



A SECRET FIELD EXPERIMENT IS UNDERWAY AND THE SCIENTISTS ARE LOOKING FOR A LITTLE HELP ADMINISTERING THE TESTS...AND KEEPING THE TEST SUBJECTS CONTAINED. BEWARE, THE WHOLE AREA IS A - "BIOHAZARD".



ISSUED 07.2016
LOCATION Action Zone
PROJECT BioHazard Skeleton Key
DESIGN Ross Ricupero

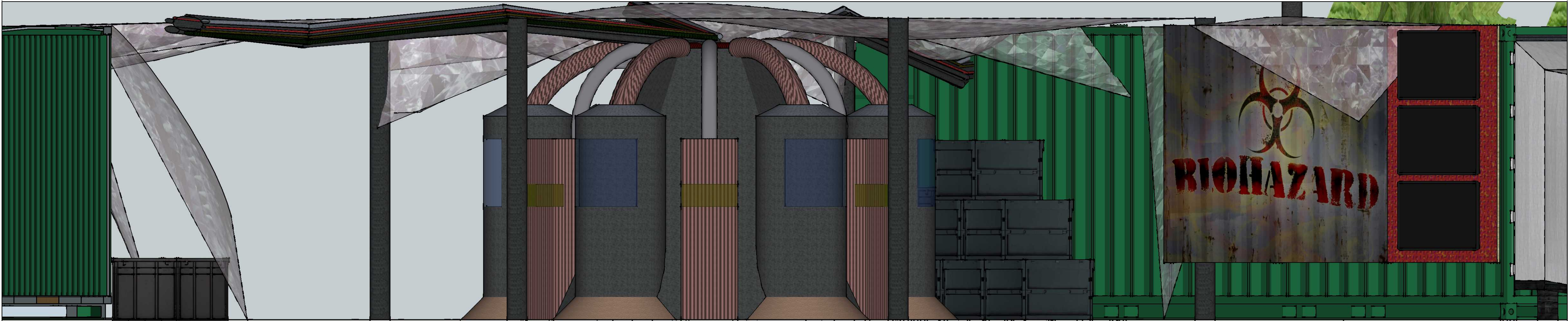
Area Perspective  
& Overview

SK.01

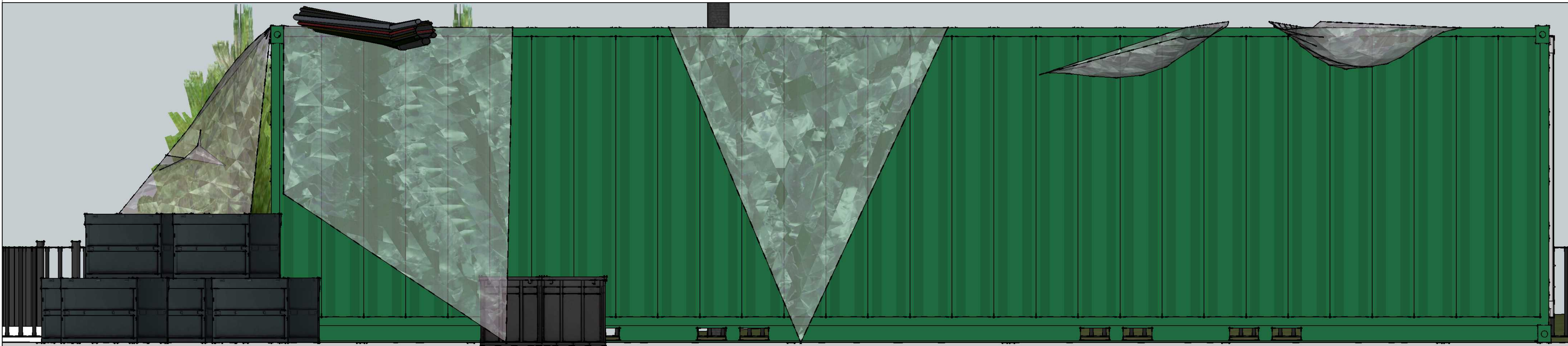




Elevation - Skeleton Key Room & Entrance



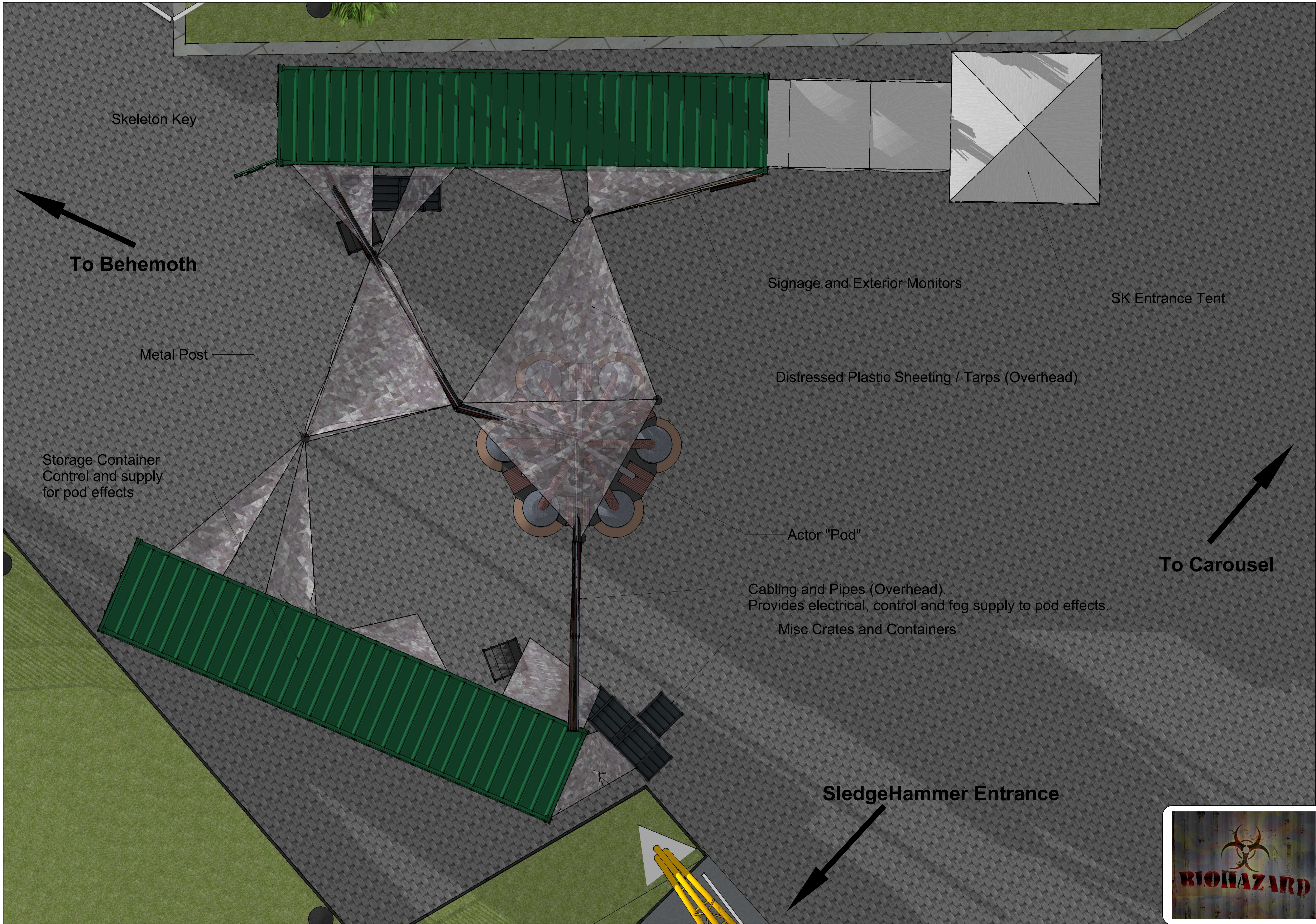
Elevation - Area / Actor Pod



Elevation - Area / Opposite Container

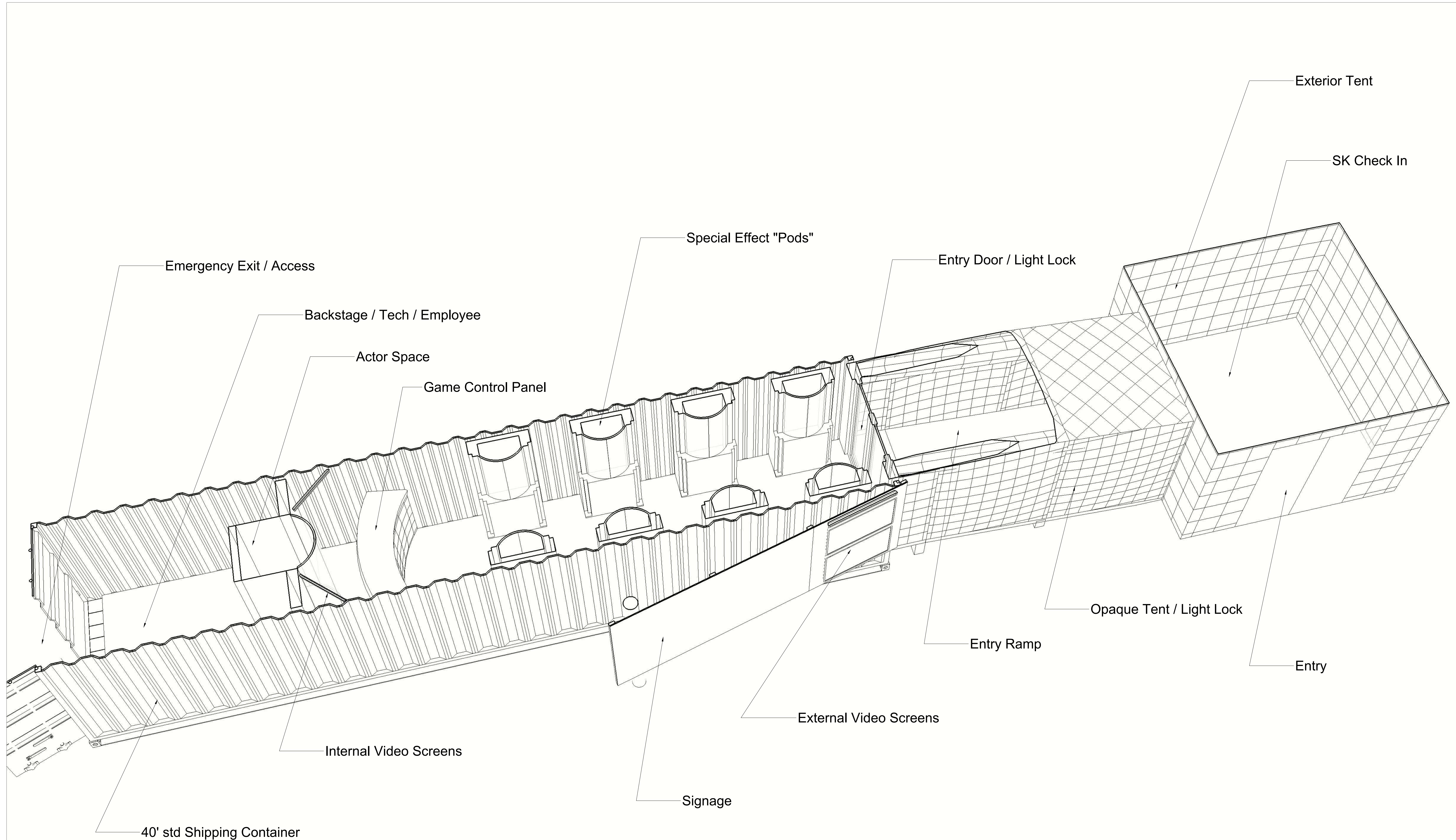






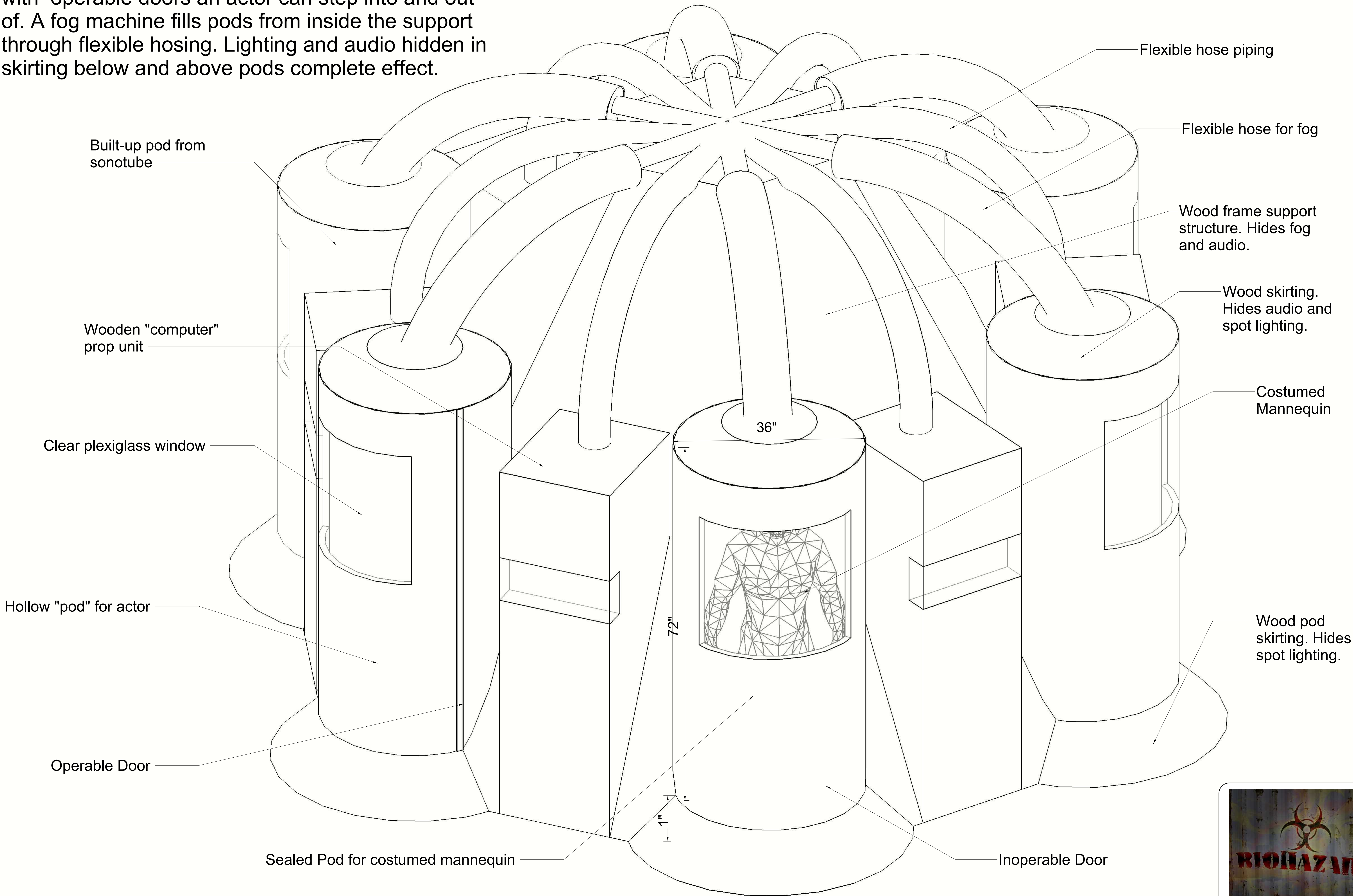
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A central hollow wooden support structure ties into 6 'pods', 4 enclosed with costumed mannequins, 2 with operable doors an actor can step into and out of. A fog machine fills pods from inside the support through flexible hosing. Lighting and audio hidden in skirting below and above pods complete effect.





