

CURATED ENTERTAINMENT

Bring Your Theme To Life



Stranger Things



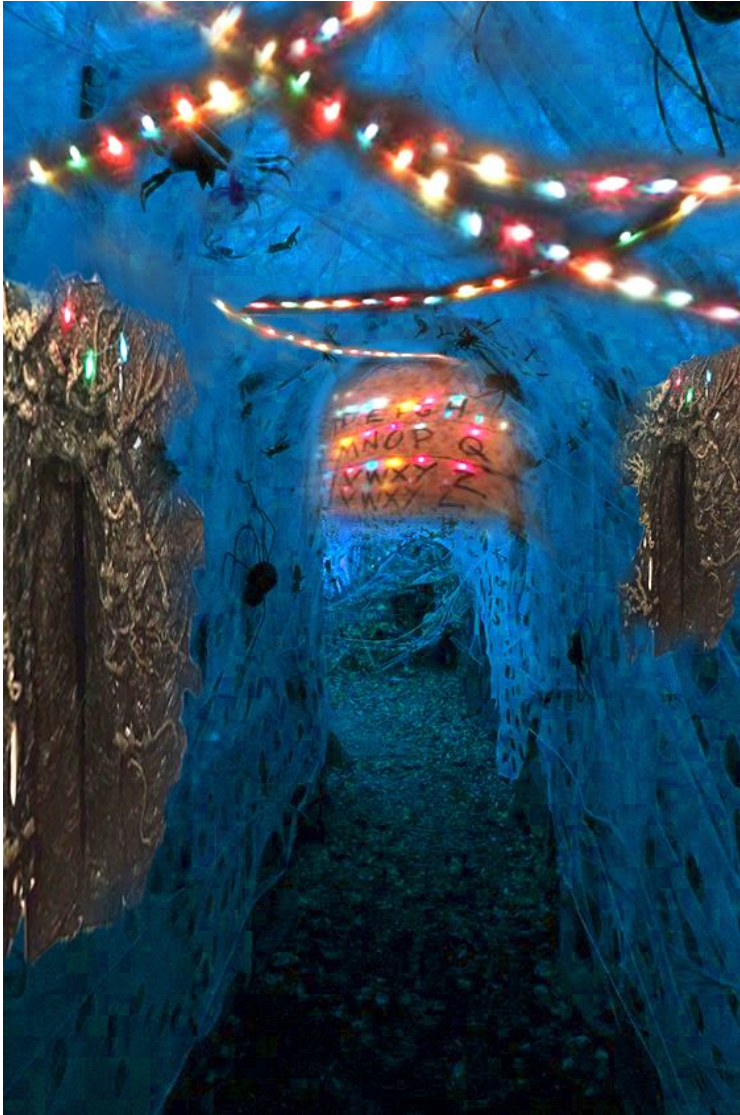
Objective

Bring the *Stranger Things* theme to vivid life through the dramatic use of eerie and electrifying sound design, Hollywood calibre set and prop pieces and an intriguing, interactive game featuring charismatic costumed characters and a plot line ripped from the hit Netflix series. A mind-altering, group, psychic experiment inspired by 11's formidable abilities, provides an electrifying and unforgettable grand finale.

ACT 1: Enter The Portal to the Upside Down

Upon arrival, guests enter a theatrical, experiential portal, transporting them to another dimension, The Upside Down.

Option 1 - Deluxe Portal: This anticipation-building, 10-12 ft, tunnel-like structure engages all the senses with its towering 8 ft arches, gauzy, cobweb-like texture, spine-tingling accents, hazy blue light, wafting white lint and eerie loop of the *Stranger Things* theme music, interspersed with familiar sound bites: “*Friends don’t lie*”, “*I want to see Mama*” and “*Mouth breather.*” Beware of demogorgons and demodogs!



