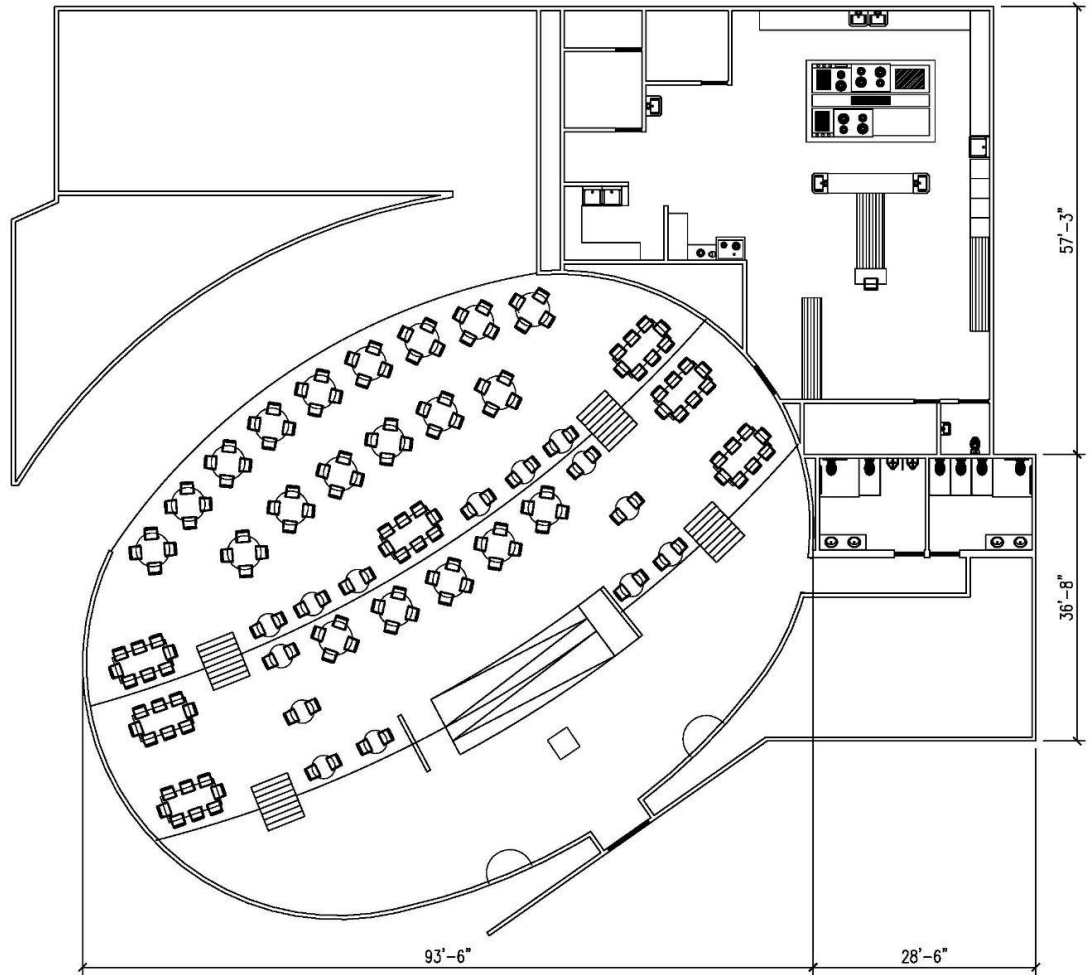
# Layout Bubble Map & Rough Layout



# TSR FLOOR PLAN

## Overview

119' x 122'  
~14,518 sq/ft

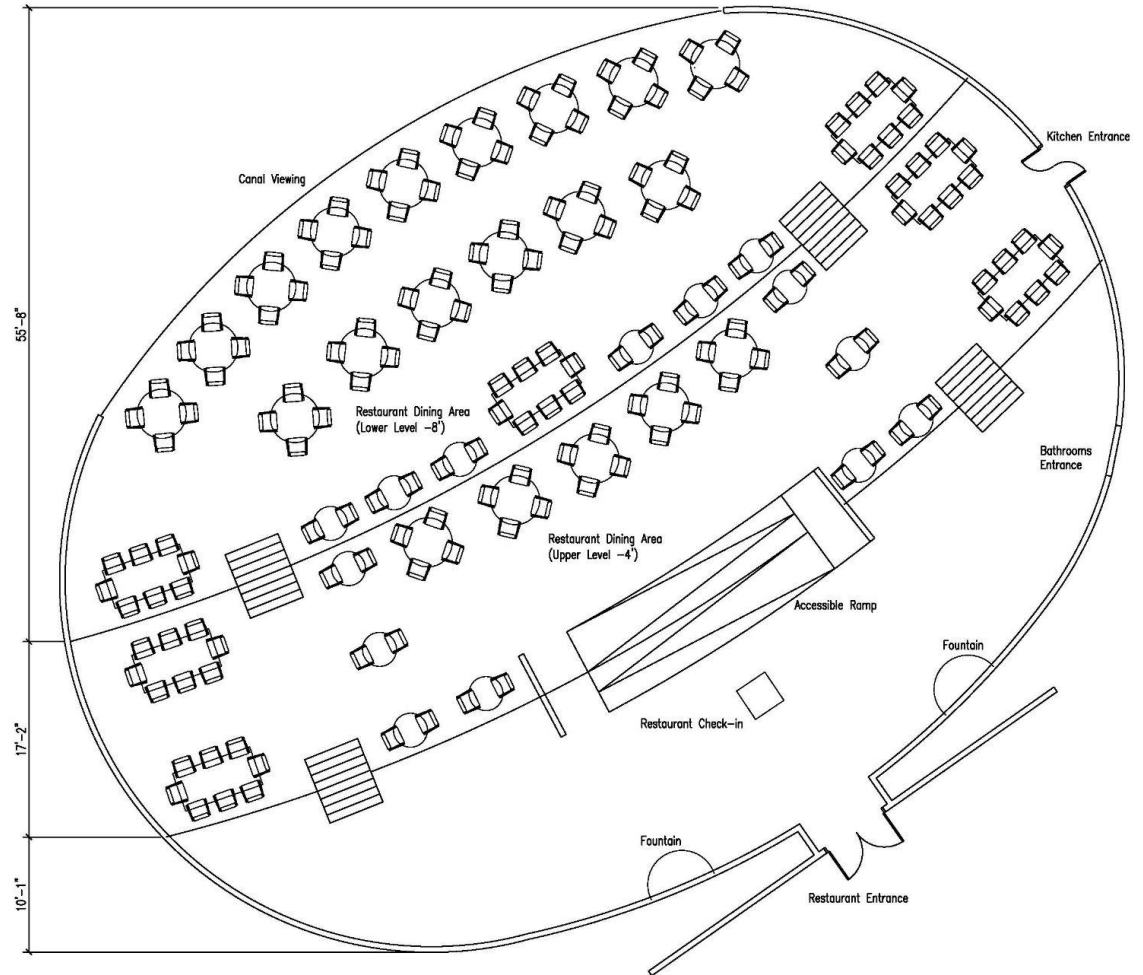


# TSR

## FLOOR PLAN

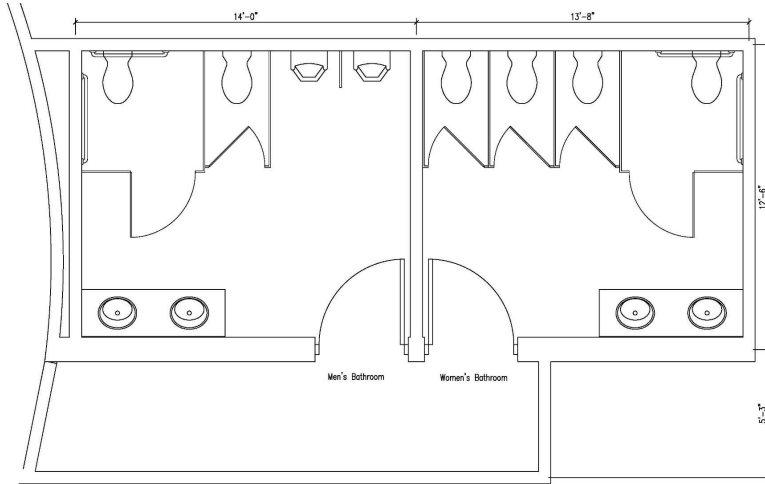
### Dining Area

83' x 93.5'  
~7,760.5 sq/ft



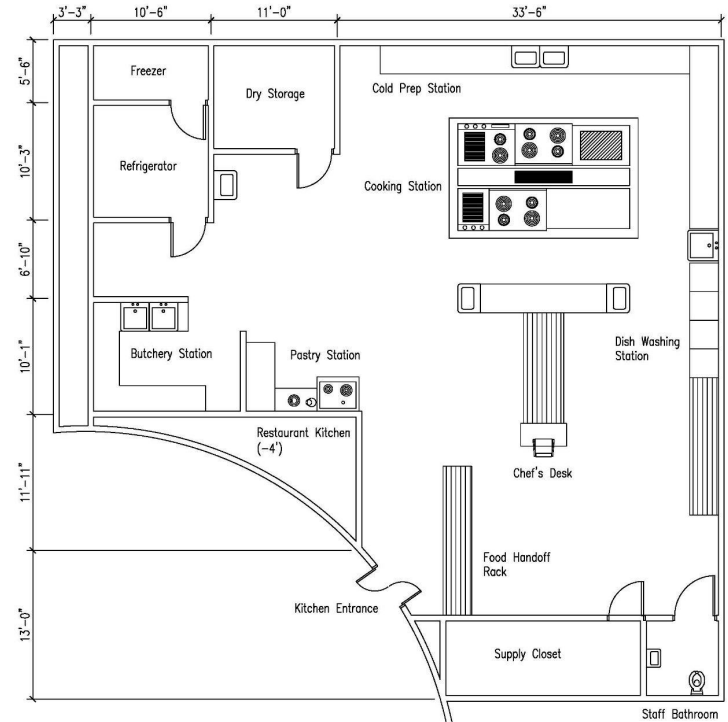
# TSR FLOOR PLAN

## Bathrooms

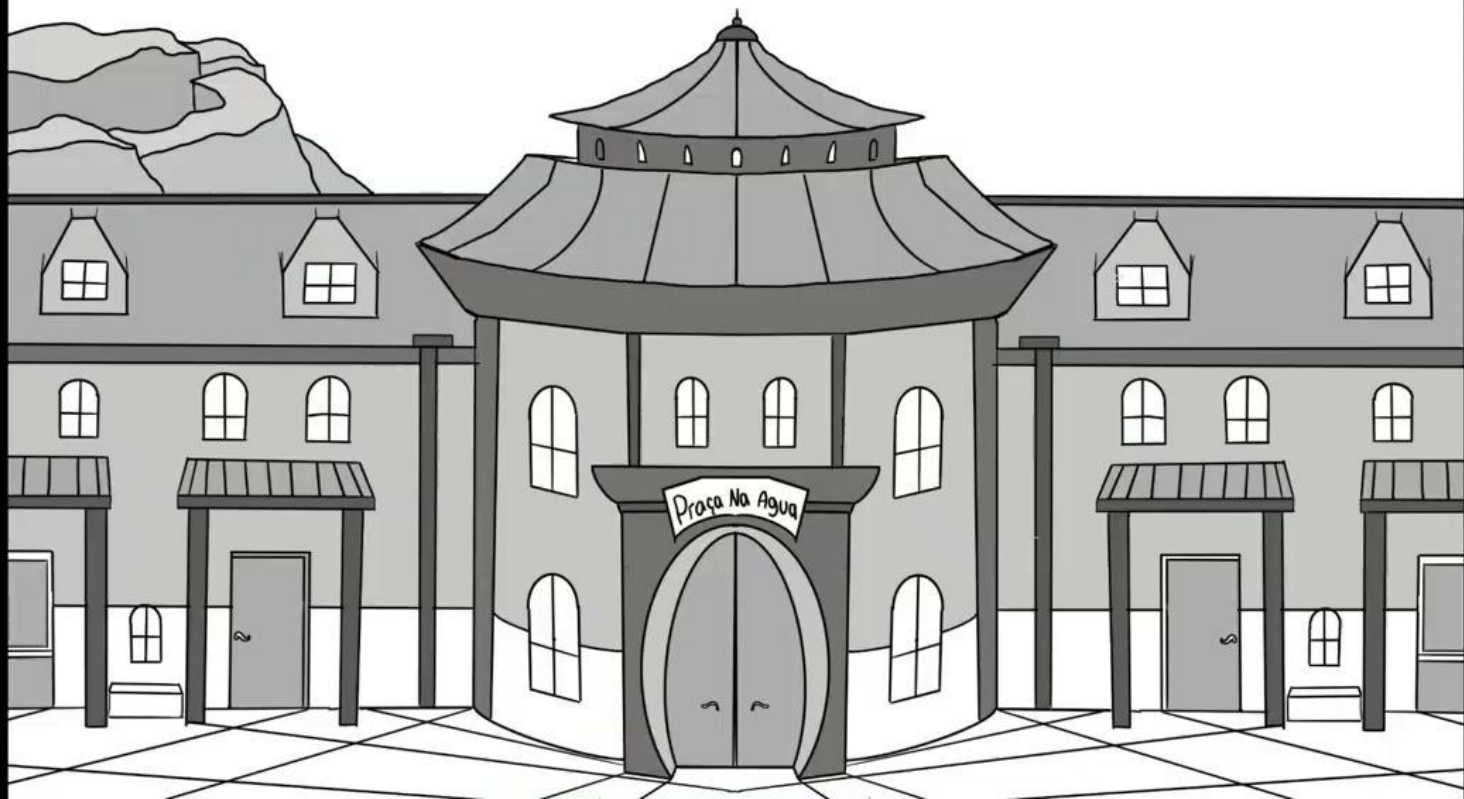


17.75' x 27.75'  
~493 sq/ft

## Kitchen



57.58' x 58.25'  
~3,354 sq/ft





# Attractions

C-Ticket | E-Ticket

# Secrets of Nuum: Mystical Tides

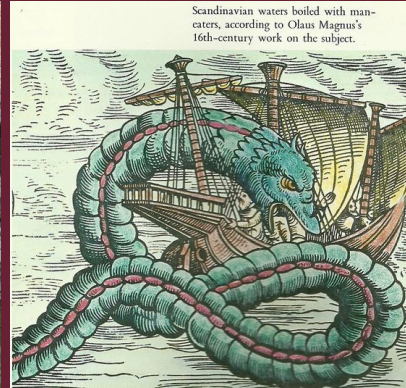
C - TICKET



# Secrets of Nuum: Mystical Tides – Concept Treatment

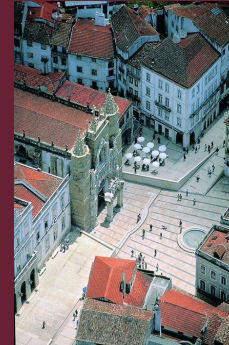
Embark on a river expedition with the Society of Scholars and their skilled mage, Leana, as they explore the picturesque waters of Porto Fado in search of a reported Nuum source. However, your relaxing tour will quickly take a turn when Nuum's corruptive energy breathes life into the statues of mythical creatures that decorate the shore. Their mischievous antics cause the boat to be knocked off-course and into the eerie remains of an abandoned castle. Within the crumbling confines of this castle, you'll witness the awe-inspiring might of Nuum and confront an even more intimidating adversary: the serpentine Ondavel. The breathtaking climax of this attraction unfolds when Leana comes to your rescue, battling the Ondavel and protecting you by lifting your boat high into the air. A daring escape plunges your vessel down a 20-foot drop, returning you into the safe waters of Porto Fado's canals.

This mixed indoor/outdoor water attraction is a relaxing river tour that takes a dangerous turn as guests enter the castle ruins and face the intimidating Ondavel. It utilizes a state-of-the-art ride system with various practical effects and animatronics throughout to showcase the mythical creatures and Nuum's energy. The vehicle is equipped with an incorporated lift system to seamlessly sell the illusion of Leana floating the boat into the air. The ride vehicle is attached to a track beneath the boat, giving the gondola the capability to perform programmed spins, tilts, and lifts while still following the correct path.



## TOWN SQUARE FACADE

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As we approach this attraction, we find ourselves standing in a courtyard. Surrounded by buildings we can see the entrance to the attraction directly in front and the restaurant on the right.

Guests are drawn to the large facade distinguished among the environment as guests go inside the well kept beautiful facade.



## PRESHOW



We enter the townhouse to discover the Society of Scholars has taken it over and turned it into somewhat of a research base. Scattered papers and exploration gear cover every surface, depicting locations of castle ruins and sightings of Nuun energy. We are loaded into the preshow room, where a person is working at a desk. This person introduces themselves as Clifford, a new member of the SoS who recently graduated from Camp Legacy. Through a series of pull-down maps and photos, Clifford explains that they are in charge of setting out and exploring reports of Nuun energy at a castle ruin, which was once rumored to be home to mythical legends and creatures. These Nuun reports will then go to the powerful mage Leana, so that she can secure the magic before the High Order reaches it.

# Pre-Show Script

## Pre-Show Script:

*Clifford enters, carrying a stack of books that rises above their head, blocking their vision of the audience. They carry the stack carefully to their desk, attempting to balance them as they sway side to side. They finally set it down on the desk, letting out a sigh of relief as they turn to face the guests and yelping in surprise as they see how many people have filed into their office unknowingly.*

*Clifford (to themselves):* Oh gee, Clifford, you forgot to lock the door again! *(turns to guests, awkwardly)* Hey there folks! You see, uh, you all really aren't supposed to be in here. I'm knee-deep in this secret mission for the Society of Scholars, and well, it sure isn't your regular, run-of-the-mill kind of business. Really not supposed to get regular folks like you involved. So, if you all wouldn't mind, could you kindly mosey on out and try to forget you stumbled your way in here?