Pre-Stage	Start button has been pressed on the control panel. Lighting illuminates pod actor. Actor begins narrative. Control panel illuminates. Room lighting rises. Interior screens show placeholder effects. Interior audio is basic background noise. System waits for guest code input.	Win Stage	Screens change to show correct code input. Room audio narrative begins for win. All lighting turns off. Win fog and C02 effects trigger. Audio effects throughout trigger. Lighting win effects trigger at all pods. Pod actor recedes and hides behind panel. Monster actor reveals. Actor audio plays for monster scare. All lighting goes dark.
Stage 1	System reads code input, generates random secret code and runs game logic. Internal screens switch to game-mode. Countdown timer begins. Room audio begins narrative and countdown. Low-intensity defusal music starts. Room lighting switches to red. Actor continues narrative. External screens display solution and current game.	Lose Stage	Screens change to show failed code. Start short countdown. Pod actor narrates lose state narrative. At end of countdown all lighting goes dark except pod. Pod fog, lighting and audio effects trigger. Pod actor hides behind panel. All lights end. Audio plays lose condition as monster actor reveals. Room lighting fog effects trigger for monster scare. All lighting goes dark.
Stage 2	CO2 effect triggers at furthers pods. Lighting and fog effects trigger at further pods. Music increases intensity. Actor continues narrative. Creature audio below deck starts. Countdown resets, all screens update.	Post-Game / Standby	All lighting goes dark except for pin spot over control panel. All audio ends. Room audio returns to background music. All screens return to placeholder images. Room vent triggers to clear smoke and ends. System enters standby to wait for start button to be pressed.
Stage 3	Creature audio triggers after delay. Countdown resets. All screens update. Music increases intensity.		
Stage 4	CO2 effect triggers at second further pods. Lighting and fog effects trigger at second furthest pods. Music increases intensity. Actor continues narrative. Creature audio below deck increases. Countdown resets. All screens update.		
Stage 5	Creature audio triggers after delay. Countdown resets. All screens update. Actor continues narrative. Room audio continues narrative. Music intensity increases.		
Stage 6	CO2 effect triggers at third furthest pods. Lighting and fog effects trigger at third further pods. Music increases intensity. Actor continues narrative. Creature audio below deck increases. Countdown resets. All screens update.		
Stage 7	Creature audio triggers after delay. Countdown resets. All screens update. Music increases intensity.		
Stage 8	CO2 effect triggers at closest pods. Lighting and fog effects trigger at closest pods. Music increases intensity. Actor starts final narrative. Creature audio below deck increases. Countdown resets. All screens update. Room lighting changes to imminent warning.		
Stage 9	Creature audio triggers after delay. Countdown resets. All screens update. Music increases to highest intensity. Room lighting at highest intensity. Actor finishing final narrative. Final room narrative starts.		



