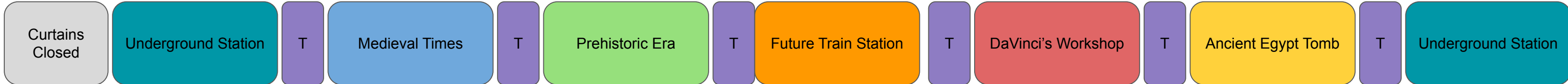




# Timeliner Game: Storyboards

# Basic Storyflow

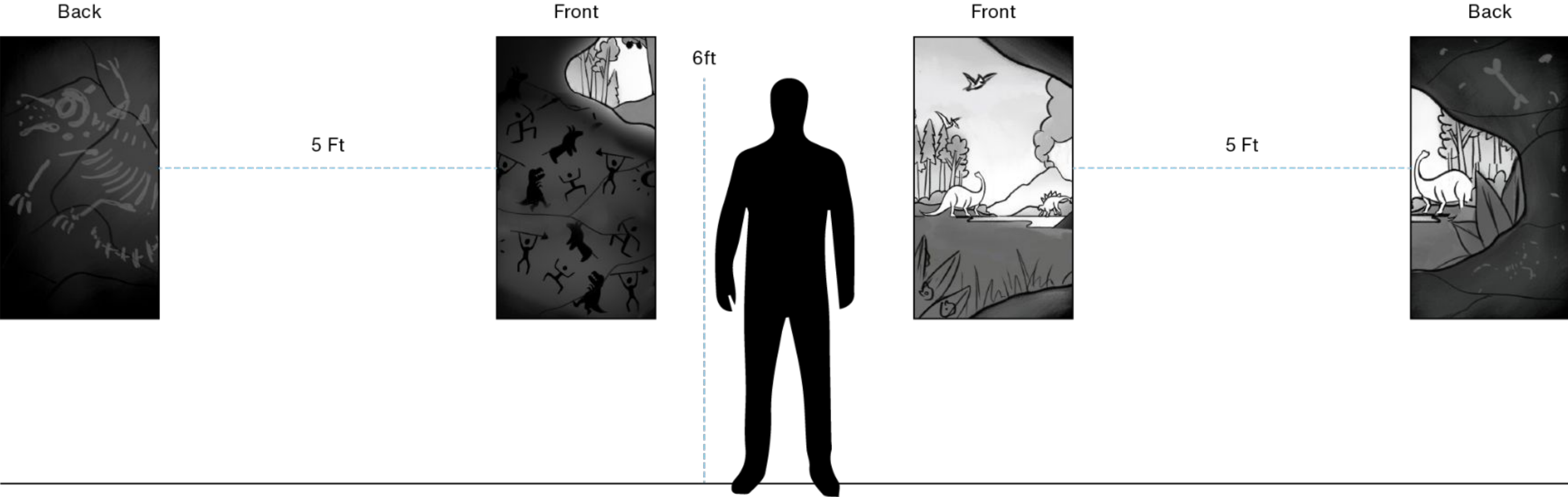


# Relative Scale

Reference

Left Side

Right Side



# Medieval Times

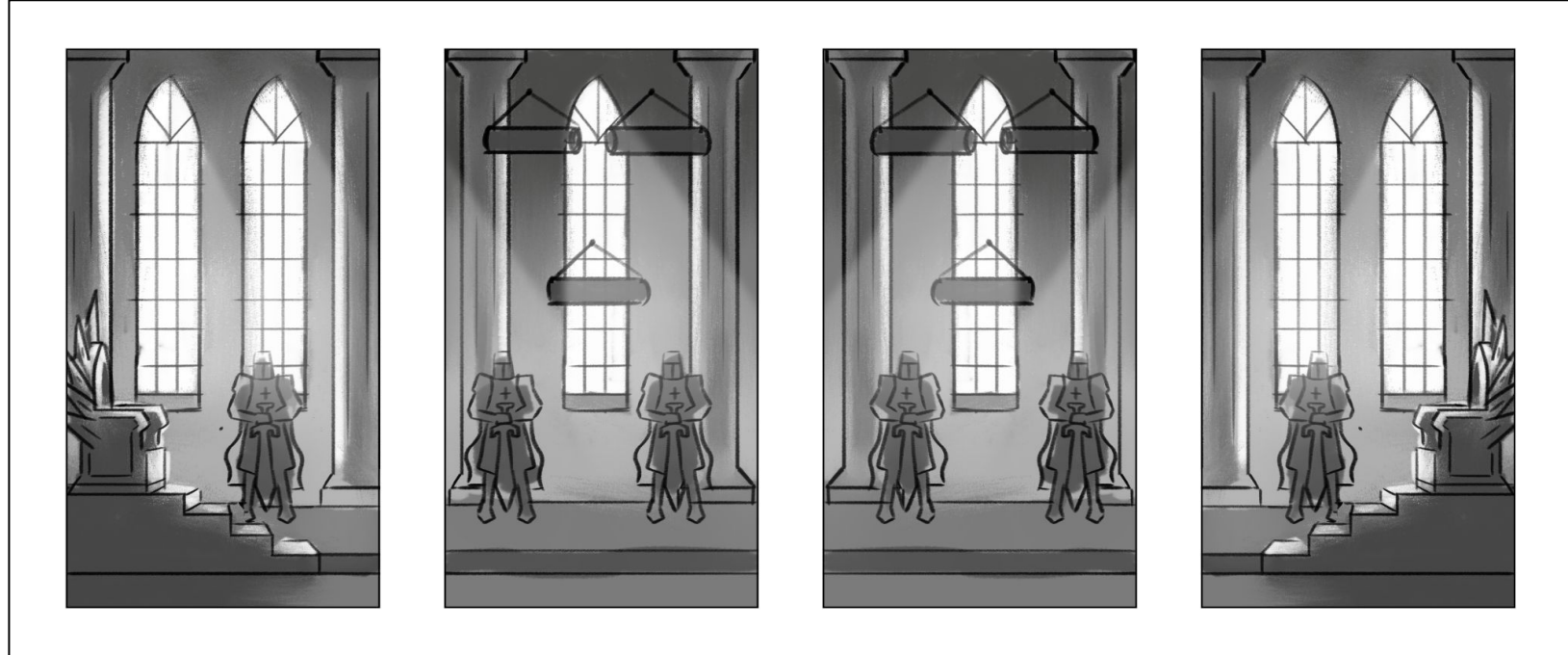
## Storyboard

Left Back

Left Front

Right Front

Right Back



### Shot 1 - Throne Arrival

Warp transition brings us into an interior of a kings castle's throne room.

Left Back

Left Front