*(There's a short pause as Clifford sits down and clicks on a lightbulb above their head. They suddenly get an idea.)*

*Clifford:* ...or maybe, just maybe, you folks could actually lend me a hand? See, this is my first solo mission with the Society since graduating from Camp Legacy and I'm not too sure I'm set to take on that kinda responsibility by myself. But with you all on my side, I think we can do it! What do you say, want to join my team?

*(If audience cheers, Clifford continues on to next line)*

*(If audience doesn't cheer, boos, or responds with 'No!')*

*Clifford:* Rhatz, you bunch of dewdroppers. Well, you know confidential information so it's too late now!

*Clifford:* Okay, so here's the lowdown. *(Pulls down a map of the river and unfolds a hidden presentation pointer from the palm)* This here is a map of the (NAME) river. Now we've been hearing whispers of strange going-ons around these waters, which we believe to be caused by the powerful Numm! And of course, if it's on the Society's radar you can bet your bottom dollar the High Order has been sniffing around it too. It is up to us to find this Numm source and close it before the High Order can discover it. Now, this is where Leana comes in!

*(Clifford pulls down another pull map, this one with a large photo of Leana on it. Hearts and little decorations are taped around her.)*

*Clifford:* Leana here is the most powerful mage we've got in our force. She's also real smart. And funny. Just, the bee's knees. *(snaps out of his love trance)* So, you folks will embark on one of the Society's boats, but beware! *(They grab a flashlight and shine it up on their face)* These waters are said to be guarded by a slew of mythical creatures!

*(Clifford pulls down another map, with illustrations of the Duende, the Moura, and the Adamastor. They point at the Duende.)*

*Clifford:* The Duende! Stealthy little things, they serve as the lookouts for these waters. Their whistling alerts the other guardians about your trespassing. *(points to the Moura)* The Moura! She may look like the cat's pajamas, but her enticing song's lured many a sailor to their watery grave. *(points to the Adamastor)* The Adamastor! The brute of the guardians, this giant will knock your incoming ship off course if he spots you. And finally, the most frightening of all...

*(Clifford walks to the center of the room and struggles to pull down a HUGE map with a photo of the Ondavel)*

*Clifford:* The Ondavel! *(They flicker their flashlight dramatically and then set it aside)* This serpentlike creature guards the castle ruins. Real nasty cuss, folks say. It's the most aggressive of the guardians, capable of snapping a whole ship in half with its bite! Imagine what it could do to one of our dingy little boats *(They chuckle and then get serious when they realize how frightening their tone is)* Um, but of course these are only myths, so everything outta be just hotsy-totsy, right? Anyways, while you're out there hunting down the Numm source, I'll just...stick back here in case something happens. Keep watch, ya know? All we need to do is get Leana the location of the portal and she'll take care of the rest.

*(The radio on his desk suddenly sparks to life, and Leana's voice comes over)*

*Leana:* Clifford? Clifford, do you read? Have you found the source yet?

*Clifford:* Speak of the devil! *(Clifford presses a button on the radio and responds)* Leana, loud and clear! We haven't found it yet, but-

*Leana:* We? Who's with you?

*Clifford:* Just some...new recruits!

*Leana:* Clifford, you know we aren't supposed to have civilians out on a mission like this. It's irresponsible and dangerous!

*Clifford:* Well, they already know all the intel so I figured, may as well put them to good use!

*Leana:* Just...rig a visual transmitter and a radio on the boat so I can guide them. This is not a good start, Clifford. Hope they're sharp as a tack or it might be back to Camp Legacy for you.

