# THE U.S.M.A TOKUSHIMA

A **NOVEL ESCAPE EXPERIENCE CONCEPT**

v3 // 08.17.2021

INTRODUCTION

The USMA Tokushima Escape Experience concept is a new type of shared narrative experience, a combination of the brainy, puzzlesolving thrill of escape rooms, and the full sensory immersion of a theme park dark ride. Groups of 6 players are thrust into a fully-realized, fully interactive themed physical environment, solving multi-modal puzzles that progress them through a white-knuckle science fiction adventure where they themselves are the characters.
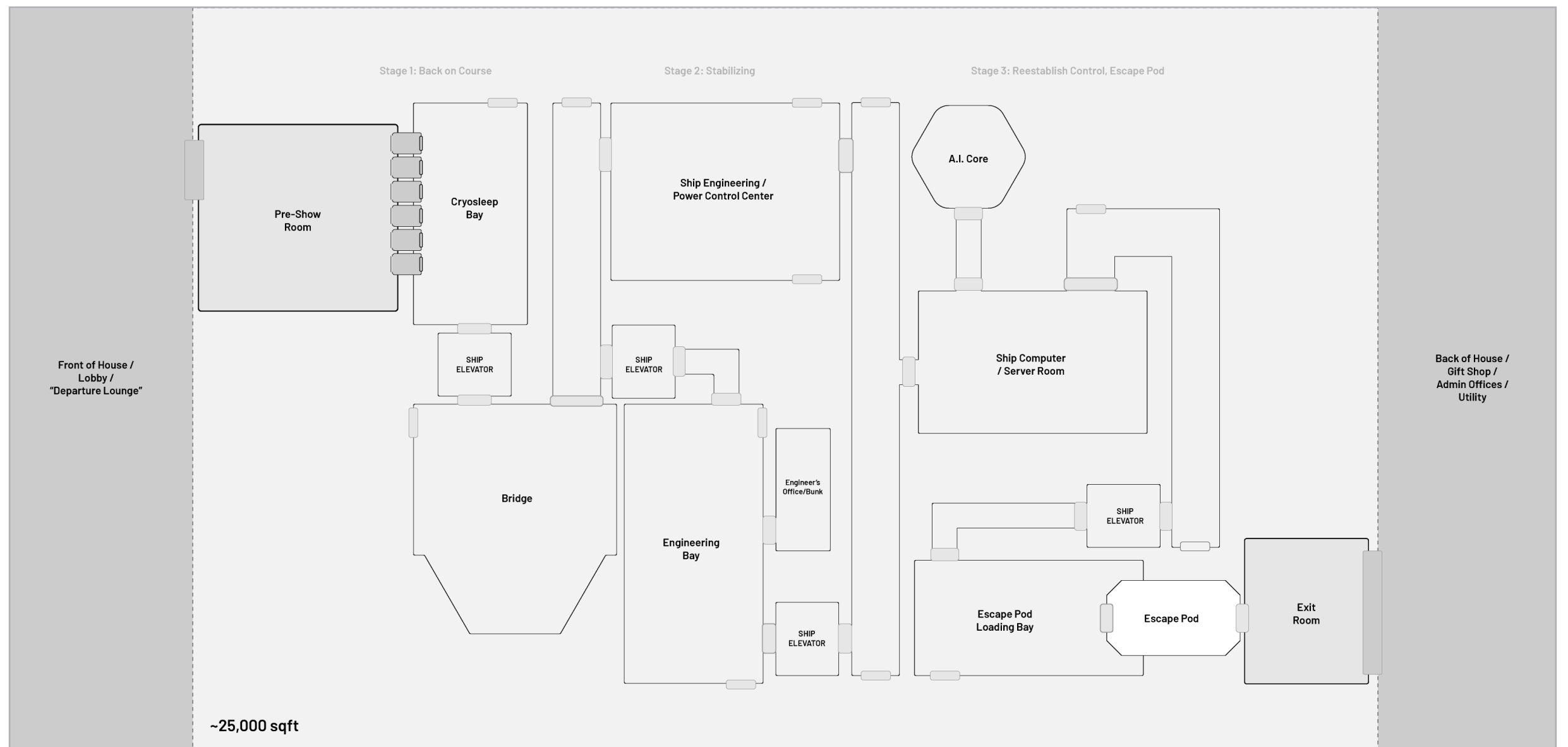
This format presents unique advantages in a post-COVID experiential entertainment sector, where limited throughput and clean, controlled environments are a prerequisite for any immersive group experience. Guests arrange for their experience through a reservation system, and the game is designed with a max player count of 6, with breaks in between groups for cleaning and game reset. The experience encompasses all forms of interaction, with influences from film set design, flight simulators, computer games, and traditional tactile escape room puzzle solving.