Right Front

Right Back



### Shot 2 - Banners Drop

After the train comes to as stop, banners unroll from the rafters.

# Prehistoric Era

## Storyboard

Left Back

Left Front

Right Front

Right Back



### Beat 1 - Prehistoric Arrival

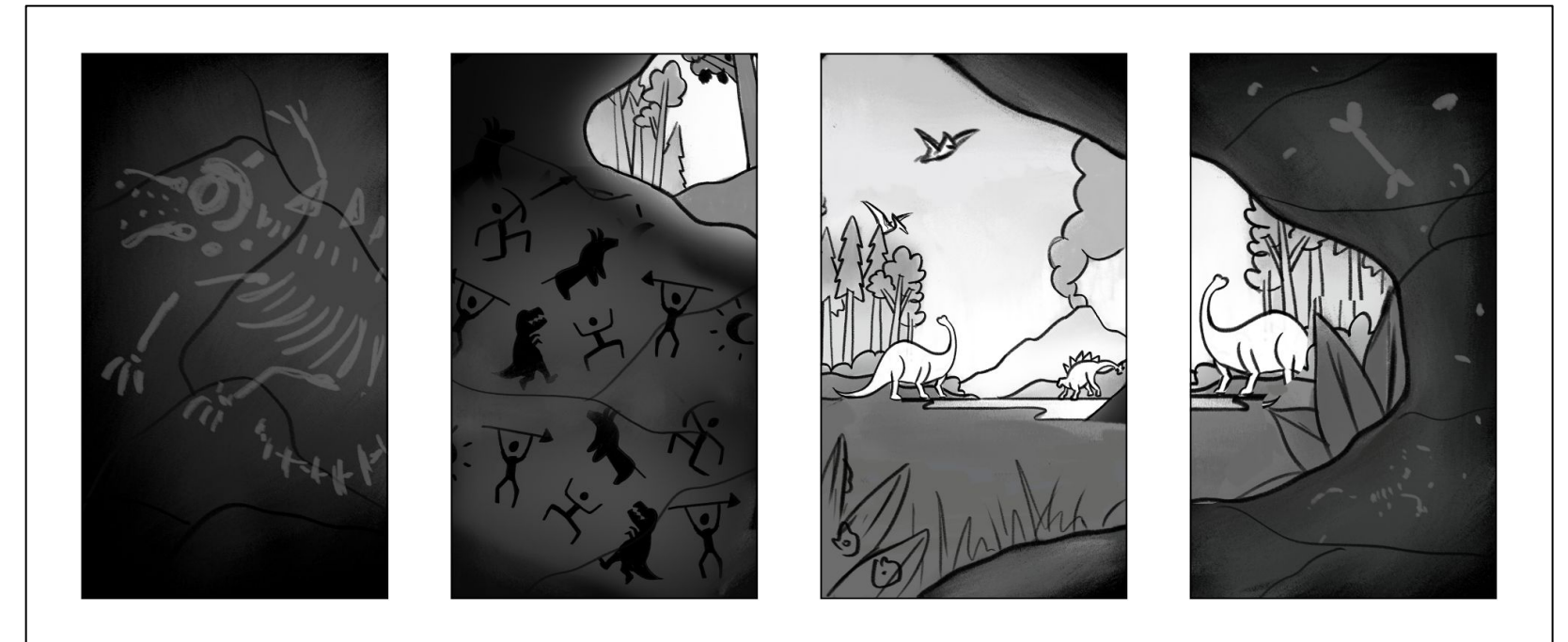
After the train comes to as stop, a portion remains inside a dark, rocky cave while another portion extends outside in a lush environment with large trees and a water feature.

