



BLACKOUT

High Concept

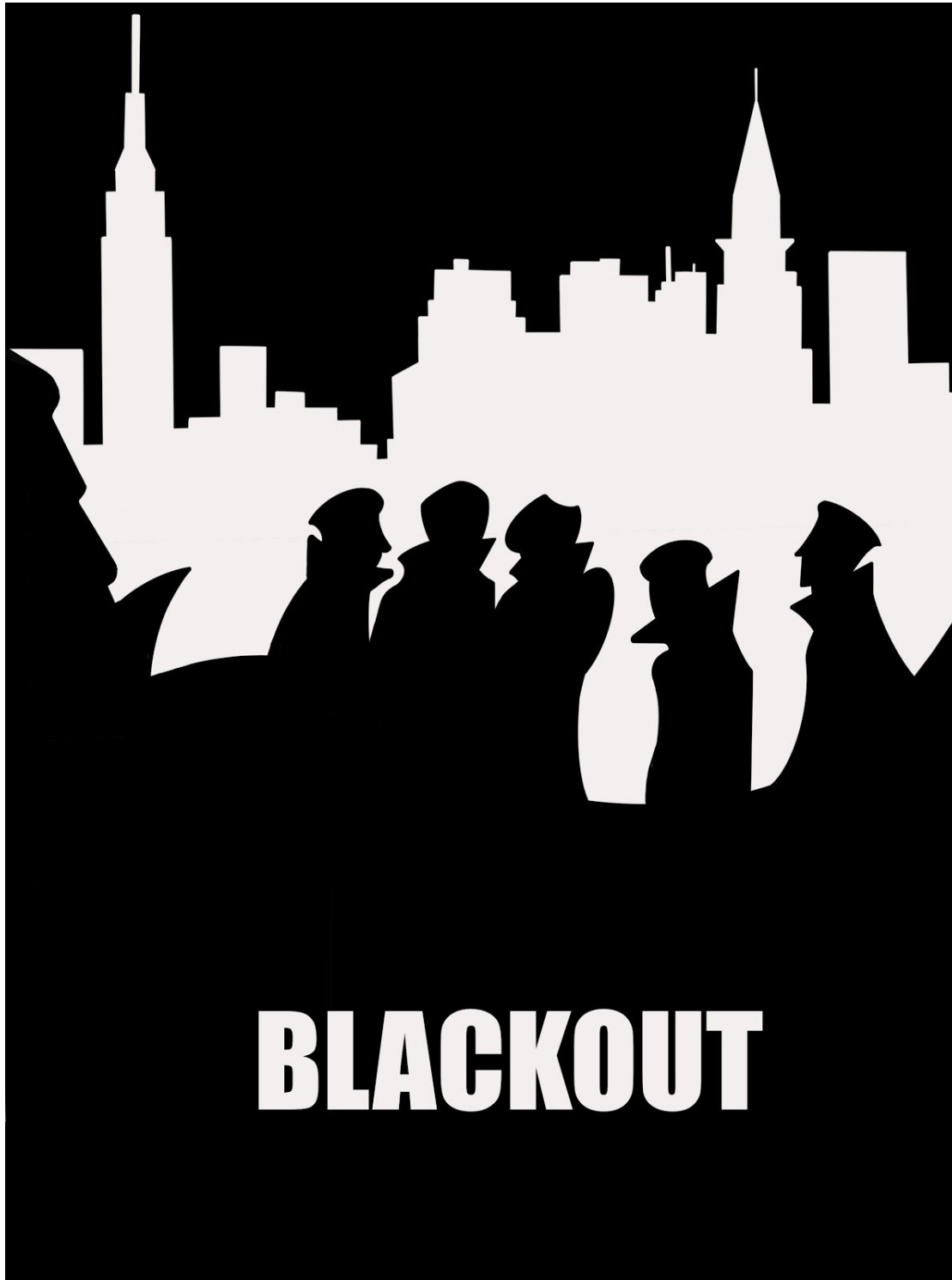
During a citywide power outage, guests must navigate their way through New York City while being hunted by figures in the shadows.

A once thriving community of vampires have been driven out of the increasingly expanding New York city over the last few decades due to vibrant light pollution. However, during a citywide blackout, the conditions are prime for the vampires to make a triumphant return. Parched for blood, they make their way into a city with millions of potential meals.

On your way home from a night at the museum, the power outage cuts your commute short. While making your way out of the underground subway, passengers begin to go missing, and mass hysteria sets in. You are able to make it above ground, but you can't help shake the feeling that you are being followed. With dozens of city blocks still left to trek before you arrive home, you must navigate through low light all while being stalked by something otherworldly.