*(The radio goes silent and the exit doors open)*



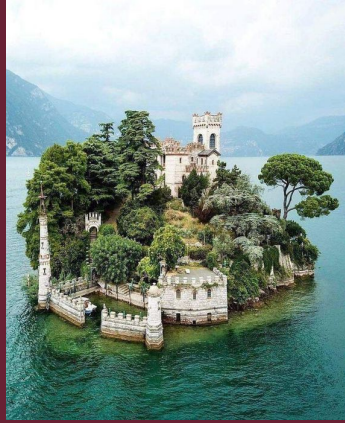


## QUEUE & LOAD

We exit the townhouse and enter into the courtyard of an old Portuguese building, where murals and mosaics on the walls depict some of the legends Clifford had talked about in his spiels. We see art depicting the Adamastor, a giant who knocks ships off course, the Duende, a mischievous goblin-like creature, and the Moura, a siren-like creature that uses her songs and magic comb to entice sailors. The final, largest mural depicts a serpent-like creature, known as the Ondavel. We then load our vessel.

## EXTERIOR RIDE SCENE MEDITERRANEAN, SPANISH RUINS

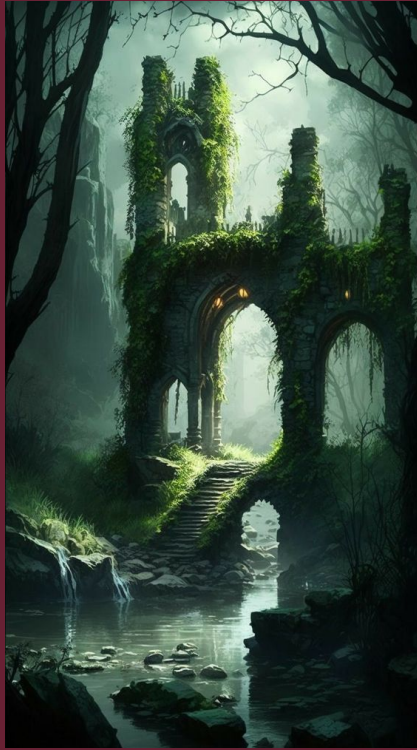
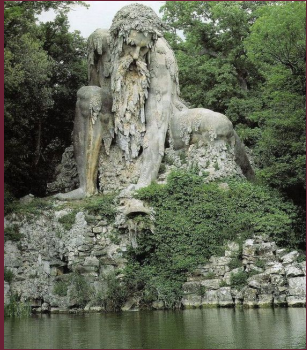
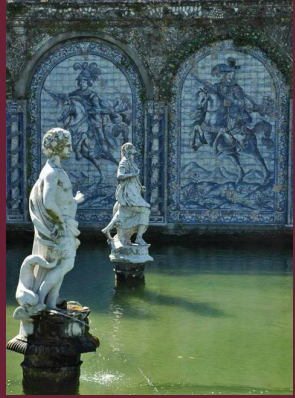
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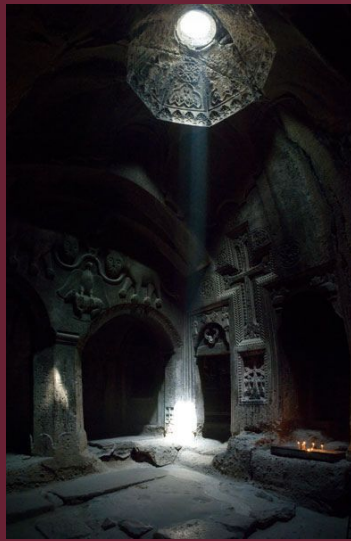
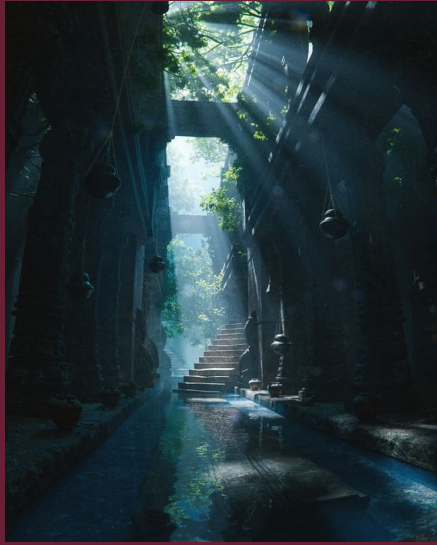
The scattered ruins serve as a relaxing, somewhat ominous introduction to our journey. Crumbling pillars and stone walls lay abandoned in the water, surrounded by overgrowth. We hear the sounds of nature, birds chirping and frogs croaking...and some quiet whistling in the distance. We suddenly hear Leana come over the radio and tell us that she is waiting up ahead on a nearby shoreline, but will be keeping an eye on us as we travel towards her.

## EXTERIOR RIDE SCENES: MAGICAL GARDENS

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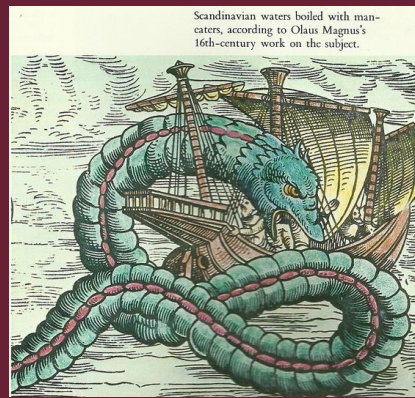
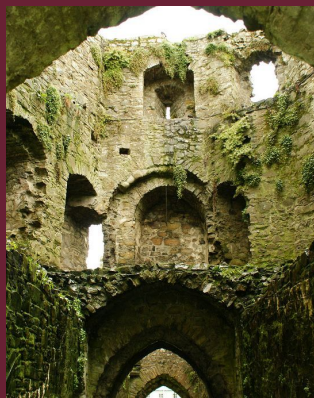


We exit out of the scattered ruins and into the gardens of the old castle. Statues and cliff carvings scattered throughout showcase some of the mythical creatures we learned of. As we travel down this river, Leana occasionally comes on to provide simple narration. We start seeing subtle shifts in the statue as we travel through, and Leana alerts us that something is wrong and Nuum is affecting the statues, so we must proceed with caution. There's a shift in the mood- suddenly, it starts to seem that everything around you is beginning to awaken from a long, deep sleep.



## SPLIT PATH / INTERIOR CASTLE RUINS

We approach a split path guarded by a statue of the Adamastor. Leana informs us to take the left path so she can board our boat and take over the mission, but the Adamastor suddenly springs to life and blocks our path. We are forced to instead take the right path, leading us down a creepy path. This path opens up to an entrance to the castle ruins, guarded by statues of lions who subtly breath and growl as we pass.



## FINALE SCENE

Inside the tunnel, Leana calls for the mission to be called off, saying the creatures are too dangerous and we must return to base. As she tries to steer us out, we pass a carving of the Ondavel, which we see come to life and slither into the water. Our boat suddenly shifts, as though we were hit, and we see the serpent swimming up next to us before diving down into the depths. Exiting the tunnel, we find ourselves in a large opening within the castle. We see Nuum surge through the walls of the castle, which actively begin to crumble and fall into the water around us. The Ondavel suddenly rises in the water in front of us, threatening to strike us. Before it can, Leana suddenly appears standing atop the castle ruins. Using her magic powers, she strikes the Ondavel and lifts us into the air to save us from the creature. We watch the fight play out in front of us, Leana moving us around to avoid both the crumbling castle and the Ondavel. Eventually, she is successful, and after floating us back into the water she sends us tumbling down a short drop before the castle collapses on top of us.





## CITY/PIAZZA SCENES

We drop down into a canal of Portugal, floating towards a small town. We round a corner and pass by a Piazza, where other guests are dining outside. We then turn into the unload station and safely exit back into the courtyard.



# Ride Script

## Ride Script:

*Guests enter their ride vehicle and depart from the load station. They slowly float down the river and pass by onlooking guests at the nearby waterfront pathway. As they float through this section, guests pass scattered ruins that have fallen into the water and been overtaken by moss and vines. Leana's voice suddenly comes over the speakers of a transmitter radio that has been stapled to the front of the boat.*

Leana: Hello? Hello, do you all hear me out there? Alright, listen up civilians! The currents should guide this boat towards a meeting point further down the river. I'll board your vessel there. Keep a lookout for anything strange, you never know what can happen around uncontained Nuum energy.

*Guests exit the waterfront area with scattered ruins and transition towards an area of old overgrown gardens. To one side of the river is a cliffside. Several statues in various states of disrepair and overgrowth sit abandoned on the riverbend. As guests enter this area, a whistling can be heard in the distance. The bushes next to the boat suddenly rustle as though something is running past.*

Leana: What was that? Ahead, on the cliff!

*The sound of crumbling rocks falling into the water is heard, and looking ahead guests spot two small duendes peeking over the cliffside. They suddenly dart back and the whistling continues before trailing off.*

Leana: Must have been...some sort of animal or something.

*Guests continue through the gardens, and turn towards an empty rock platform sitting in front of them. The water ahead suddenly shifts, as though something is swimming towards them. It knocks into their boat, spinning the vehicle around in a circular motion.*

Leana: Whoa!

*When the vehicle returns to its starting position facing the platform, a statue of the Moura now sits on the rock. An eerie song trails off into the background.*

Leana: This garden is giving me the creeps. Let's get you guys out of here, it shouldn't be much further.

*We exit the gardens section and approach a split in the river. The left path leads to a little alcove, where Leana can be seen on the shore waiting for us. The right path leads elsewhere, to an area that looks severely overgrown. In the middle of the split stands a tall statue of the Adamastor. Its eyes are closed and it is severely cracked.*

Leana: I see you, civilians! Pull up to this shore so I can guide you all back to safety.

*We start to head towards the left path, but before we can take it a purple surge of electricity suddenly strikes the Adamastor statue. Its eyes fly open and he glares down at our boat. His arm lowers quickly and blocks off the path to Leana, knocking the boat back a bit. With no path left to take, guests start down the right path instead. Flowing down a turn in the river, guests approach a cave entrance. Two lion statues guard the cave and as guests pass they seem to breathe and growl quietly.*

Leana: Hold on, I'm tracking you guys! Don't move, these rivers aren't safe! You-

*The radio starts to break up and then suddenly goes silent as the boat enters the cave. Inside, guests approach a wall carving of the Ondavel. Like the Adamastor, it too is struck by the Nuum surge and comes to life, coming off the wall and slithering into the water. It bumps into our boat, knocking it down another tunnel and into the large interior of castle ruins.*

*For several beats, the boat sits quietly in the water. Suddenly, the Ondavel rises up out of the water in front of our boat. He leans back as though about to strike, but is suddenly hit by a surge of magic thrown at him.*

Leana: Get away from the civilians!

*The boat turns and guests see Leana standing atop the castle ruins. The Ondavel swims to her to attack, but she hits it with another magic bolt. It turns its attention back to the guests, rapidly approaching.*

Leana: Hang on!