Portal Entrance

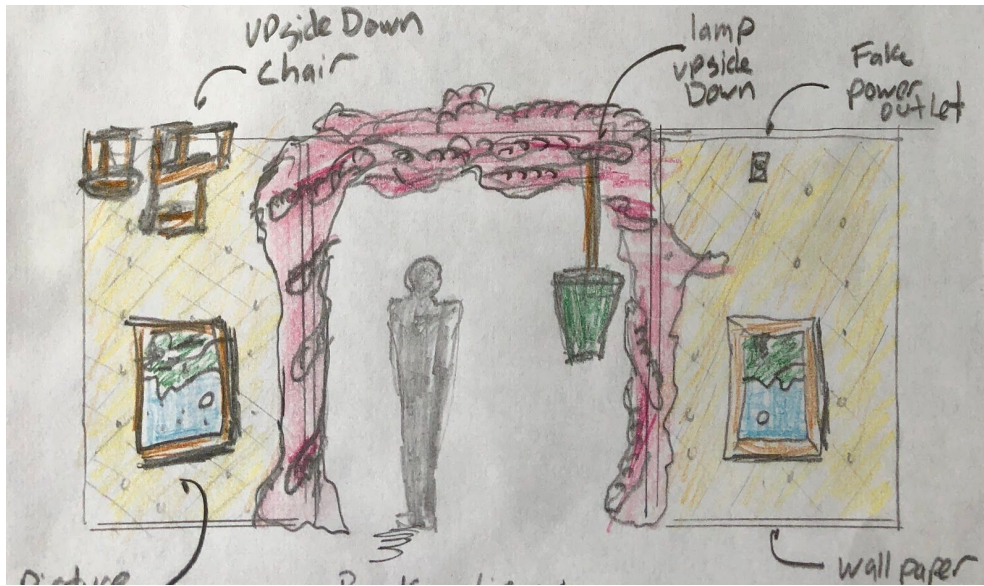


Portal Exit

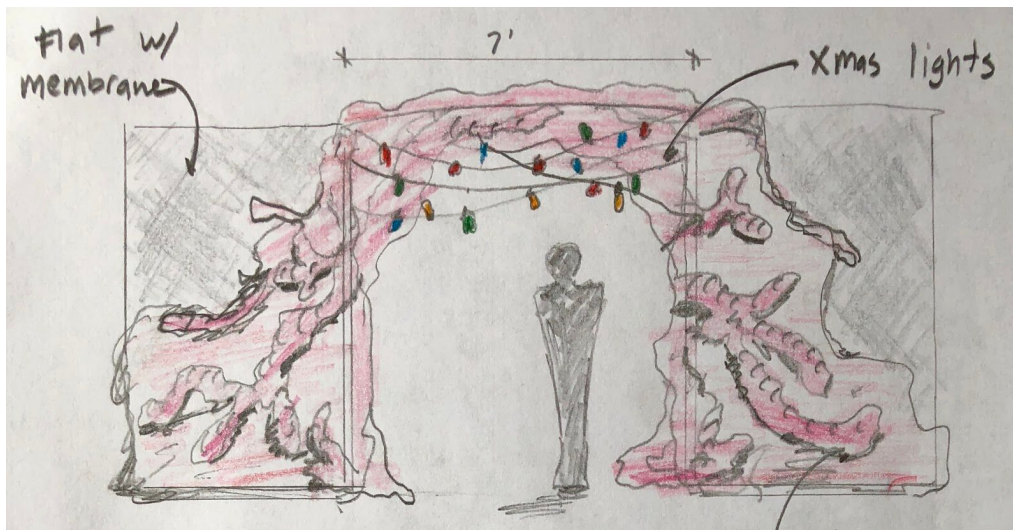
Option 2 - Theatrical Passageway Portal: This open air, 8-10 ft long, passageway-style portal brings the *Stranger Things* set to the Rosewood. This highly tactile and captivating corridor features master carpentry, theatrical props and scenic painting inspired by the series. As guests walk

through, they see upside down lamps, chairs and pictures, similar to those found in the Byers living room on the left side, and blackened vines, membrane-like goo and cobwebs reminiscent of the mysterious woods in the Upside Down on the right. Look *and* touch!

Choose between *Option 1* and *Option 2*.



The left-hand side of the theatrical passageway represents the Byers residence.



ACT 2: "Finding Will" Interactive Game



As our newly-arrived teens emerge from the experiential portal, they are met by our first set of costumed characters: a good-hearted, yet authoritative sheriff and his not-so-bright, fumbling deputy.

The Sheriff kicks off the drama. *“Okay, listen up. I need your help. Will Byers is missing and his mom says he was last seen riding his bike with you lot. Now, here’s what I need for you to do…”*

Four additional, costumed characters now appear, representing school teachers, concerned parents and scientists from the Hawkins National Lab. Groups are formed, then led through a series of exciting and thought-providing, clue-ridden challenges ranging from rubbing charcoal pencil over blank paper to discover hidden images, using black light to illuminate invisible, hand-written hints in the portal, and deciphering morse code. Players must find Will within the hour, before it’s too late!



ACT 3: “How Many 11s Are In the Room?”

Master Mind-Magician and Mentalist, Heather Rogers, facilitates a one-of-a-kind, mind-bending, psychic experiment to seal the portal to the Upside Down, once and for all.

Heather skillfully cultivates a hive mind in the room to initiate this epic task, ensuring civilization is well and truly safe from the other-worldly dimension and the Shadow Monster that inhabits it.

First, teens are invited to test their telekinetic and clairvoyant abilities, and are amazed and electrified by their own psychic aptitudes, as they read minds and melt metal.

Next, the collective is ready to do the impossible. Using the power of their newly-found, 11-like abilities, they warp time, levitate objects and shatter light bulbs, all leading up to the grand finale... the awe-inspiring closure of the portal to the Upside Down!

Dramatic claps of thunder and lightning fill the air, then, give way to a celebratory round of applause for the group’s monumental, shared achievement.