Left Back

Left Front

Right Front

Right Back



### Beat 2 - Lights On / Cave drawings (loop)

Players turn on floodlights through gameplay. When they do this, the cave will become illuminated and will show drawings depicting specific shapes & creatures.

# Prehistoric Era

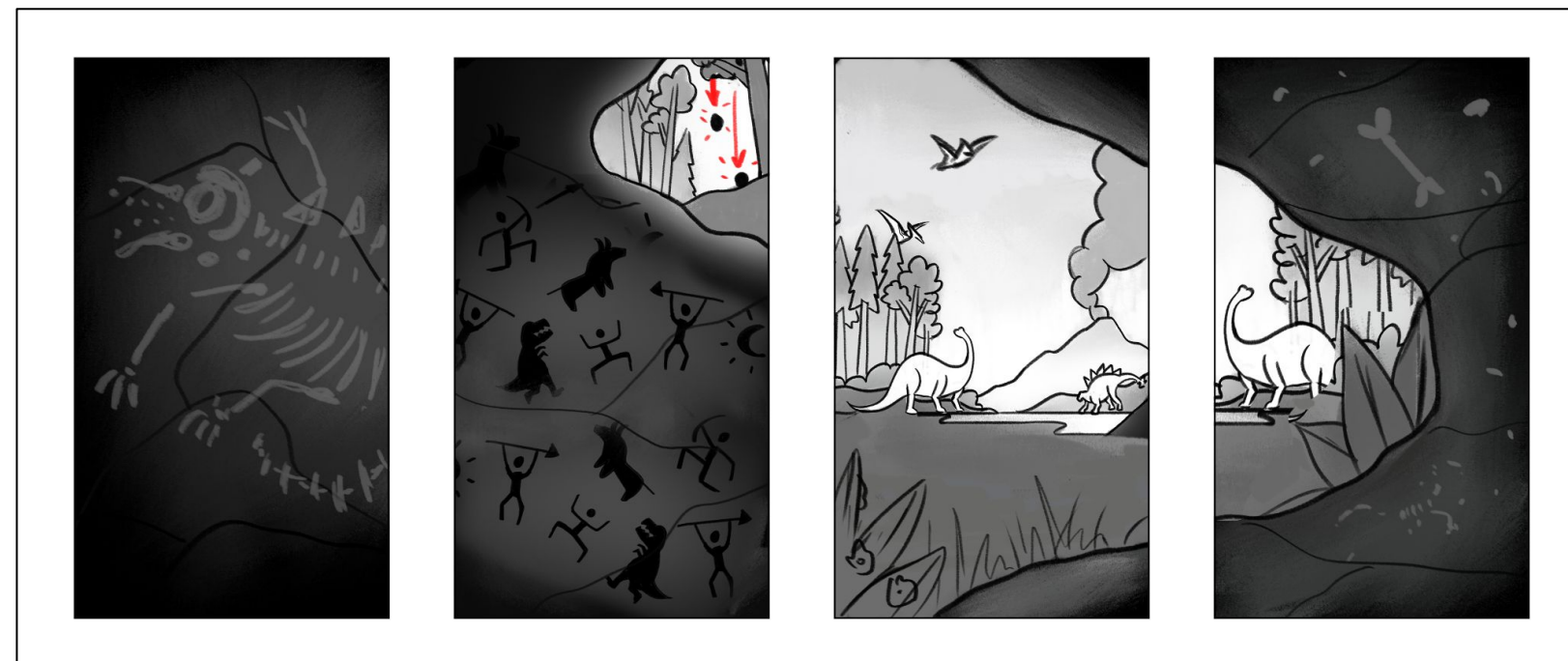
## Storyboard

Left Back

Left Front

Right Front