*Leana, using her magic, lifts the boat out of the water to avoid the Ondavel's attack. Guests watch as the Ondavel battles with Leana for a bit before disappearing.*

Leana: Behind you! Watch out!

*From behind guests a roaring sound is heard and as the boat turns in a semi-circle it is revealed that the Ondavel has lifted itself out of the water enough to be face to face with the boat.*

Leana: Leave the civilians alone!

*Leana pulls the guests further away towards her, and the Ondavel slinks back into the water as guests turn again to face Leana.*

*The battle once again commences, the castle ruins now crumbling before them. With one final strike, the Ondavel sinks defeated down into the depths. All is calm for a little, and Leana lowers our boat into the water.*

Leana: Are you alright?

*A tower near Leana suddenly falls and reveals the Nuum source behind it. Purple energy explodes out everywhere and the crumbling of the castle becomes more intense, with objects are seemingly falling into the water around our boat.*

Leana: We've got to get you all out of here! This whole place is about to cave in. Hold on tight!

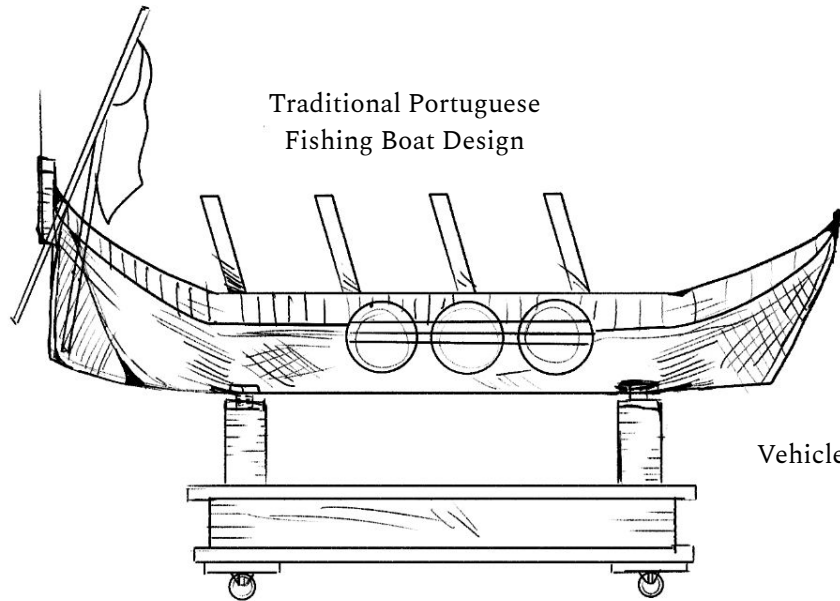
*Leana tears a hole in one of the castle ruin's walls and sends guests forwards down a short drop. As guests float out of the drop, they find themselves back in an overgrown river, a crumbled statue of the Ondavel scattered around the boat.*

*Guests turn into a canal next to a piazza with an outdoor dining setting, passing other guests enjoying meals. The radio suddenly sparks to life.*

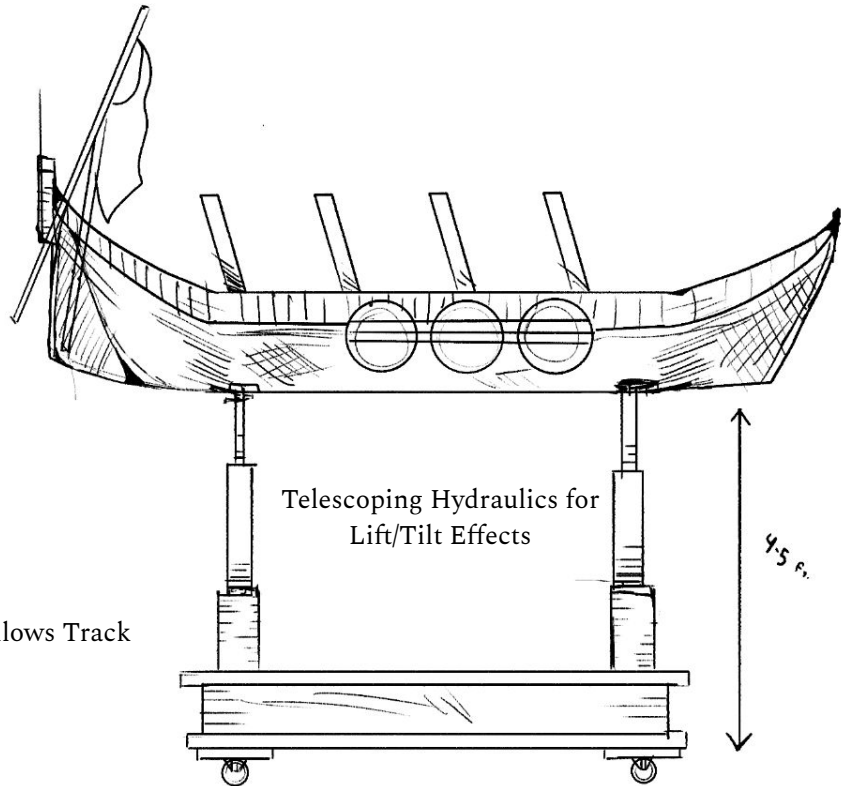
Leana: Hello? Oh, thank goodness you're all safe. Without your accidental detour leading me to those ruins, I might never have discovered the Nuum source. Fortunately, we got it secured and these rivers are safe from...whatever those things were. Thank you, scholars. Feel free to join one of our missions any time!

*Guests float out of the canal and towards the unload station, where they exit back into the park.*