PENGYU ZHANG
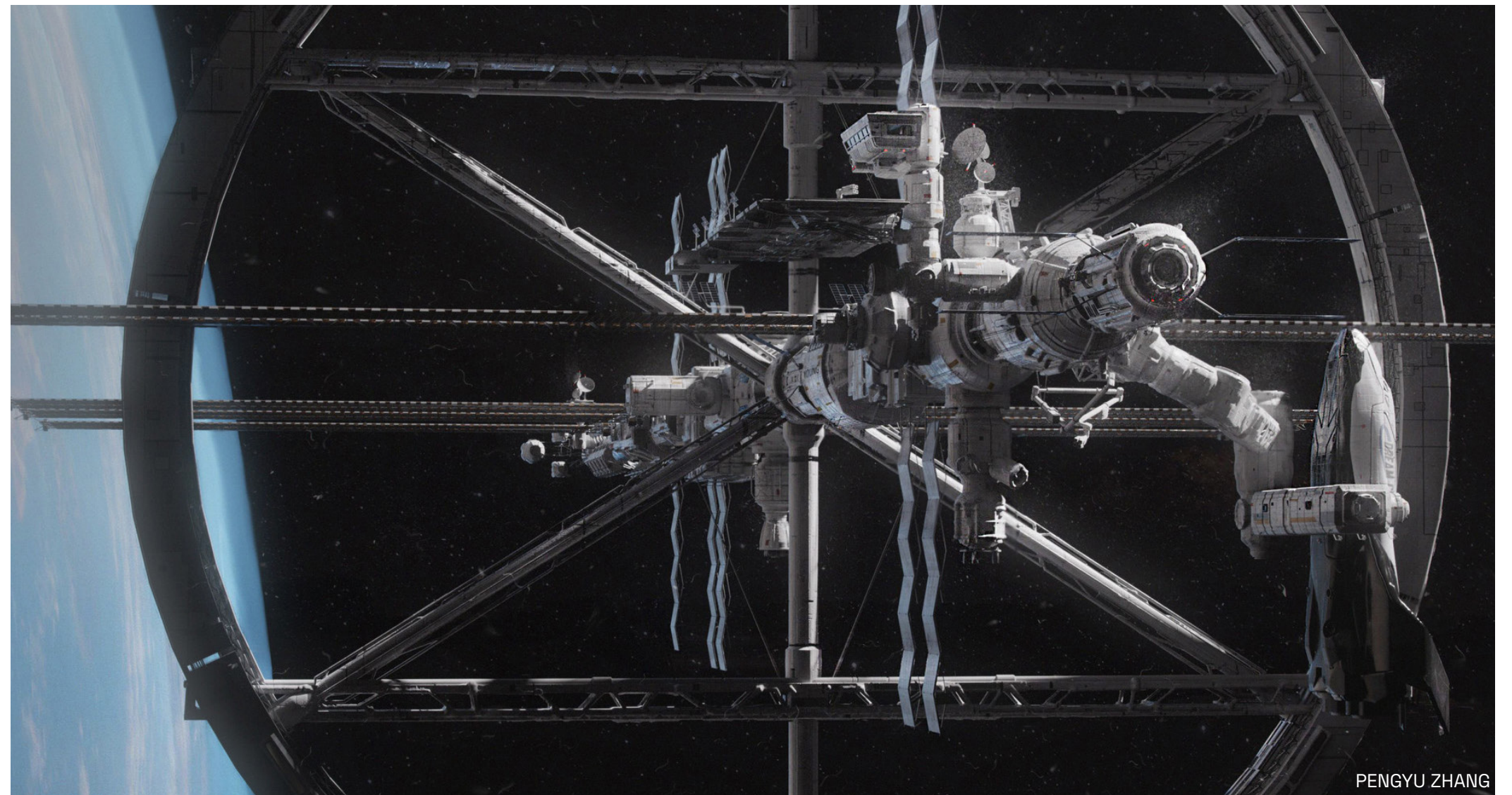
FLOORPLAN

The visitor experience consists of a linear flow where guests arrive at their reservation time, "check in" at a "departure lounge" themed in the brand identity of the fictional scifi megacorporation which will take them on their journey. The game operators and staff will guide guests into a pre-show room, where a large video wall will play a short video briefing them on the context of their place in the story. The multi-stage interior set where the game is played takes up the majority of the floorspace, with a back-of-house area where guests can decompress, browse a gift shop, or review memorable moments taken by hidden cameras.

A warehouse or large commercial retail space would be used to house this infrastructure and floorplan.

Stage 1: Back on Course   Stage 2: Stabilizing   Stage 3: Reestablish Control, Escape Pod

Front of House /
Lobby /
"Departure Lounge"

Pre-Show
Room

Cryosleep
Bay

Ship Engineering /
Power Control Center

A.I. Core

SHIP
ELEVATOR

SHIP
ELEVATOR

Ship Computer
/ Server Room

Back of House /
Gift Shop /
Admin Offices /
Utility

Bridge

Engineer's
Office/Bunk

Engineering
Bay

SHIP
ELEVATOR

SHIP
ELEVATOR

Escape Pod
Loading Bay

Escape Pod

Exit
Room

~25,000 sqft

THE STORY

"You are the last ones. You must find a way out... fast. It's coming for you..."

You and your friends are the last surviving members of the crew of the U.S.M.A Tokushima, a mining vessel orbiting the distant, hostile, but resource-rich planet of Kepler-423. You wake up as a group from hypersleep, with no memory of what happened, to discover the ship is abandoned, and ship systems are in dangerous disarray. You receive a transmission from an enigmatic figure named Miller, who guides you through surviving the ship's crumbling infrastructure, evading a mysterious threat onboard- and ultimately escaping- the collapsing Tokushima.

The story allows for 3 different "threats" to drive three unique versions of the story that can be set by the operators at the beginning of a game, allowing the experience to be replayable. The core puzzles and game structure would remain the same, but certain visuals, sounds, and the impetus for objective completion would shift.

1. THE CREATURE

An unknown biological entity is destroying critical ship systems, and is tracking you and your team down. You must escape before it finds you.

2. "I CANNOT COMPLY"

The artificial intelligence controlling the Tokushima has decided that your team of survivors present a threat to its continued operation. Your team must stay one step ahead of the AI, and try to shut it down before it keeps you from escaping.
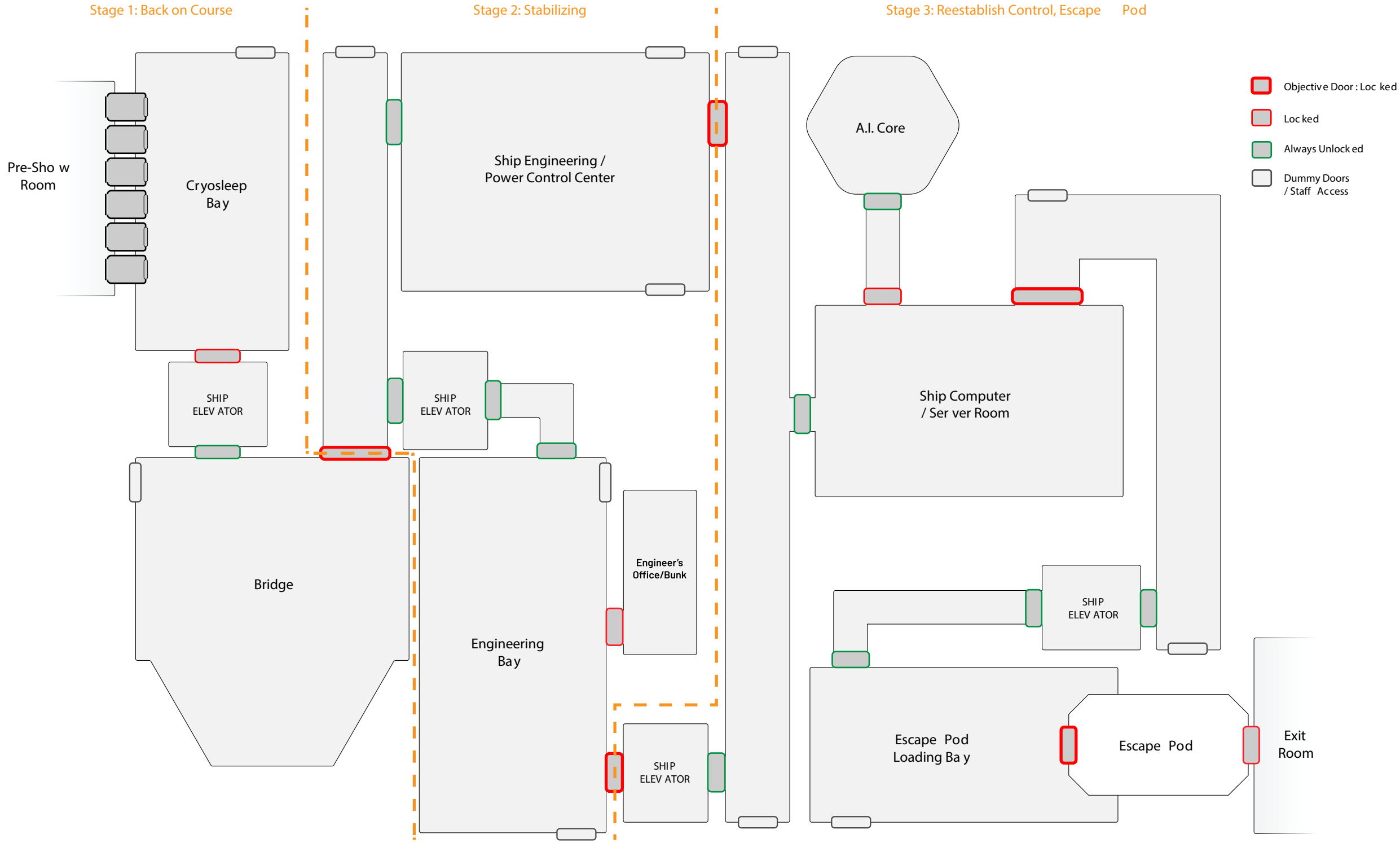
3. GHOSTS