Right Back



### Beat 3 - Counting Clue

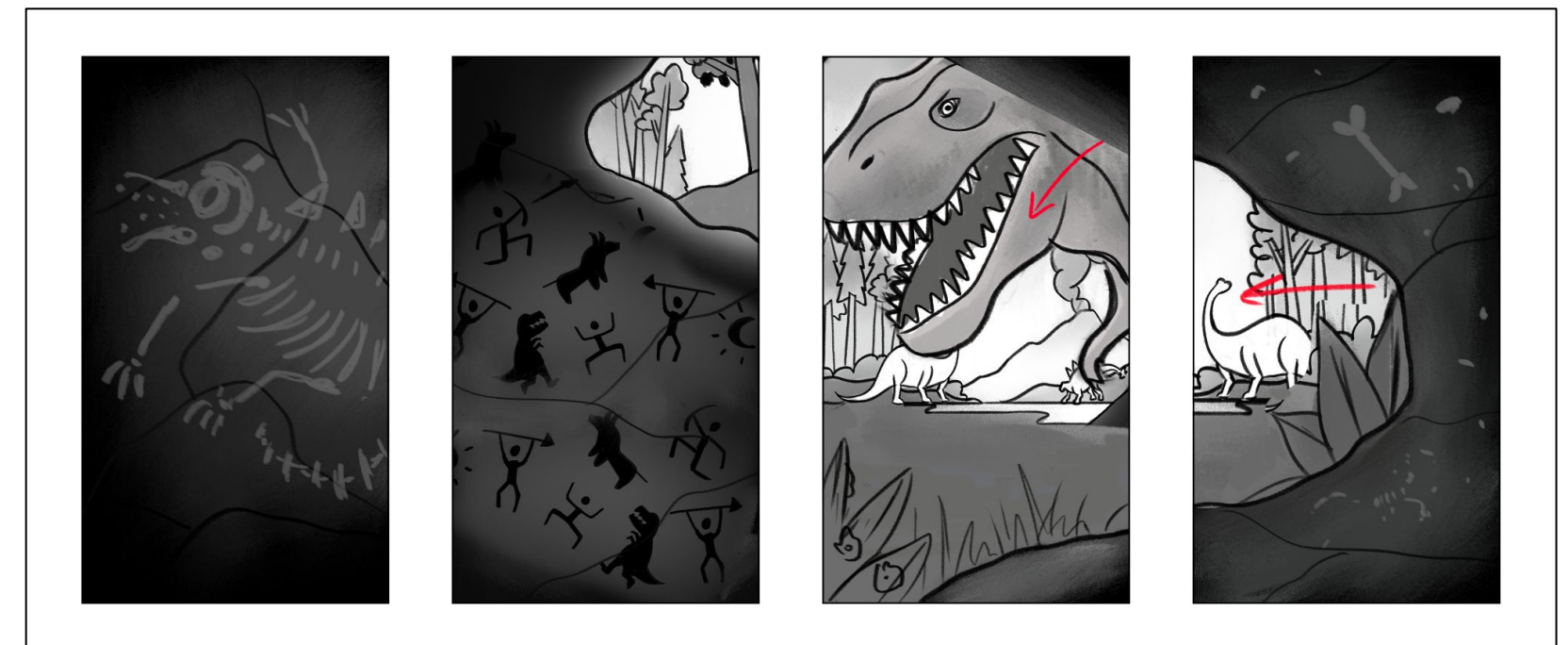
On a regular interval (approx 30sec), players will hear a loud thud, like a dinosaur's footstep. When this happens, a tree nearby becomes the focus. First, a certain number of birds fly away, then the tree shakes a certain number of times, and finally a certain number of fruit drop from the tree.