TECWS - Creative Writing
Blackout - Attraction Beat List
David Charles
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Attraction Description/Beat List

1. **Queue - Interior Show Building:** Pop-up exhibit - interior. A colorful exhibit in the style of “Ripley’s Believe-It-Or-Not,” full of instagram walls and displays. The displays and screens show the “untold history” of a once thriving vampire colony on the land that is now New York City, driven away by light pollution.





2. **City Streets - Times Square:** Evening - crowded city street - faux exterior. The pop-up exits right into the flashy Times Square. As you navigate the heavily scaffolded sidewalk towards the subway, various folks accost you trying to sell their CDs, fake purses, and comedy show tickets.





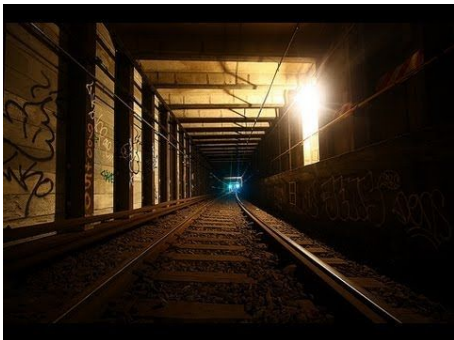
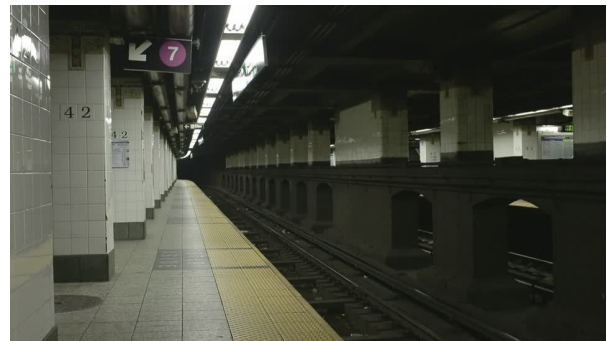
3. **Subway Station:** You enter the subway station, and board onto a train. The train departs the station, but mid journey the train screeches to a halt, and all the lights go out. After a few seconds, the emergency lights come on, and the emergency door that leads to the subway tunnel opens. At the back of the train, you see figures appear in the windows. The train conductor leads you into the subway tunnel.





4. **Underground Tunnel:** The conductor leads you out into a dimly lit subway tunnel. As you navigate the tunnel towards the next station, vampires spring from behind the I-beams.

You finally make it to the next station, where you see a booth attendant reaching out for help before getting slashed open by a vampire.





5. **City Streets - Hell's Kitchen:** Once you make it outside, you make your way uptown to return home. While making your way uptown, you are ambushed by drag queens who were recently turned into vampires.



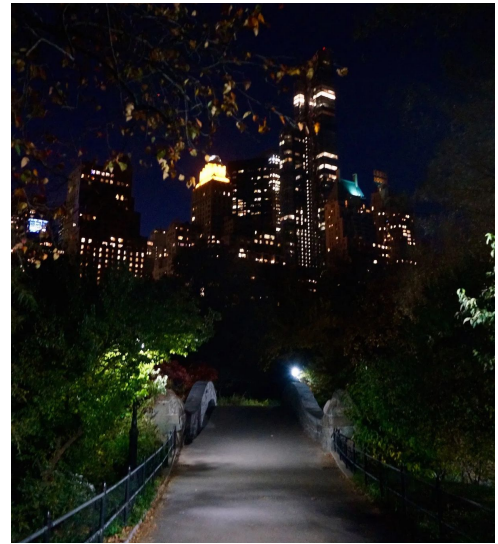


6. **City Streets - Columbus Circle:** Making it into the next neighborhood, you discover that some of the horses that are around Central Park have been vampirized, and they chase you into the park.





7. **Central Park:** You manage to escape the vampire horses, but you now find yourself in the midst of the park. As you make your way back towards the cityscape, you find other animals that have been vampirized, including dogs. Vampires also roost in the trees, and hide submerged in the ponds, waiting to make their attack.