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Game Stages

SK.06



**The computer generates a secret random 4 colour code from the following options:**

**Red, Green, Blue, Yellow, Purple, White, Black**

**There can be no duplicate colours.**

**Guests guess the code using corresponding colour buttons on the control panel.**

**The computer analyzes the code and gives a lighted response in a 2x2 grid indicating:**

**Correct colour, correct spot = Orange Light**

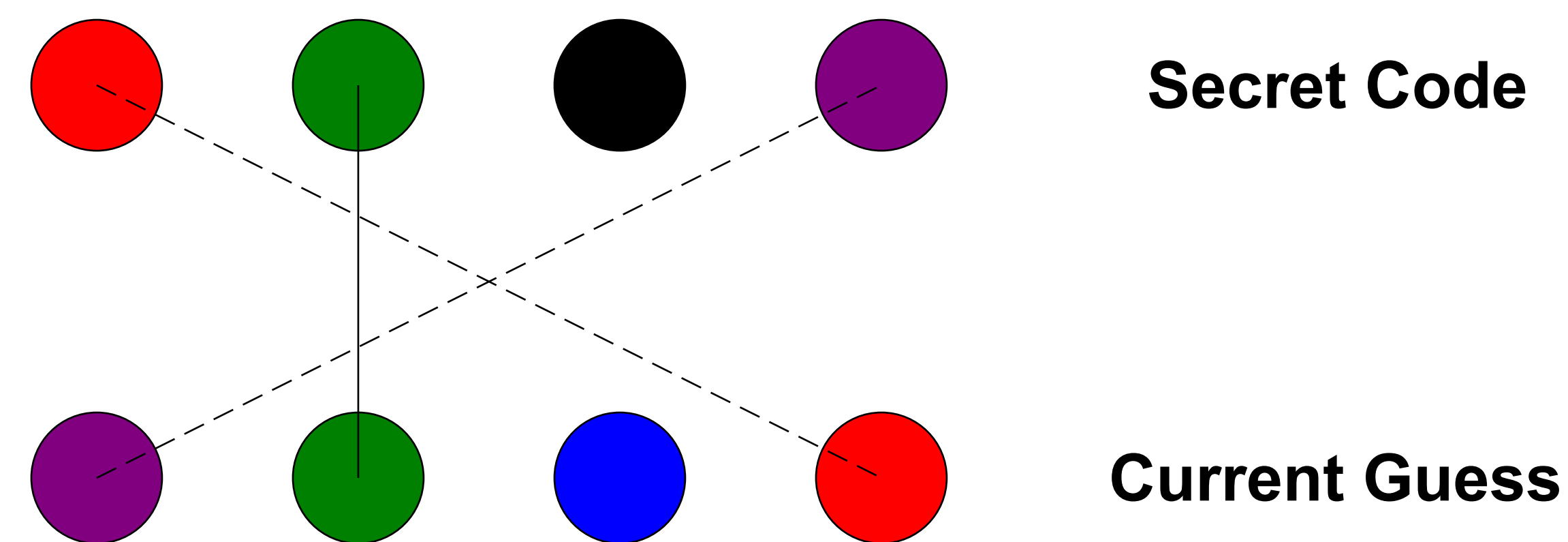
**Correct colour, wrong spot = White Light**