Spectral entities are visible on ship interior monitoring cameras, and are overwhelming ship systems. It becomes evident that they are alien, alternate-dimension forms of former crew members who are trying to "retake" the ship from you and your friends.
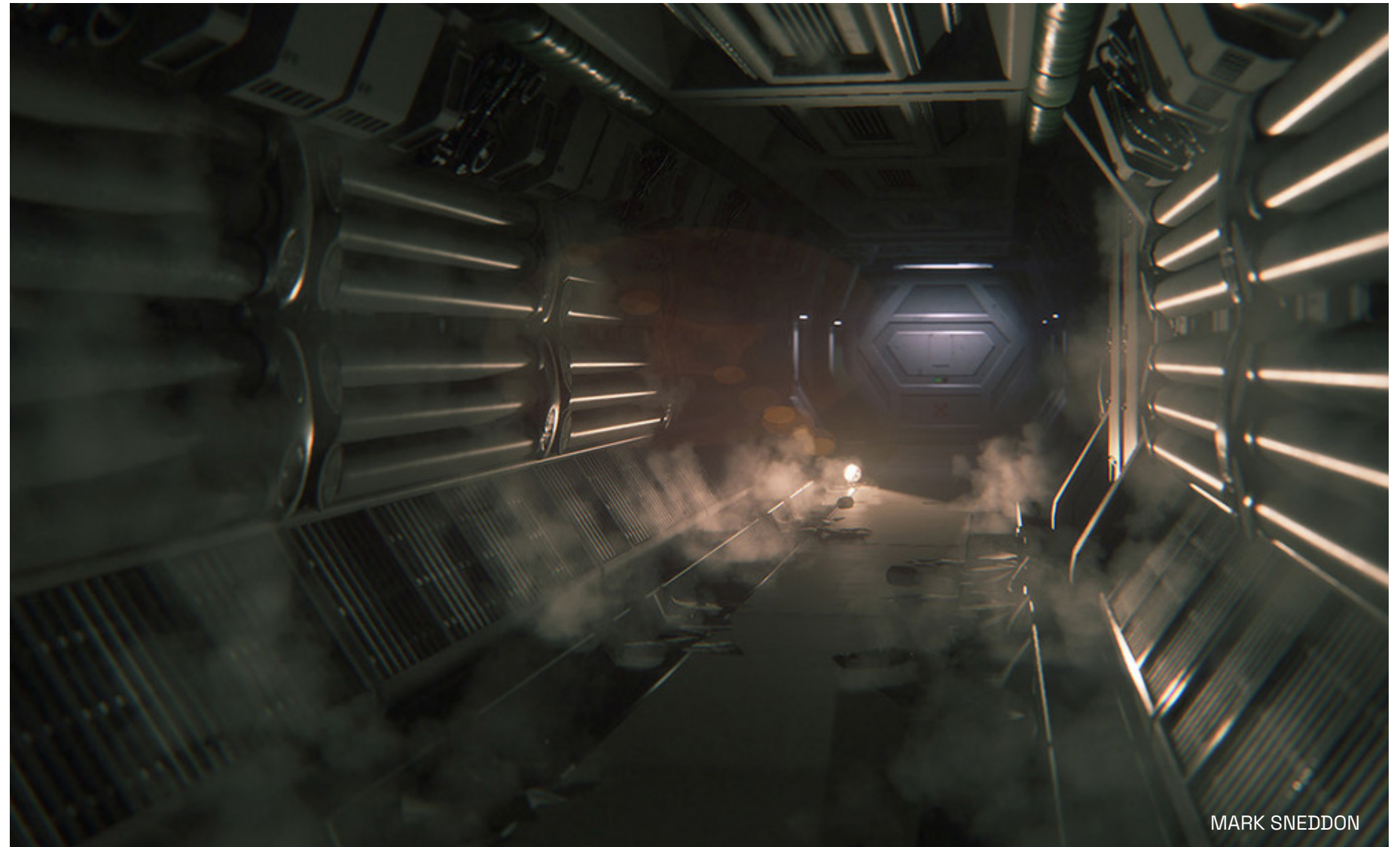
MARK SNEDDON

LAYOUT

The escape experience is structured into three "stages" that must be solved within a specific amount of time in order to progress to the next stage. This allows two groups of guests to be experiencing the game at once: when one group progresses to Stage 3, a new group begins Stage 1, and Stage 2 is reset by staff. The time limits, as well as the inherent time required to complete the puzzles of each stage, would be designed to avoid the possibility of overlap by groups of differing puzzle-solving speeds.

Stage 1: Back on Course

Stage 2: Stabilizing

Stage 3: Reestablish Control, Escape Pod

Pre-Show Room

Cryosleep Bay

Ship Engineering / Power Control Center

A.I. Core

SHIP ELEVATOR

SHIP ELEVATOR

Ship Computer / Server Room

Bridge

Engineer's Office/Bunk

Engineering Bay

SHIP ELEVATOR

SHIP ELEVATOR

Escape Pod Loading Bay

Escape Pod

Exit Room

Legend:
- Objective Door: Locked
- Locked
- Always Unlocked
- Dummy Doors / Staff Access

STAGE 1

Guests will watch a pre-show video setting up the scenario: this could be a faux TV ad for the megacorporation that owns the Tokushima, offering thrilling, well-paying career opportunities for prospective crew. The Tokushima is highlighted as a vessel that can provide riches and adventure for intrepid thrillseekers. Once the pre-show is completed, the guests each step into a small dark chamber. The doors close behind them, and after a short pause, the chambers light up, and guests can see into a cryosleep bay room outside the chambers. The cryosleep "pods" open, and the guests enter the first chamber.

PUZZLE 1

After a few seconds to orient themselves and explore the room, a notice pops up on a monitor, displaying "INCOMING TRANSMISSION". The guests must interact with a touch monitor to receive the transmission. It's Miller, who introduces himself, and tells the guests they are the last surviving crew members. They must find a way to manually override the lock on the door from the cryosleep bay, and get up to the bridge to correct the course of the Tokushima, which is drifting towards stratosphere of the planet.

PUZZLE 2

Once the guests emerge from the "elevator" leading to the bridge, they must coordinate as a team at different stations on the bridge to (1) fire up auxiliary power cores to enable propulsion, (2) get the ship's AI and computer systems back online, (3) reestablish navigational controls, and (4) pilot the ship back to a stable course in orbit. At the completion of the puzzle, Miller returns to announce the discovery of a mysterious entity onboard. The guests scan the ship to discover the entity is biological, and has destabilized one of the power cores. A door unlocks and they progress to the next stage, in which they will attempt to fix and stabilize the power cores.