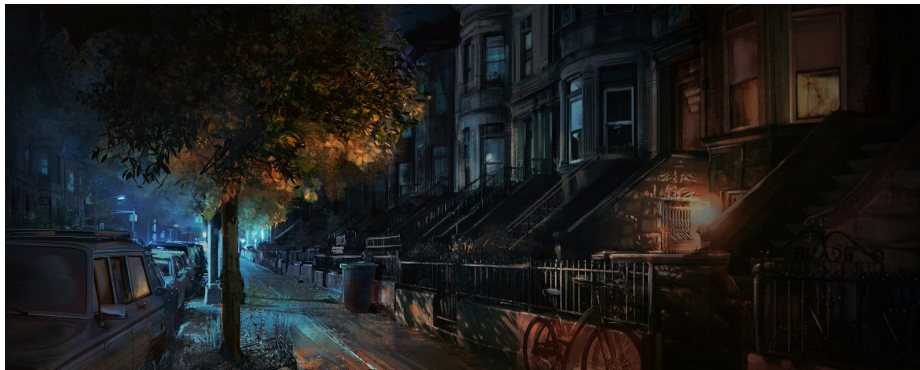


8. **City Streets - Arts Center:** Upon exiting the park, you find yourself in the Mid 60s, near the Arts Center. Some of the ballet dancers and opera singers have been turned into vampires, and are now on the hunt for blood.



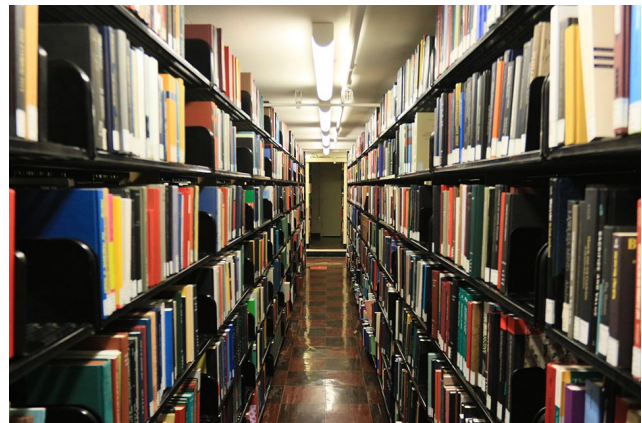


9. **City Streets - Upper West Side:** You are relieved to have made it this far uptown, because the university is not too far away and you might be able to shelter there. You dart down Brownstone streets, avoiding vampires that may be hidden under the stoops.



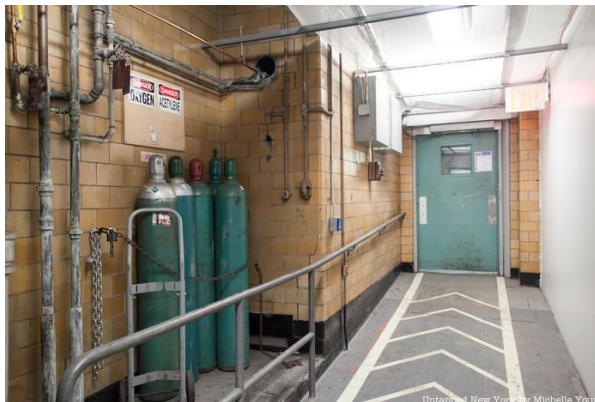
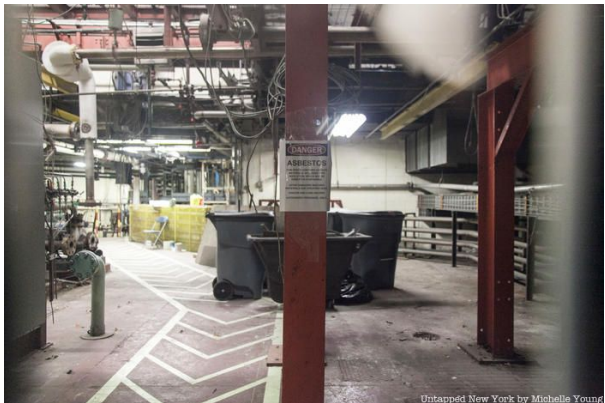


10. City Streets - University: You make it to the university, and begin to look for somewhere to shelter. You make your way into the library, but find that vampires have made it inside. You navigate tight stacks and alleys, with vampires reaching through the book shelves trying to snatch you. You see a door at the end of the stacks, and that leads you to the library's basement.





11. University Basement: After narrowly escaping the vampires above, you search the basement for a place where you can shelter. Some vampires are trapped behind supply cages. As you continue down the basement, you come across a huge breaker. You attempt to reset the breakers, and suddenly the lights flash back on in full force.





12. University Campus: As you escape the basement, vampires emerge into the bright lights and begin to convulse and bleed until they die. You make it outside, but the exterior lights are still out. You find yourself ambushed by a large group of vampires. Just as you think you won't make it out, the exterior lights spring on and the remaining vampires convulse and die.