# Ride Vehicle



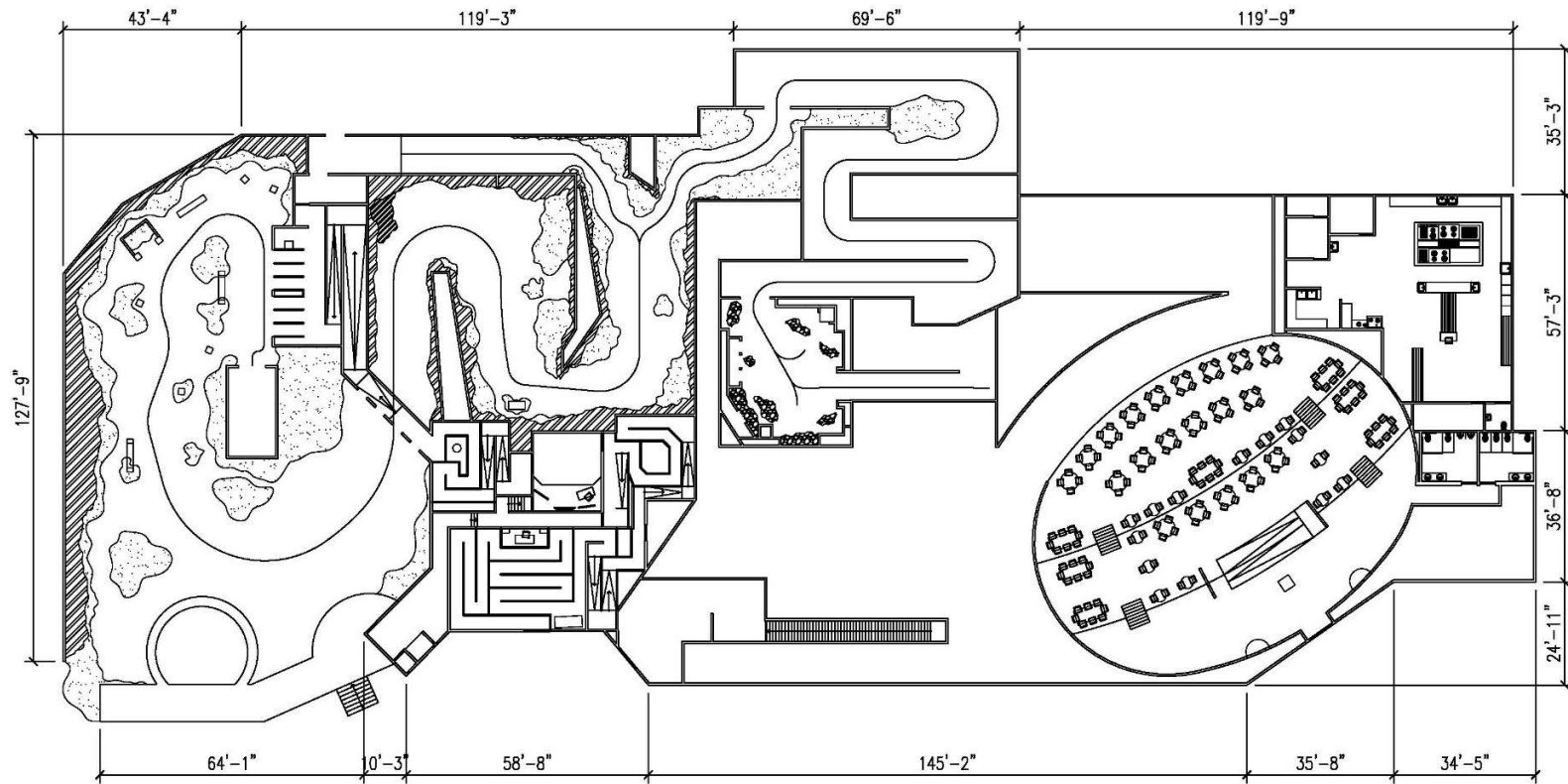
Vehicle Follows Track



# C-TICKET FLOOR PLAN

## Upper Level

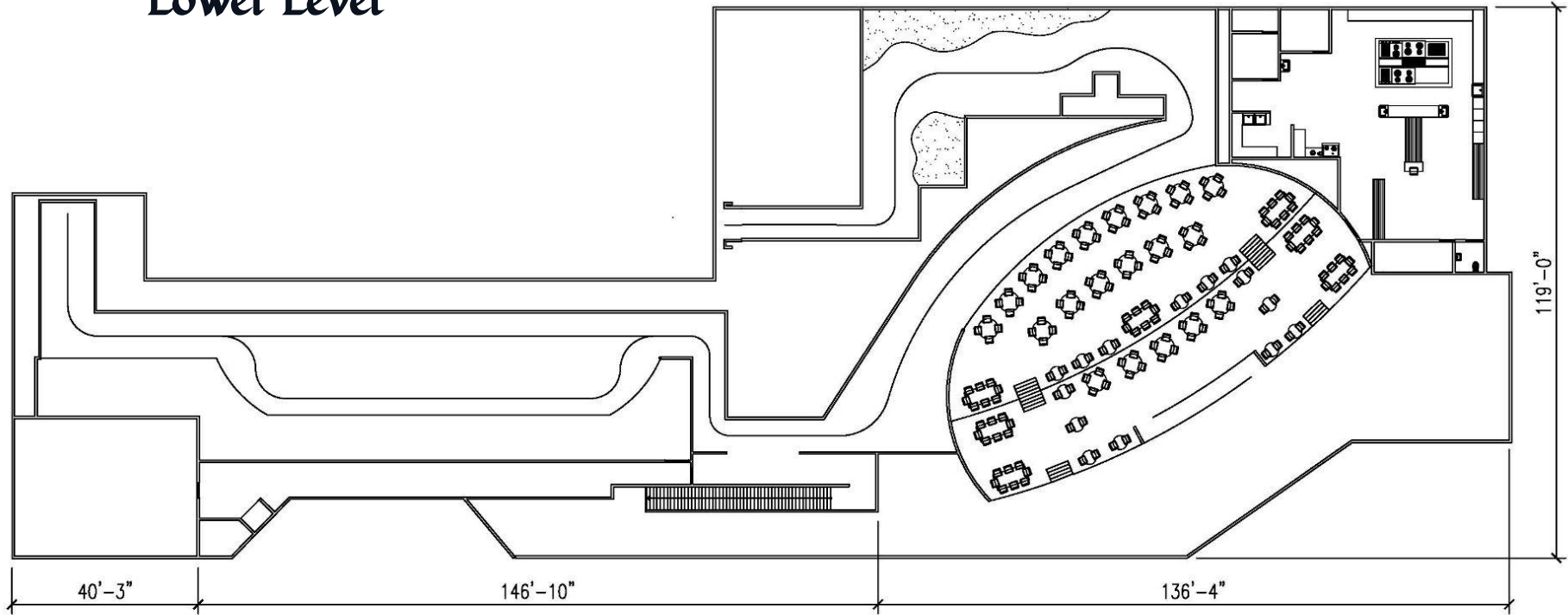
127.75' x 351.8'  
~44,942 sq/ft



# C-TICKET FLOOR PLAN

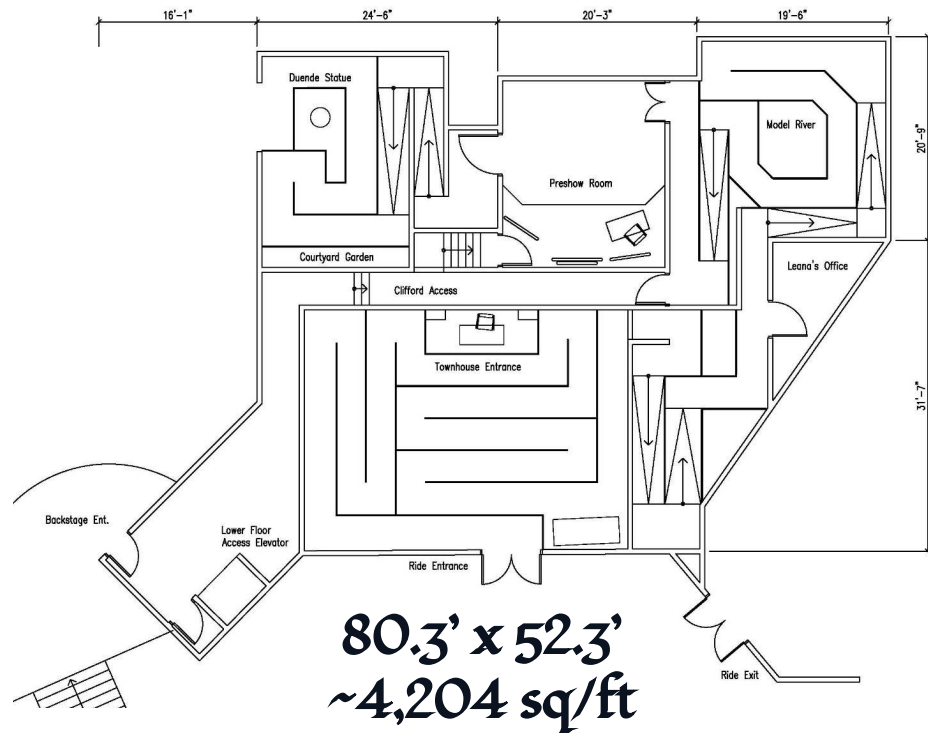
Lower Level

119' x 323.4'  
~38,486 sq/ft

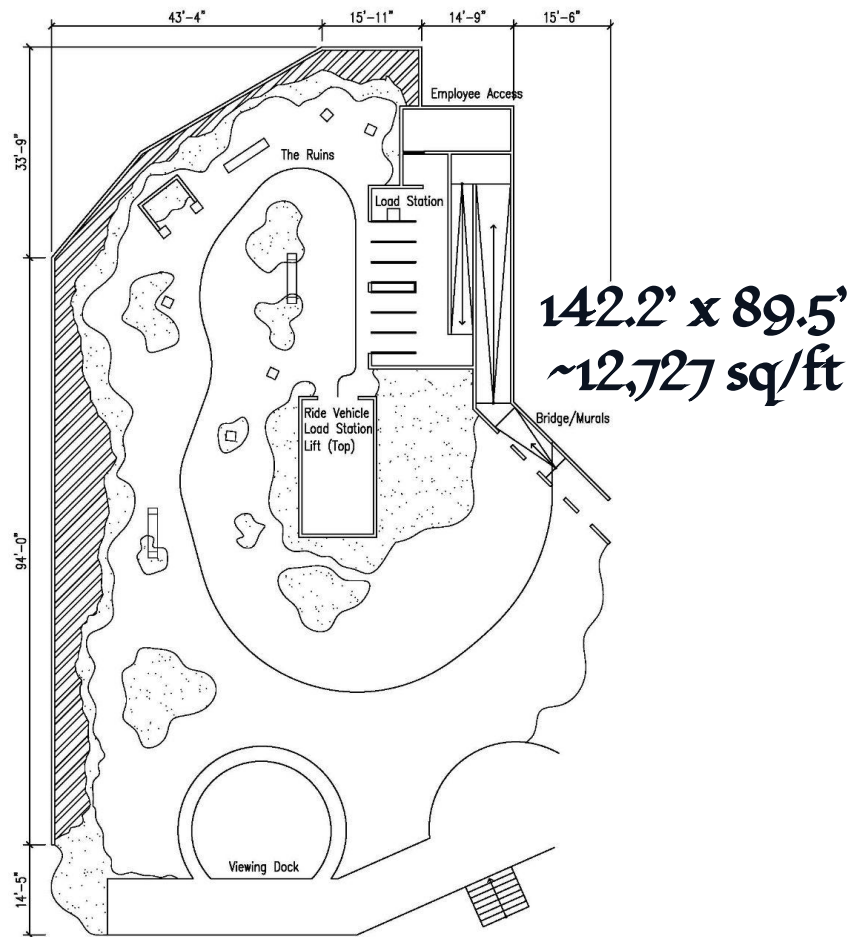


# C-TICKET FLOOR PLAN

## Indoor Queue



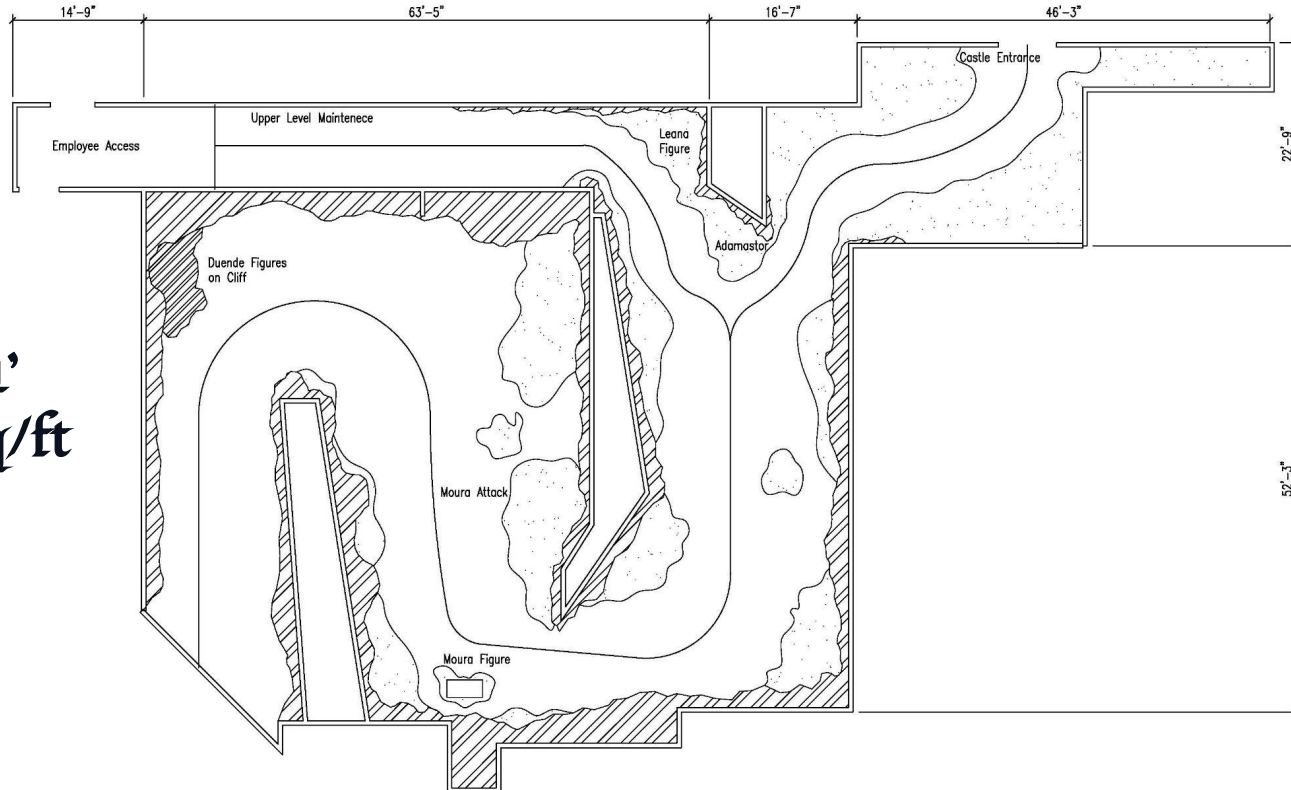
## Load/Ruins



# C-TICKET FLOOR PLAN

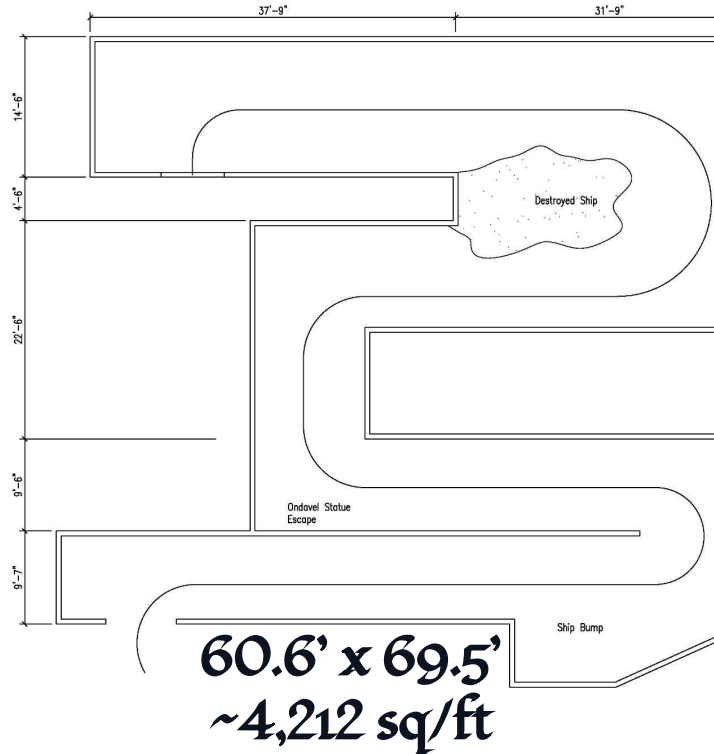
## Gardens

75' x 141'  
~10,575 sq/ft

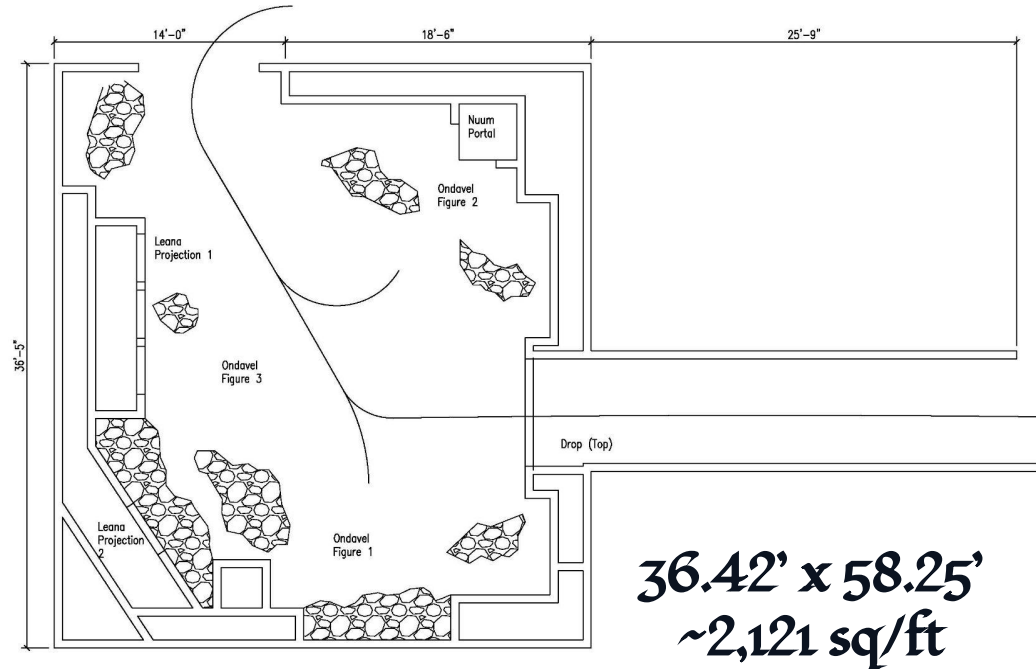


# C-TICKET FLOOR PLAN

## Castle Ruins

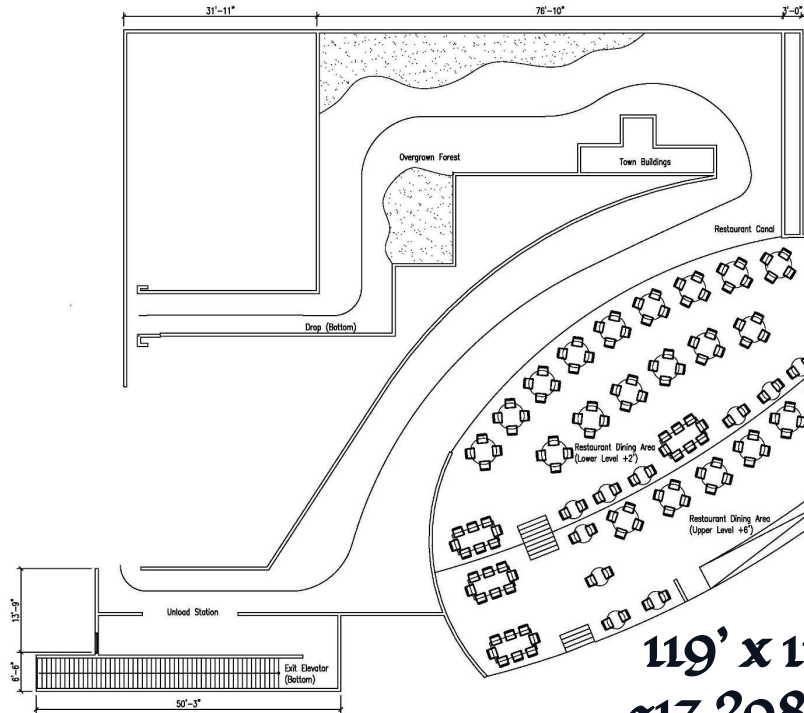


## Ondavel Attack



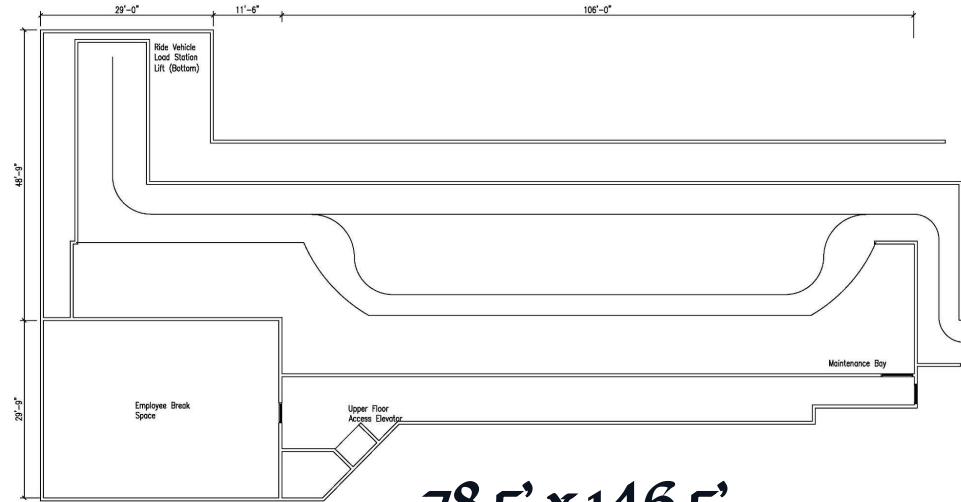
# C-TICKET FLOOR PLAN

## Canal/Unload



**119' x 111.75'**  
**~13,298 sq/ft**

## Backstage/Maintenance



**78.5' x 146.5'**  
**~11,500 sq/ft**



# The Escape from Fortaleza da Luz

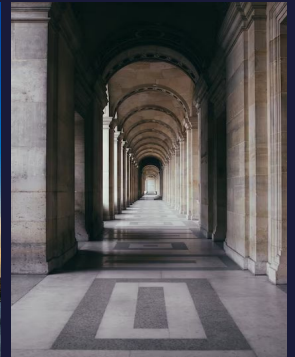
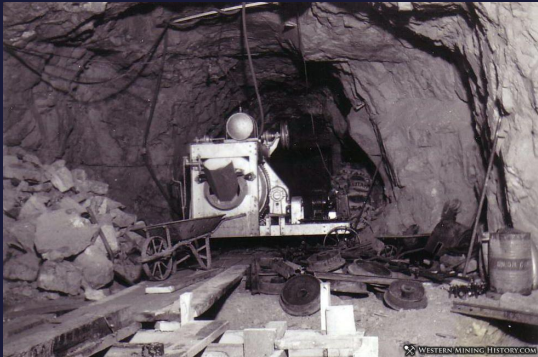
E - TICKET



# The Escape from Fortaleza da Luz – Concept Treatment

There has been tale of a powerful source that lies within this fortress know as Nuum. While viewing this glorious temple from it's historical artifacts to it's striking appearance alone; you and your friends come face to face with a dead end. It seems the only way to go is down into the fortress's chamber tunnels. Watch your back, as the High Order has a trick up their sleeve to obtain this Numatic energy for dark purposes. When your tour goes south, the High Order ambushes the Society leaving you stranded within the chambers. Buckle up for the adventure of a lifetime. Dig deep through out the Fortaleza da Luz along with the leader of the Society of Scholars, Enid Miller; as we learn the never before seen truth that lies within Nuum.

This immersive coaster experience thrills guests with its sudden drops, twists and turns, and speeds that are sure to knock off your fanny packs. The Escape from Fortaleza da Luz is set within a mining chamber, showcasing the work that the High Order has done to locate this Nuum source that lies within this fortress. Some serious drilling has taken place underground, and guests will board upon these drill carts to rescue the society, and put an end to the High Order's mischief. Attached to the front of these carts are drills that allows the guests to feel as if they are actually drilling into the fortress themselves. False tracks are equipped to emulate a free fall experience into the core of Nuum, connecting to a coaster track that sends guests speeding through this dangerous journey.