Stage 1: Back on Course

Pre-Show Room

Cryosleep Bay

SHIP ELEVATOR

SHIP ELEVATOR

Bridge
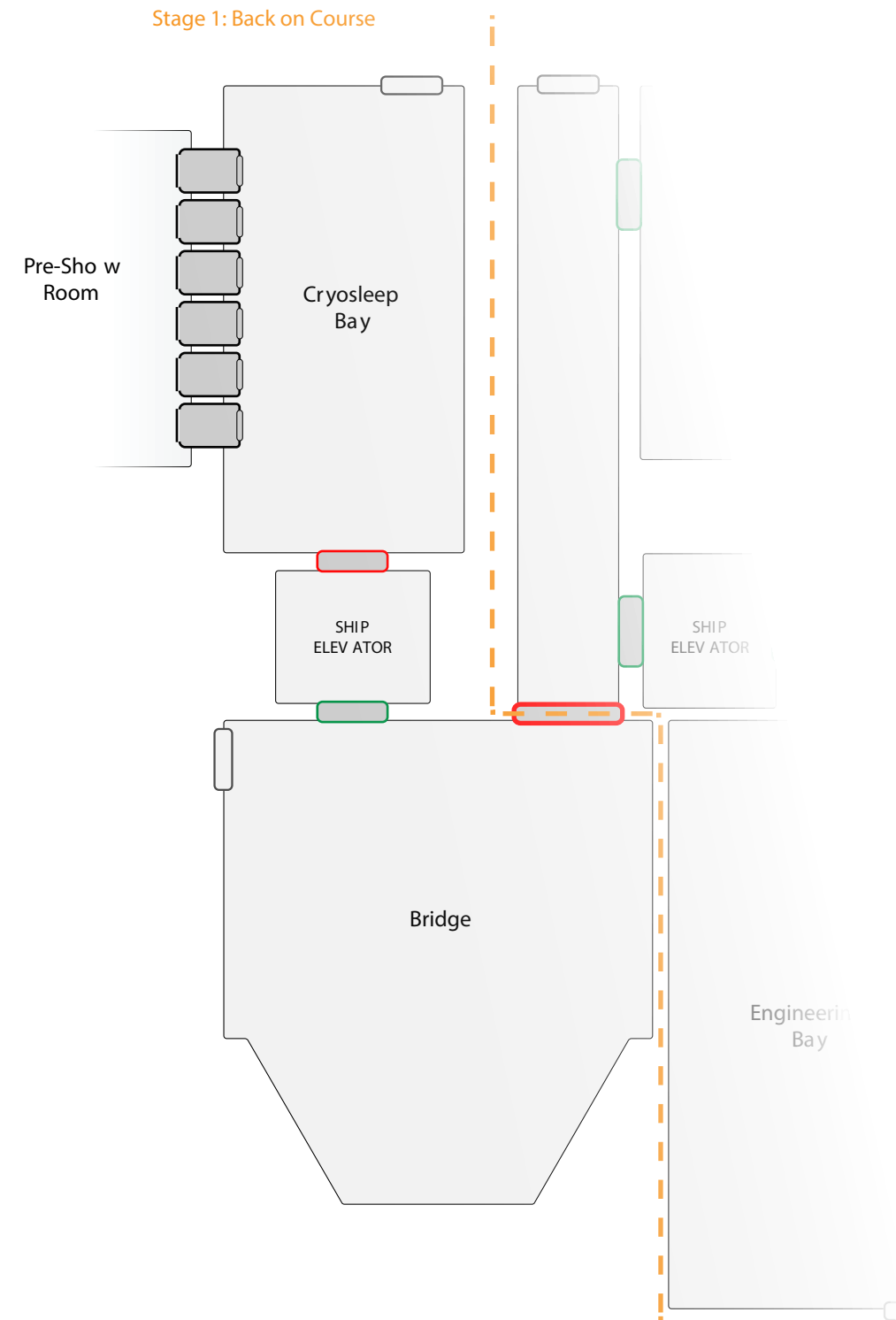
Engineering Bay

STAGE 2

Once in the first corridor of Stage 2, Miller comes over the radio and informs guests they will have to split up, with one team going to the ship's engineering & power control center, and one team to the engineering bay, and coordinate with eachother via the ship's communications systems.
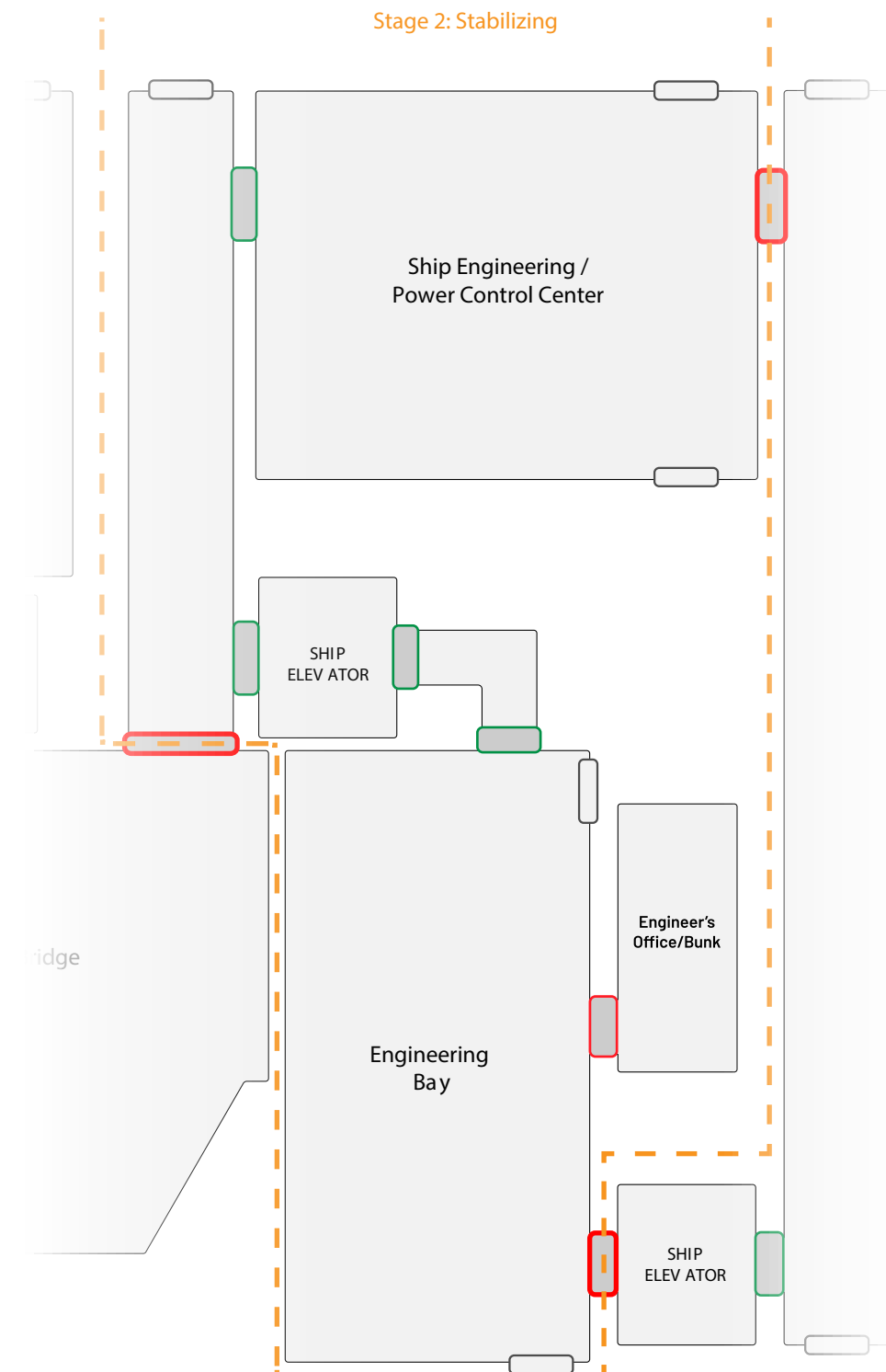
At random intervals during the puzzles, the creature will appear on scanners, and manifest its presence with sound cues, and the guests must take additional measures, while they try to coordinate the stabilization of the core, to fend off the creature.