**Wrong colour = No Light**

**The computer displays the previously guessed codes along with the analysis for each code and the guests guess again.**

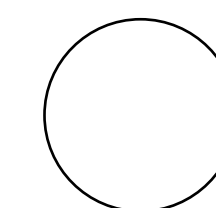
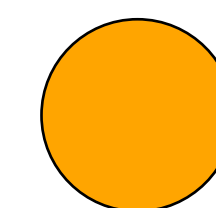
**The guests have 10 chances to determine the correct code.**

**The system also runs a countdown timer during each guess to limit the amount of time guests have to enter a guess.**



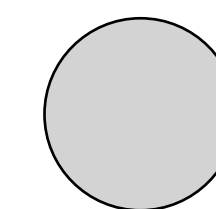
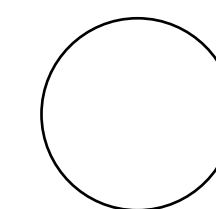
## Response Grid

## Correct Colour, Correct Spot



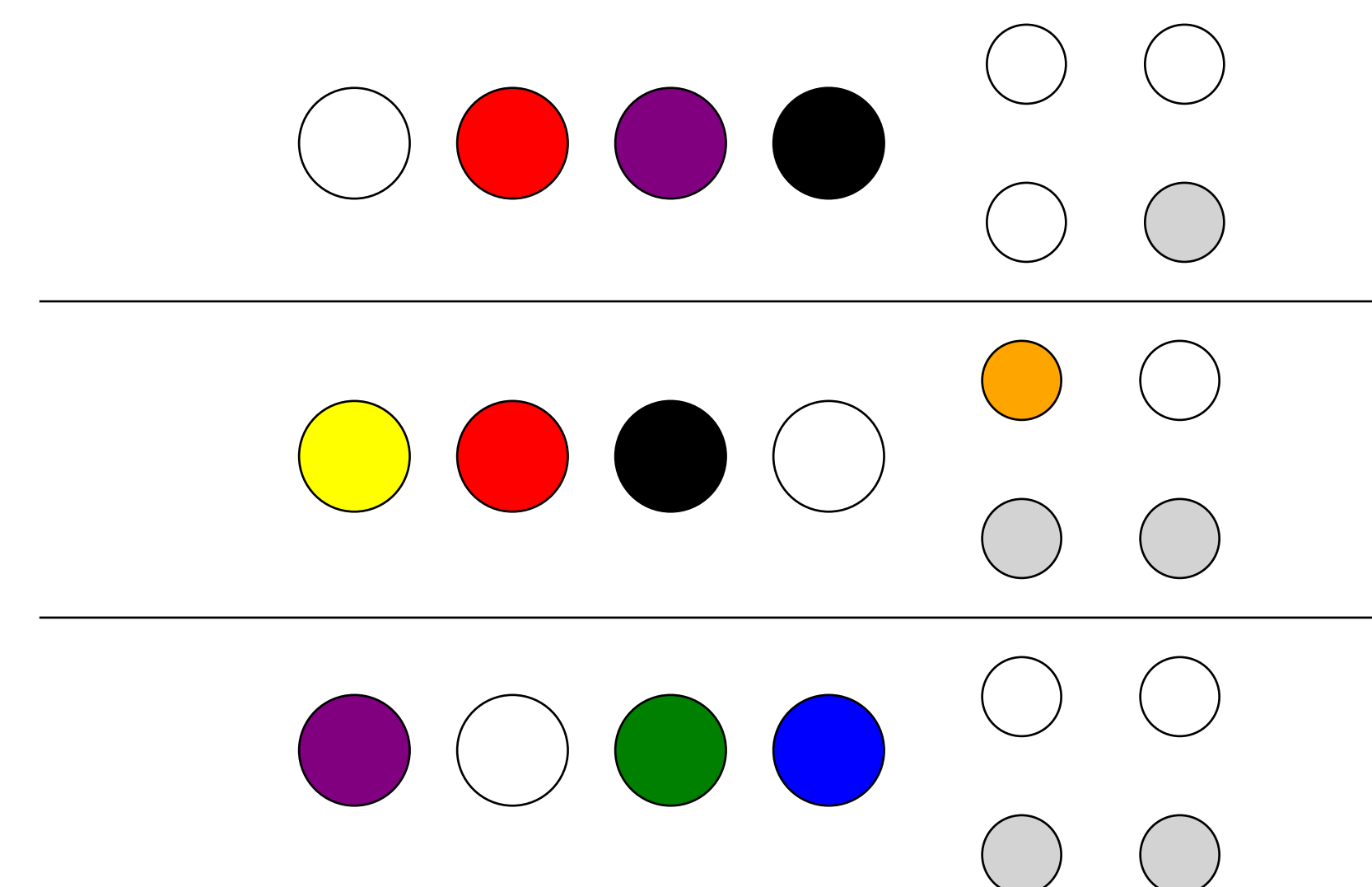