# Reference Pictures- Exterior

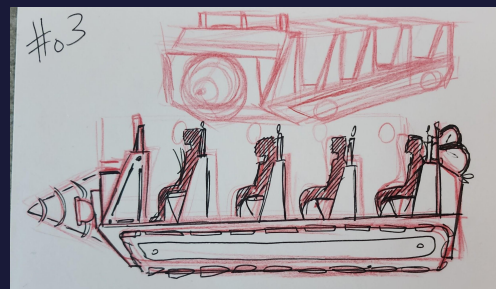
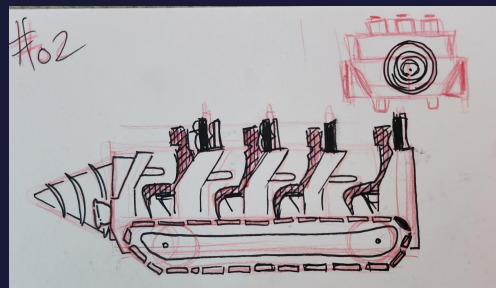
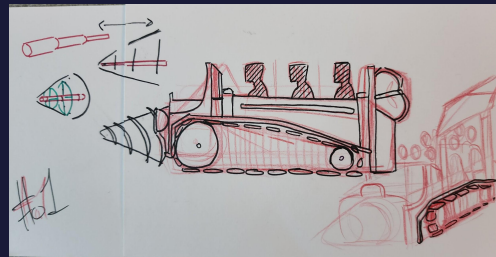
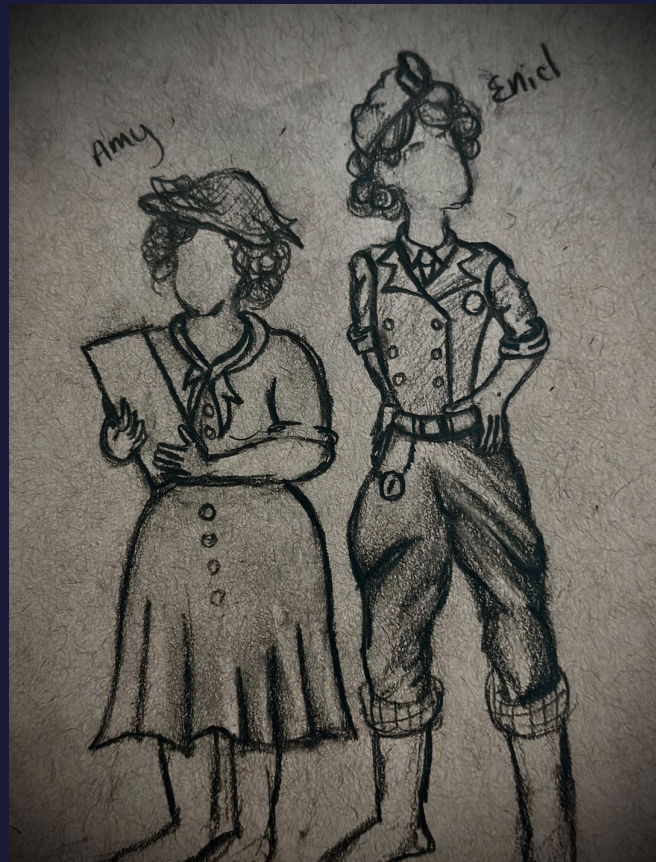


# Reference Pictures- Interior





# Attraction Concept Sketches



# Character Description

## **Enid Millard**

Enid Millard embodies the very essence of the Society of Scholars, serving as its driving force. With an unwavering passion that fuels the pursuit of every goal she sets, she is a force to be reckoned with. Enid's qualities can be described as headstrong, determined, and considerate. Despite her youthful appearance, she possesses a deep-rooted connection to the Society, having been born into a lineage of devoted family members who have actively participated in the Society.

## **Amy Stone**

Amy Stone is the attently alert know-it-all of the Scholars. She is aware of most facts and figures on this strange Nuun energy, and wants to study it to learn about its true capability.

## **Giovanni Martino**

Giovanni Martino is just what you would expect from the leader of a High Order mafia organization. This man is ruthless and will destroy anyone and anything that tries to prevent him from getting his way. Martino is incredibly intelligent and power hungry. He is here to discover the Nuun power source and use its magic for evil. While he has been drilling into this fortress, he has had “numerous encounters with the magic of Nuun, and it has caused major radiation corruption. This has led him to take the innocent guests of Porto Fado, and send them on a death mission to find more Nuun sources for his own use.



## QUEUE & LOAD

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Once guests have witnessed the Society of Scholars being kidnapped by the High Order, they are sent into the Loading Dock under Enid's directions.

As guests leave the pre-show chamber, they are greeted to a 1920's-inspired mine shaft entry. This shaft is filled with splintering wood and fallen scaffolding to showcase a broken down, "sloppy" scenery. Guests will board their drilling carts to set off into the tunnels in hopes of saving the Society of Scholars.

A voice line of Enid will play while being sent into the tunnels as a guide for the guests to follow.



## Entering The Chamber

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This segment of the coaster is an incline into the drilled tunnels caused by the High Order. Enid will be heard giving a slight description of the tunnels and how the High Order has been using them.

These tunnels are designed to showcase an eerie vibe. Distant creaking sounds along with bright flashes of Nuum seeping through the cracks will leave guests wanting to know what lies beyond these tunnels.





## The High Order's Research Chamber

As we explore the tunnels carved out by the High Order in their quest for more Nuum energy, we unexpectedly find ourselves standing in the heart of a laboratory and research chamber.

It is here that we see all of the testing, research, and work that the High Order has done to find Nuum, along with how they plan on using it for power. Enid is heard giving a description of certain things found here, but she is cut off when the High Order enters and catches guests in their secret chamber.

Amidst the ensuing fight, the High Order takes hold of our drill carts and pulls us towards the laboratory's central entrance of Nuum. However, with another strong seismic wave, the floor caves in beneath us and we plummet further downward.



## Dropping into Nuum

We are sent plunging down further into the caverns below, embarking on a high speed journey towards the source of the echoing seismic waves. A chilling realization strikes as we realize that Enid has not descended with us – she’s been held back by the High Order

Guests are brought to a sudden stop as they see the “heart” of Nuum before them. Despite their attempt to halt, the drill carts collide with the heart of Nuum. They are shot backwards and out of the Nuum dimension, where they are greeted once again by Enid as they head to the unload station.

# Pre-Show Script

*(Enid enters stage left from an open tunnel, it is clear she is hard at work to uncover what lies deeper in these tunnels in hopes to escape. She sees her cremates not focused and sort of "slacking" on the job.)*

**Enid:** Woah, Woah, Woah, what's all the ruckus going on here, gang? We got ourselves some business to attend to. So come on, quit that dilly-dallyin', we gotta scheme our way outta these chambers and into them other tunnels, see?

*(Enid notices the guests are also stuck in the chamber)  
(shocked, and a little anxious)*

**Enid:** ( GASP) Good gravy! Hi folks, We had a hunch that others might start finding their way into this fortress, but we believed we had more time to shake down this operation before guests showed up. I'm Enid Millard, and rest assured, you're in capable hands here.

*(Flipping through her notes, Amy (Enid's best friend and the "brains" of the group) reads her notes while she approaches Enid.)*

**Amy:** uhhh about that... If my calculations are accurate, and they usually are, it would require roughly thirty thousand pounds of pressure to breach this second chamber, which, I regret to say, is utterly unattainable.

**Enid:** Use your noggin Amy, I wouldn't exactly label it as impossible, but there's no denying we've got ourselves quite a task ahead if we aim to navigate our way out of these tunnels, along with our newfound friends.

*(Amy lets out a nervous chuckle)*

**Amy:** You see, I'm all in favor of keeping a hopeful perspective, but I just can't fathom a way to unseal these chambers without some form of external assistance. Maybe a lever system could come into play?

**Enid:** But where in tarnation will we ever lay our hands on something like that Amy?

**Amy:** I'm not entirely certain, but my geiger-nueller is picking up some rather peculiar readings, indicating the presence of what appears to be Nuumetic energy seeping through these tunnels. Maybe we can contain it and use its power to open up these chamber doors leading our friends out smooth sailing!

*(Enid is shocked to hear what Amy has suggested)*

**Enid:** Absolutely not Amy, don't you remember your training? We're strictly forbidden from any interaction with Nuum's source, let alone employing it for personal gain! Our main concern is to ensure it doesn't end up in the possession of the wrong hands.

**Amy:** My apologies Enid, but there seems to be no alternative course of action!  
*(stressed)* Without some form of contraption, we're destined to remain trapped within these chambers indefinitely!

**Enid:** Oh, don't you fret, darlin'. We don't need to be fussin' about it, we've faced rougher and tougher challenges before and look how we turned out! Not a scratch! What's the worst that could happen, huh? All right, gentlemen, let's get cracking on these chamber doors!

*(Enid and a few of her cremates attempt to pry the chamber doors open to lead everyone out of these tunnels.)  
(Entering from the dark tunnel is the High Order's leader, Giovanni Martino enters.)*

**Giovanni Martino:** Well, well, well, what's this I see? It appears someone stumbled upon their invitation to our splendid soirée, eh?

**Enid:** Sure bet we did Martino, and what you're up to ain't exactly a picture perfect plan, darlin'. You're putting innocent people at risk here.

**Giovanni Martino:** Oh, ain't you just a real sweetheart, "daddy's girl." Mind that sharp mouth of yours, my dear, you wouldn't want to end up like your old man, now would you?

**Enid:** You best keep my father outta this conversation, or there'll be trouble, mark my words-

**Giovanni Martino:** I'd advise you to cease right there, dear. Now, be a smart one and take a step back from that chamber before I'm forced to turn this situation rather...unpleasant.

**Enid:** Oh yea? You and what army?

*(from the darkness of the tunnels, out enters the rest of the High Order. Sure they are a rag-tag team of nut jobs, but that's just it...they are wacko!)*

**Amy:** ummm Enid? I think he means them.

**Enid:** Yea I got that.

**Giovanni Martino:** I'll say it once more for good measure: back away from that chamber door. It conceals the passageways to Porto Fado's most potent magic, and I fully intend to claim it as my own.

**Enid:** Not on your life. This energy is too powerful, even for the likes of you. Release these innocent people and depart from this fortress while you still can.

**Giovanni Martino:** You reckon I'm not aware of that? Why do you think I've gathered these unsuspecting souls here? I require these individuals to carry out my unsavory tasks, hunting down more of this energy so I can claim it for my own. (clear throat) Get 'em boys.

*(The High Order begin to ignite their bombs in order to stop the Scholars from defeating them, only this time, there seems to be something off with their weapons.)*

**Amy:** Enid, That glow, I've studied it before. Those bombs aren't just normal radioactive weapons. I believe they've already possessed some power of Nuum!

*(Before anyone can make a move, the bombs are tossed and exploded in the direction of the Scholars. Rumble, crashes, and screams can be heard as the lights go out only leaving a purplish glow within the chamber)*

*(It is quiet, the calm of the storm is here. Light begins to flicker back on revealing that the high order and the society of scholars have vanished. Under the rumble, we can see movement. Out pops Enid, alone and left behind.)*

**Enid:** Amy? Gang? Oh, darn it all, they're gone. Martino must've nabbed them during all this chaos. What on earth am I supposed to do now? Taking on The High Order solo is a fool's mission *(realization)*...but maybe, just maybe, you folks can lend a hand in getting my friends back, huh? We just have to find a way out of this chamber.