PUZZLE 1

The guests that opt to go to the control center must establish comms with the guests that went to engineering. Once comms are established, they must discover and piece together the correct procedure of how to stabilize the power core from the control center. For elements out of their control, they must relay instructions and information to the guests that opted for the engineering bay to perform tasks that cannot be controlled from the control center.

PUZZLE 2

The guests that opt for the engineering bay must establish communications with the guests in the control center, and relay observations of the room back to the guests in the control center. Once communications are established, the door back to the corridor locks, preventing team members from going back and forth between the two rooms. The guests in the engineering bay must accomplish a series of tasks, with help from the guests in the control center, in order to stabilize a large power core in the room that is on the verge of detonation.

Stage 2: Stabilizing

Ship Engineering /
Power Control Center

SHIP
ELEV ATOR

ridge

Engineer's
Office/Bunk

Engineering
Bay

SHIP
ELEV ATOR

STAGE 3

After stabilizing the power core, Miller comments that the power core stabilization requires a reboot and a manual reconfiguration of the ship's computer system and AI, which will allow them to restart the escape pod navigation and escape the ship. The teams are reunited, and they proceed into the ship's main computer control center, which consists of a "server room" and a claustrophobic AI Core chamber.
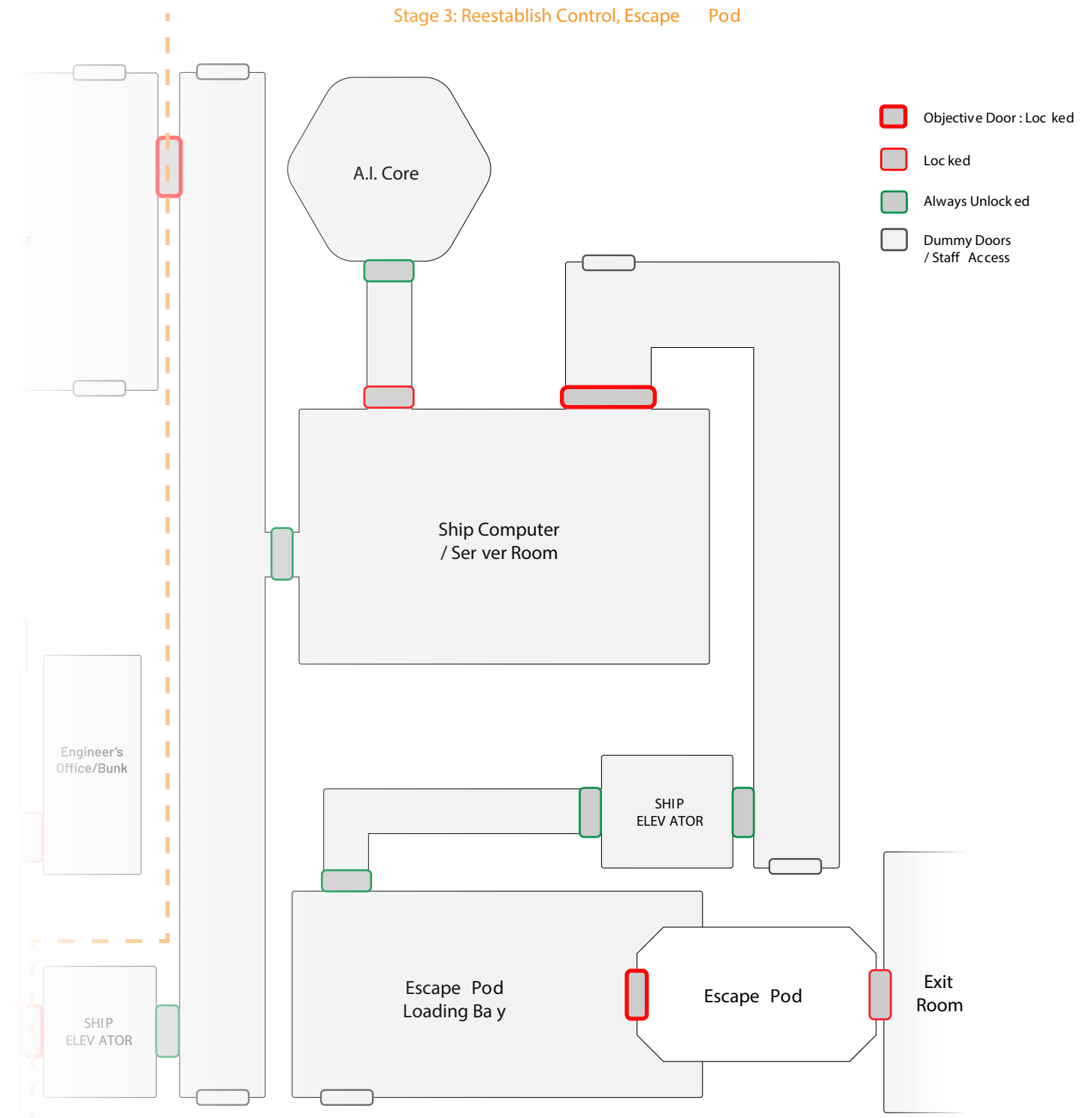
Once the guests complete the reconfiguration puzzles, the AI discovers the creature, and initiates a self-destruct protocol. Miller advises that there's no time to override the AI, and to proceed as quickly as possible to the escape pod.
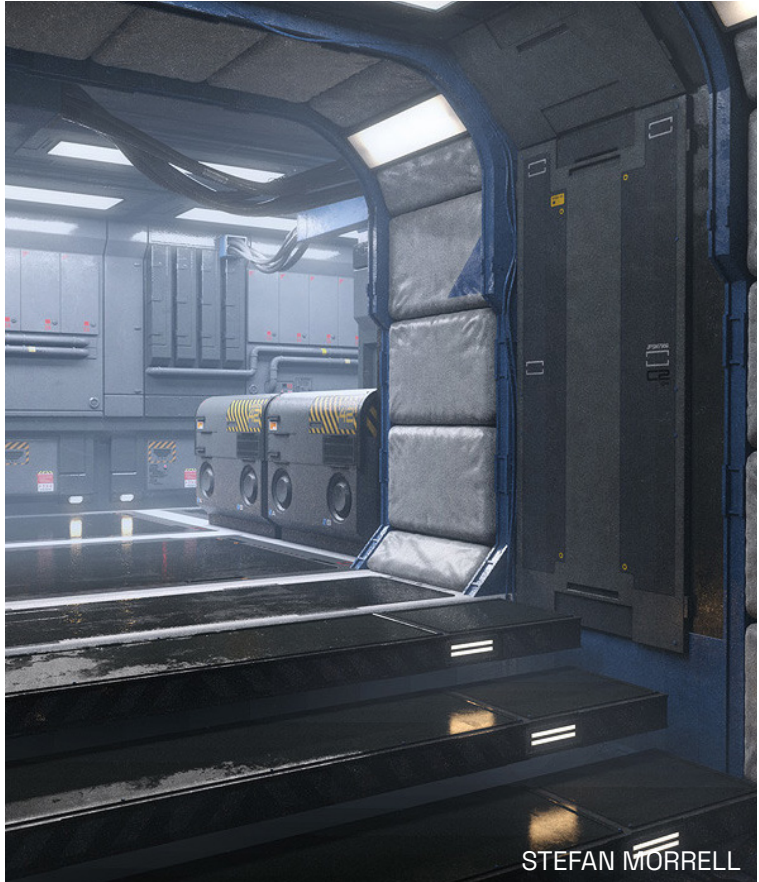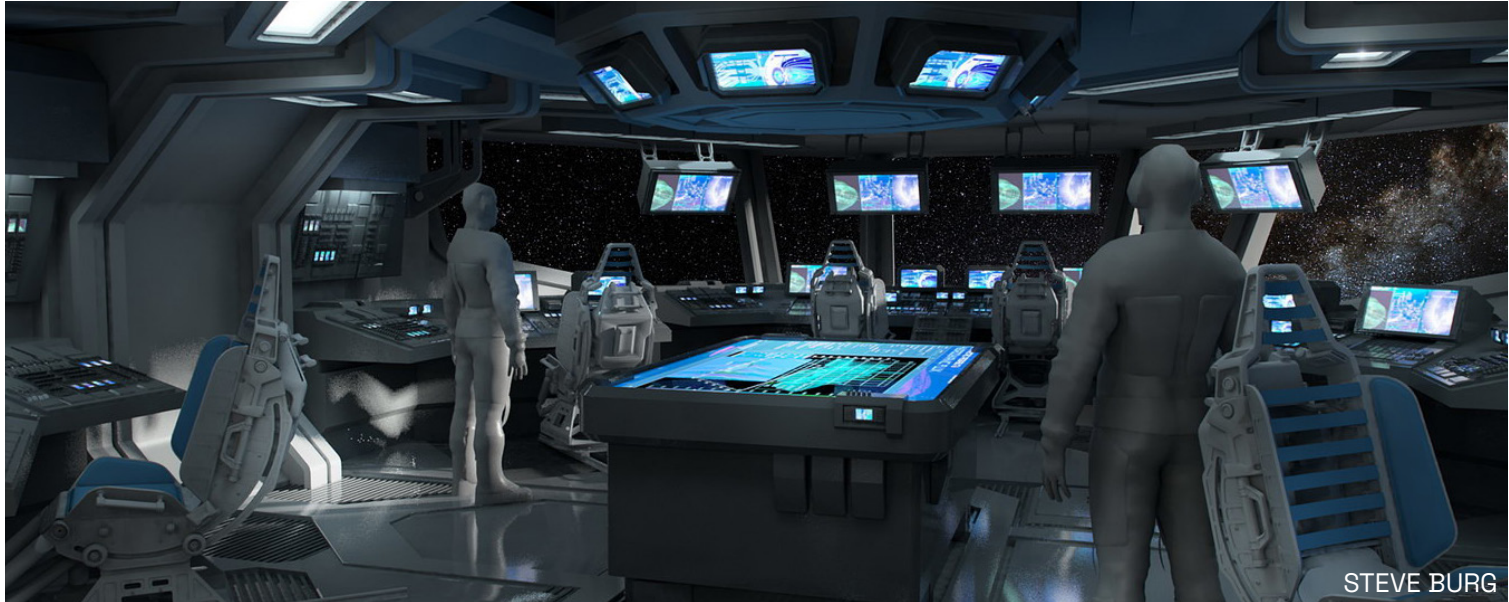
PUZZLE 1