## Correct Colour, Wrong Spot

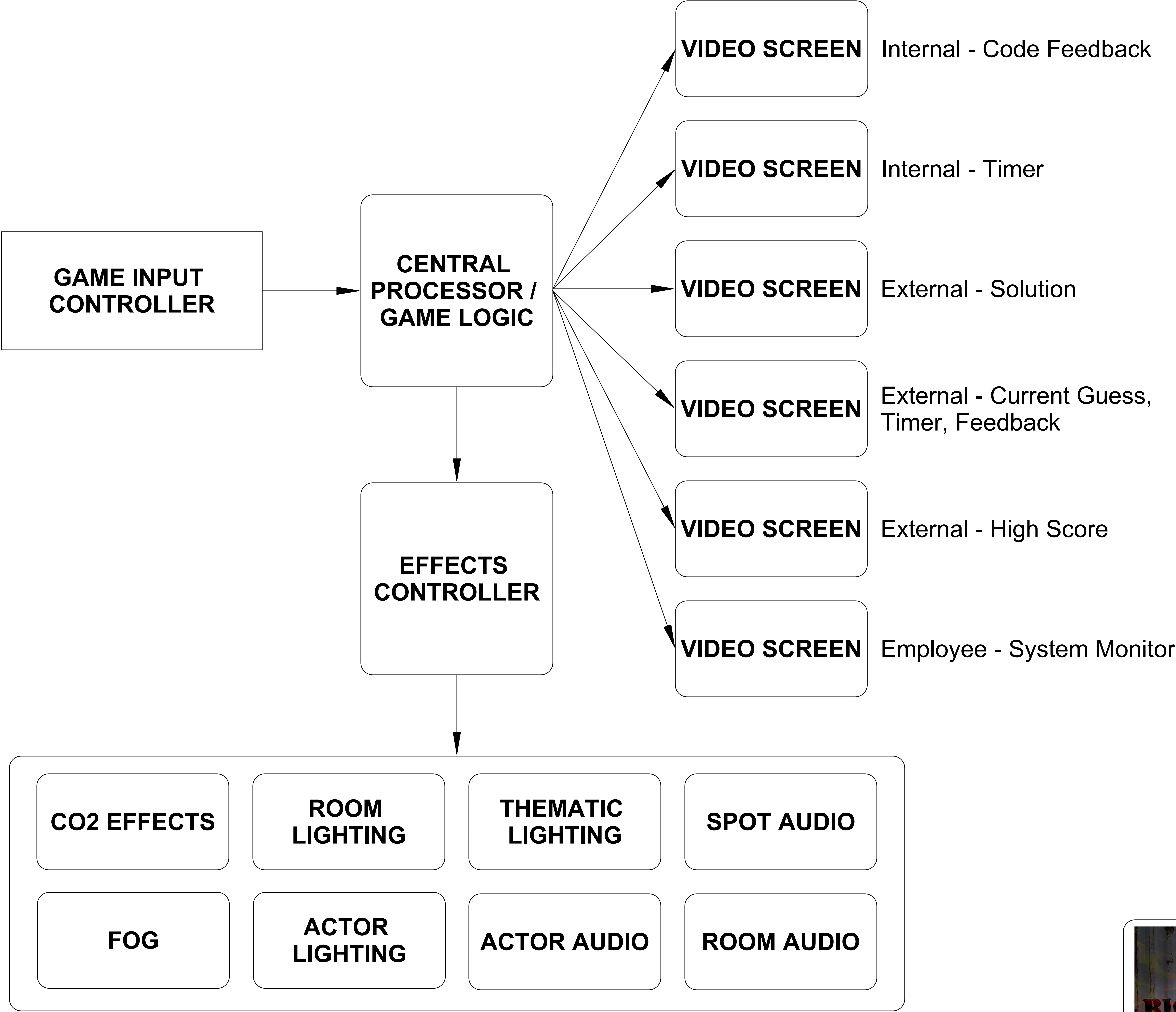
## Correct Colour, Wrong Spot



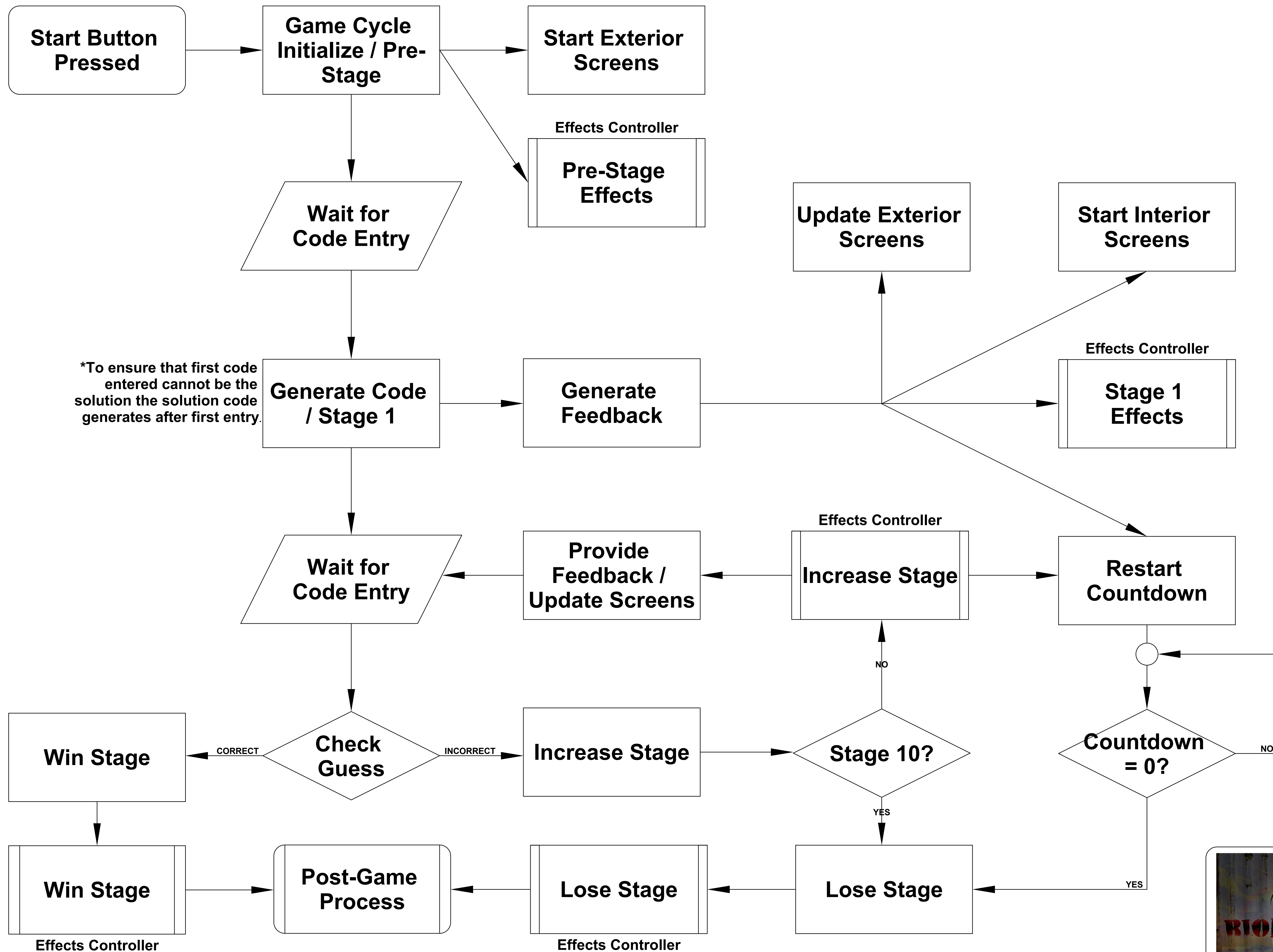
## Wrong Colour

### Previous Guesses (Shown to Player)









\*To ensure that first code entered cannot be the solution the solution code generates after first entry.