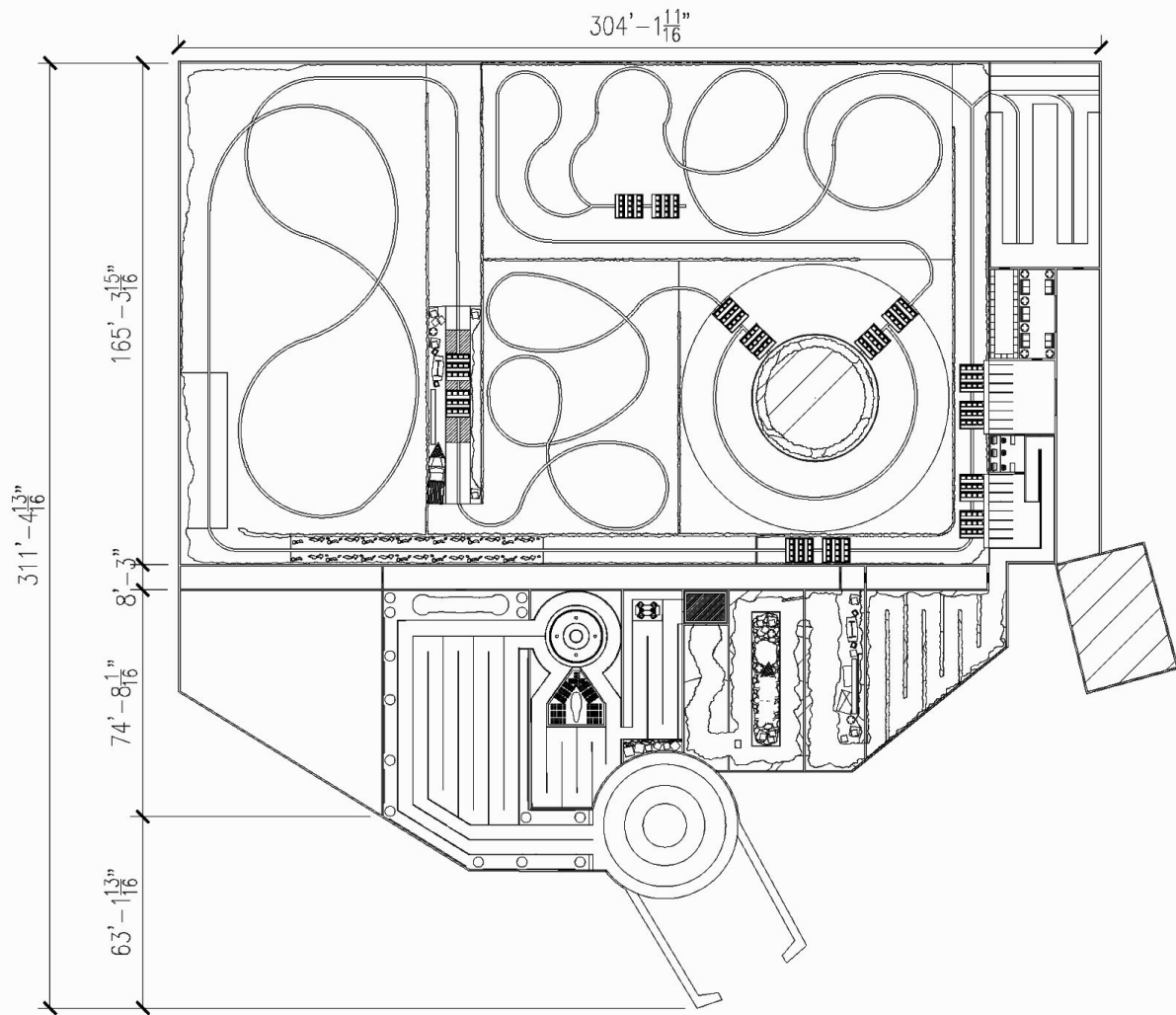
*(Enid notices a large tarp covering something large amidst the rumble, she uncovers it to reveal a lever. She pulls downwards as the chamber doors open)*

**Enid:** Well, what have we got here? Whoa, this looks like our ticket out of here! Everyone, stick with me – we'll make use of The High Order's drill carts to tunnel our way to freedom and rescue our pals! Come on, folks, let's embrace this adventure! Follow me!



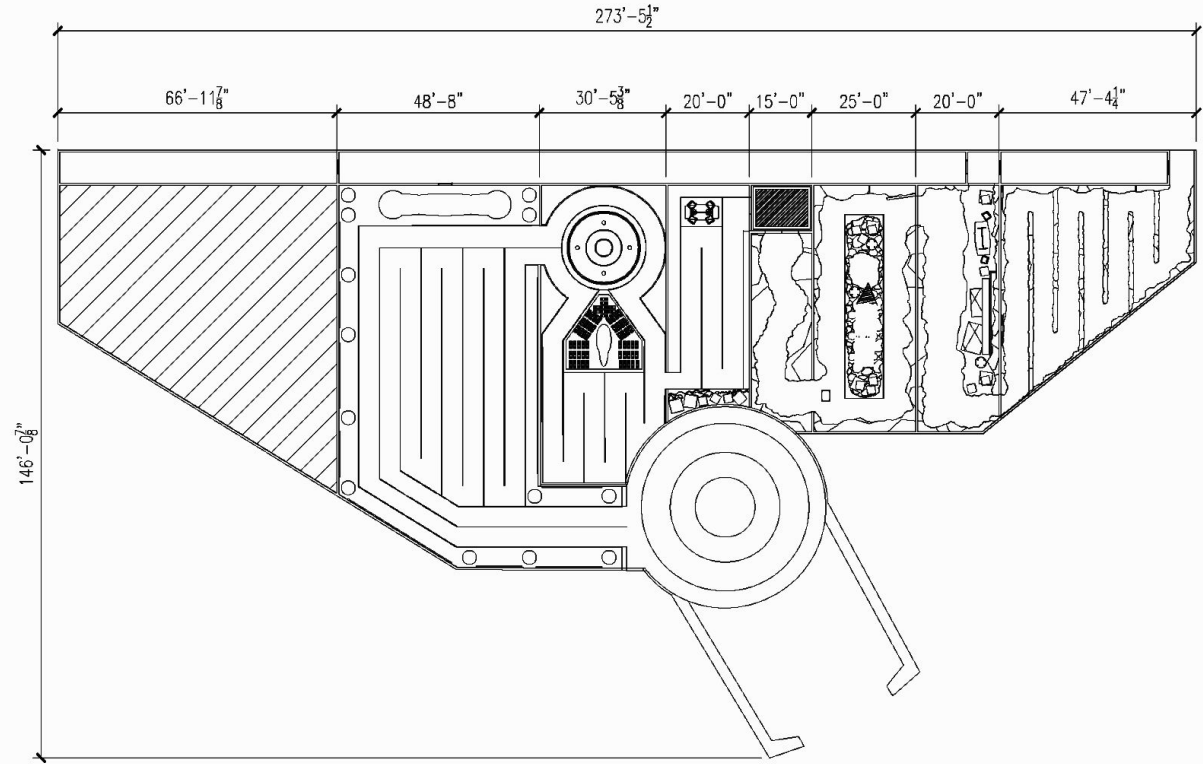
# E-TICKET FLOOR PLAN

311' x 304'  
approx 94,550 sq feet



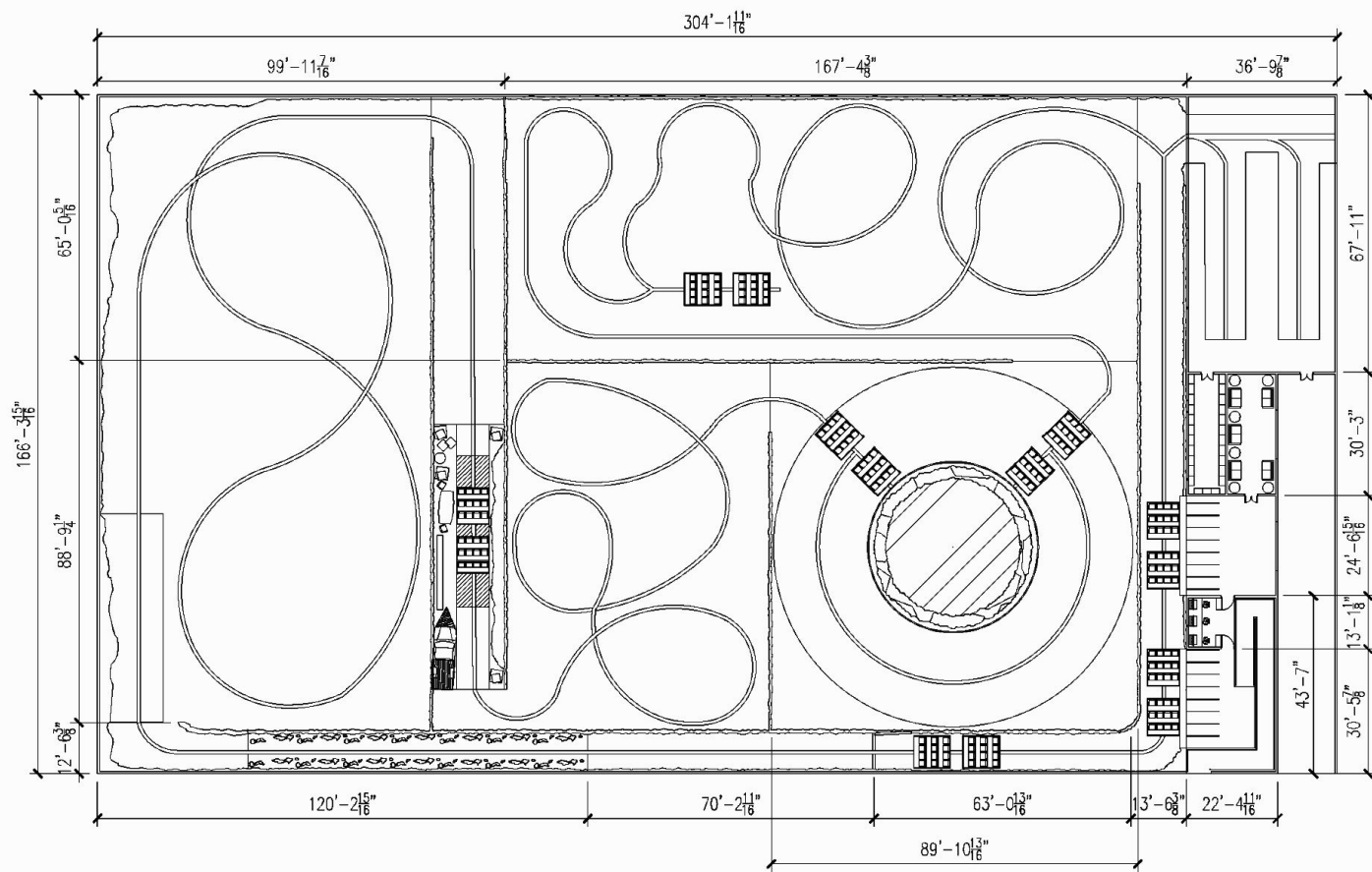
# E-TICKET QUEUE LAYOUT

146' x 273.5'  
approx 39,931 sq feet



# E-TICKET TRACK LAYOUT

166.25' x 304'  
approx 50,540 sq feet





*Welcome to  
Porto Eado!*