A combination of digital, on-screen interactive puzzles, and physical "plug-in, unplug" puzzles, make up the overall computer reconfiguration puzzle. An added layer of the puzzle will be the computer's requirement for "security credentials," which the guests will either have to (1) physically discover in the room, or (2) take on hacking challenges to manually override the security firewall.
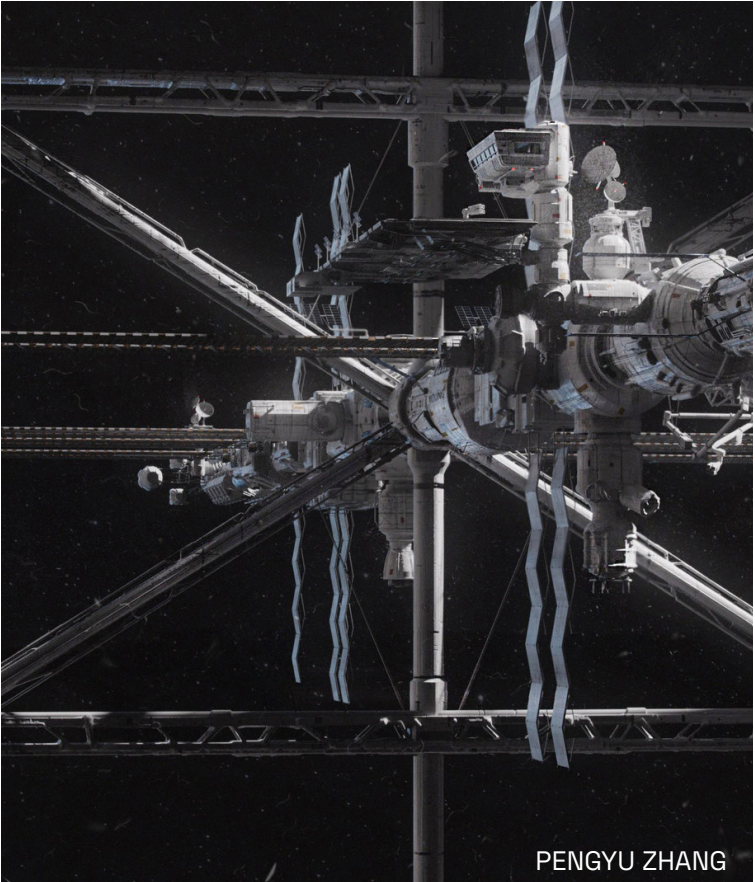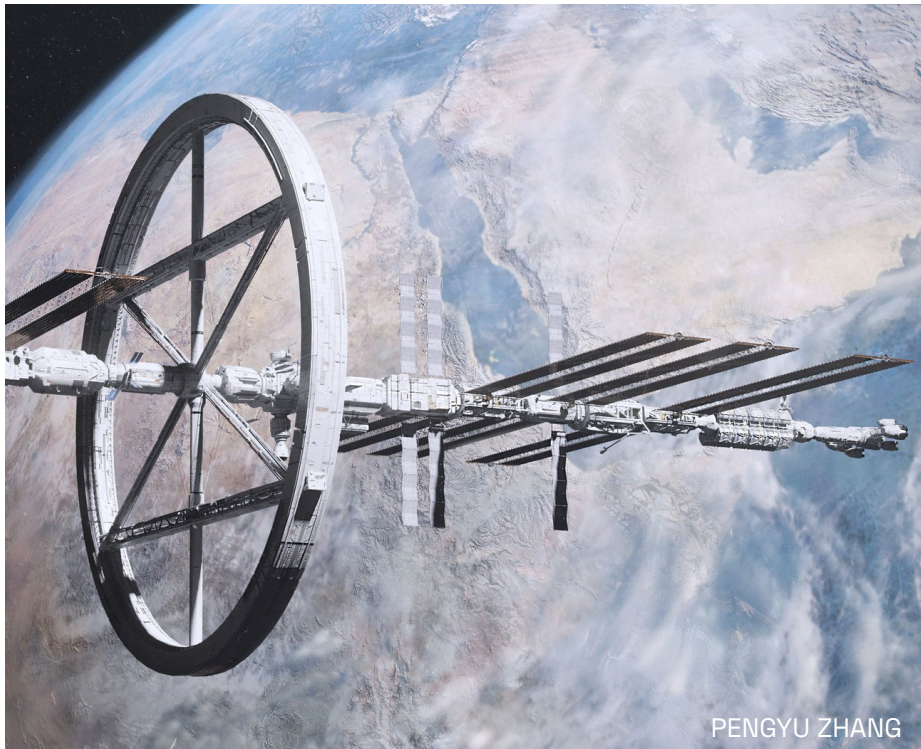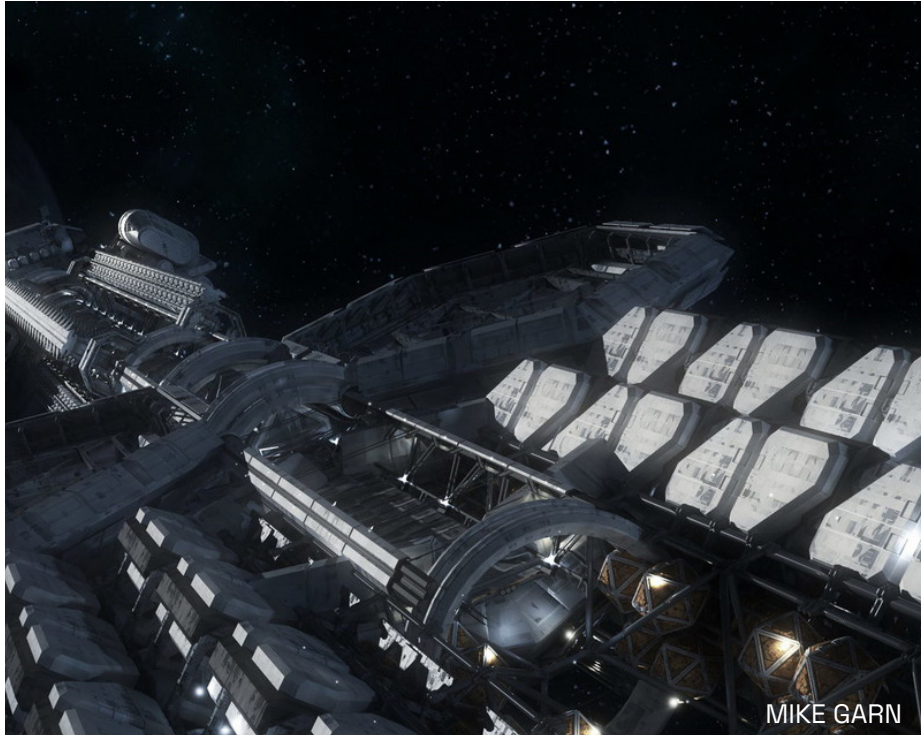
PUZZLE 2

The escape pod loading bay presents some final "punctuation" puzzles that must be completed under the stress and intensity of the self-destruct sequence effects, such as flashing lights, alarm sounds, "electric surge" strobe effects, and vapor guns. Once all guests are in the escape pod, the pod ejects, and the guests complete the escape experience successfully.
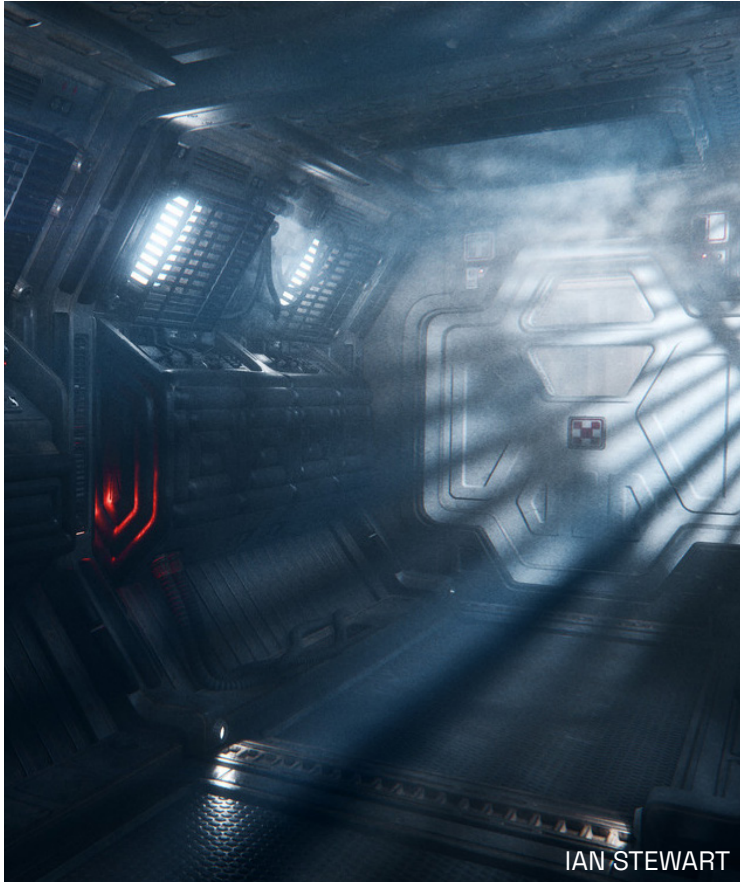

Stage 3: Reestablish Control, Escape Pod
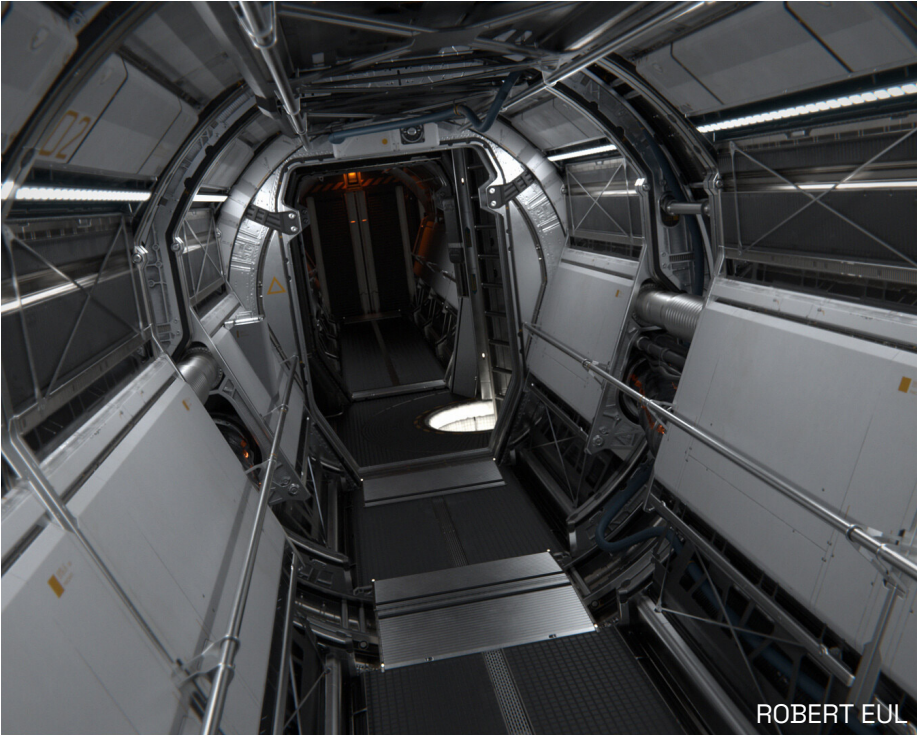
- Objective Door : Loc ked
- Loc ked
- Always Unlock ed
- Dummy Doors / Staff Access

A.I. Core

Ship Computer / Ser ver Room

Engineer's Office/Bunk

SHIP ELEV ATOR

SHIP ELEV ATOR

Escape Pod Loading Ba y

Escape Pod

Exit Room

MOODBOARD - TOKUSHIMA INTERIOR

MIKE GARN

STEVE BURG

ASHLEY MCKENZIE

RENE AIGNER

STEFAN MORRELL

MARK SNEDDON

MOODBOARD - TOKUSHIMA EXTERIOR

MIKE GARN

PENGYU ZHANG

MELANIE GELEY

STEVE BURG

PENGYU ZHANG

JEFF BARTZIS

MOODBOARD - TOKUSHIMA ENGINEERING BAY

ROBERT EUL

INTERSECTION

90° TURN SECTION

MODULE 4   MODULE 5   MODULE 6   MODULE 7

CORRIDOR TILESET CONCEPT

ALEXEY PYATOV

MINOVO WANG

ALEXEY PYATOV

LUIS PEREZ

IAN STEWART

MOODBOARD - TOKUSHIMA BRIDGE

MARK VAN HAITSMA

JEFF BARTZIS

EDOUARD GROULT

ALEXANDRE FERRA

ALEXANDRE FERRA

BENJAMIN LAST
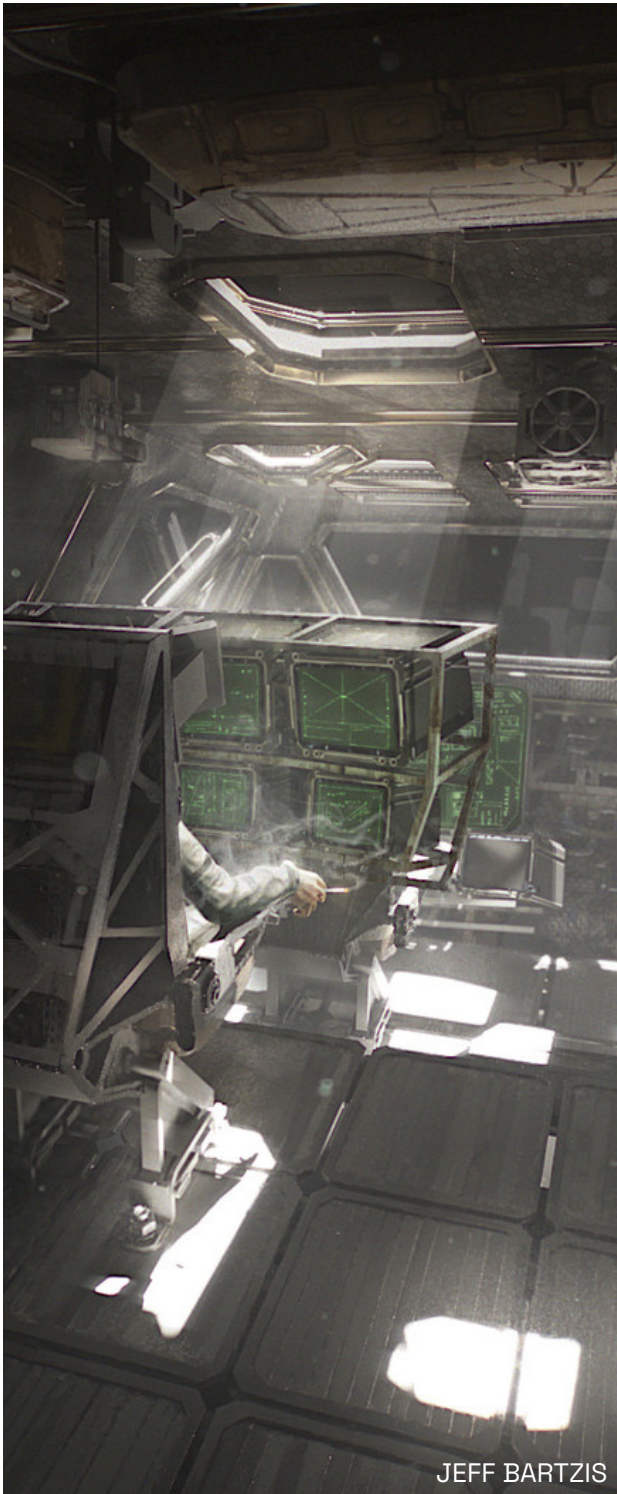
MOODBOARD - TOKUSHIMA AI CORE / SERVER ROOM

"2001: A SPACE ODYSSEY" / METRO-GOLDWYN-MAYER

"ALIEN" / TWENTIETH CENTURY FOX

ANNA BUTOVA

NEIL GOWLAND
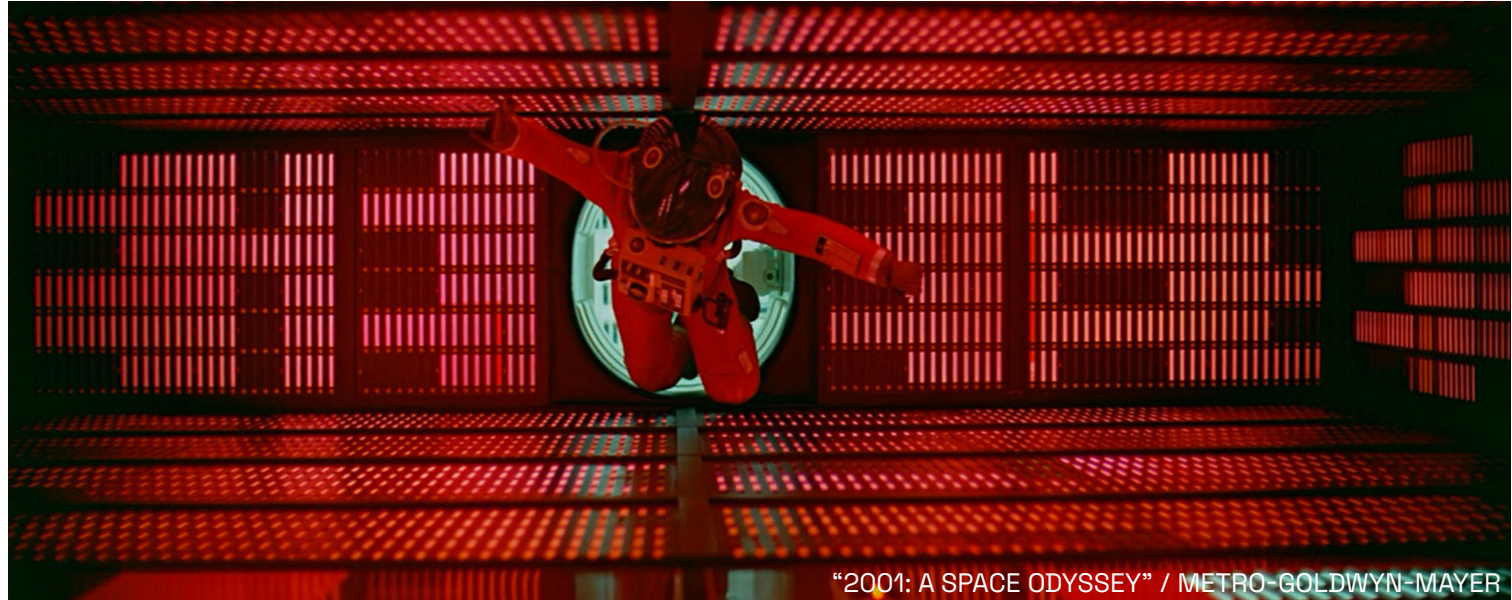
VISUAL MOODBOARD - USER INTERFACES