Left Back

Left Front

Right Front

Right Back



### Beat 4 - Exit T-Rex!

Once players activate the time warp exit - the Timeliner experiences a malfunction. Huge footsteps are heard creeping closer. A tail brushes past the left front window. Suddenly a large T-rex roars from the Right Front window as the Timeliner takes off.

# Future Train Station

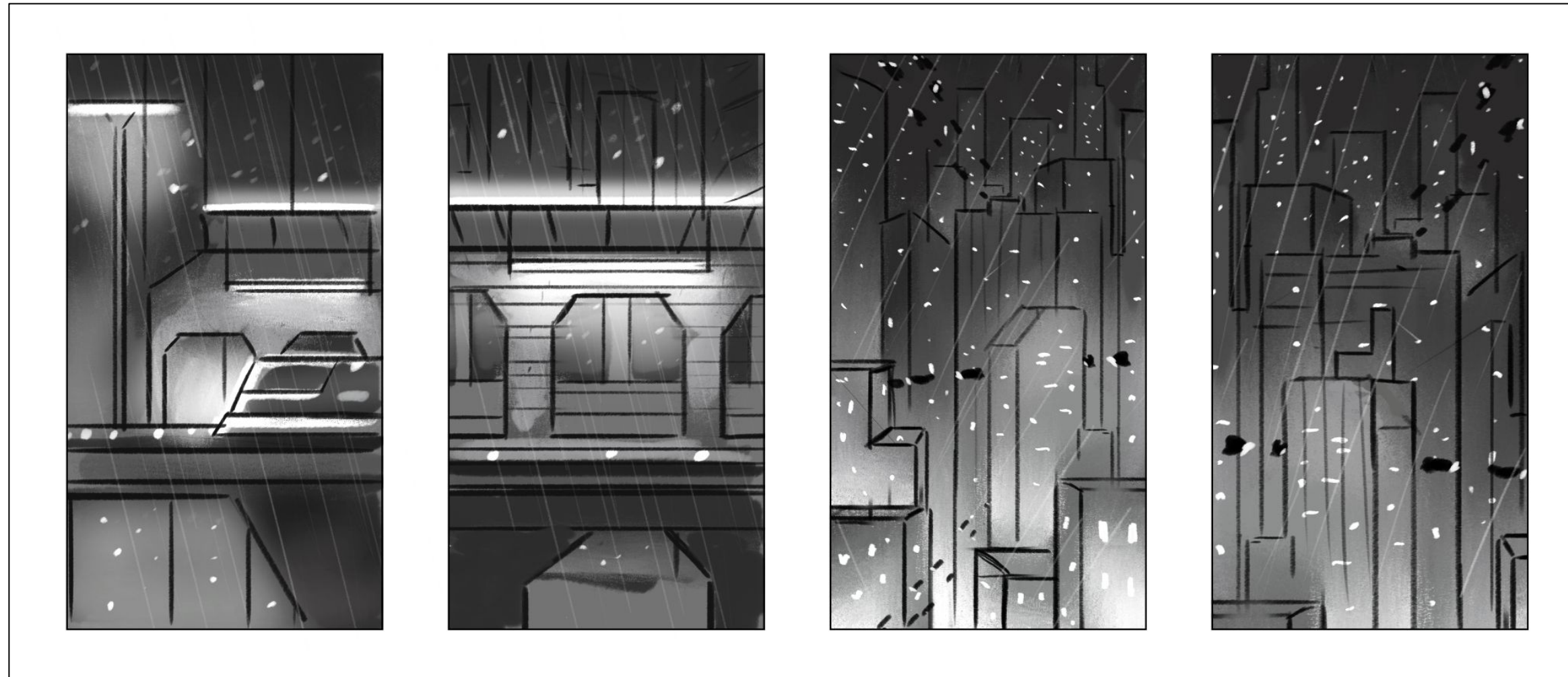
## Storyboard

Left Back

Left Front

Right Front

Right Back



### Future Train Station

Outside the left side of the train, viewers will see a futuristic train station platform suspended in a futuristic city.. LED lighting, holographic ads, and rain will bring life to the set. Outside the right windows, passengers will get a panoramic view of this electric city.

# DaVinci's Workshop

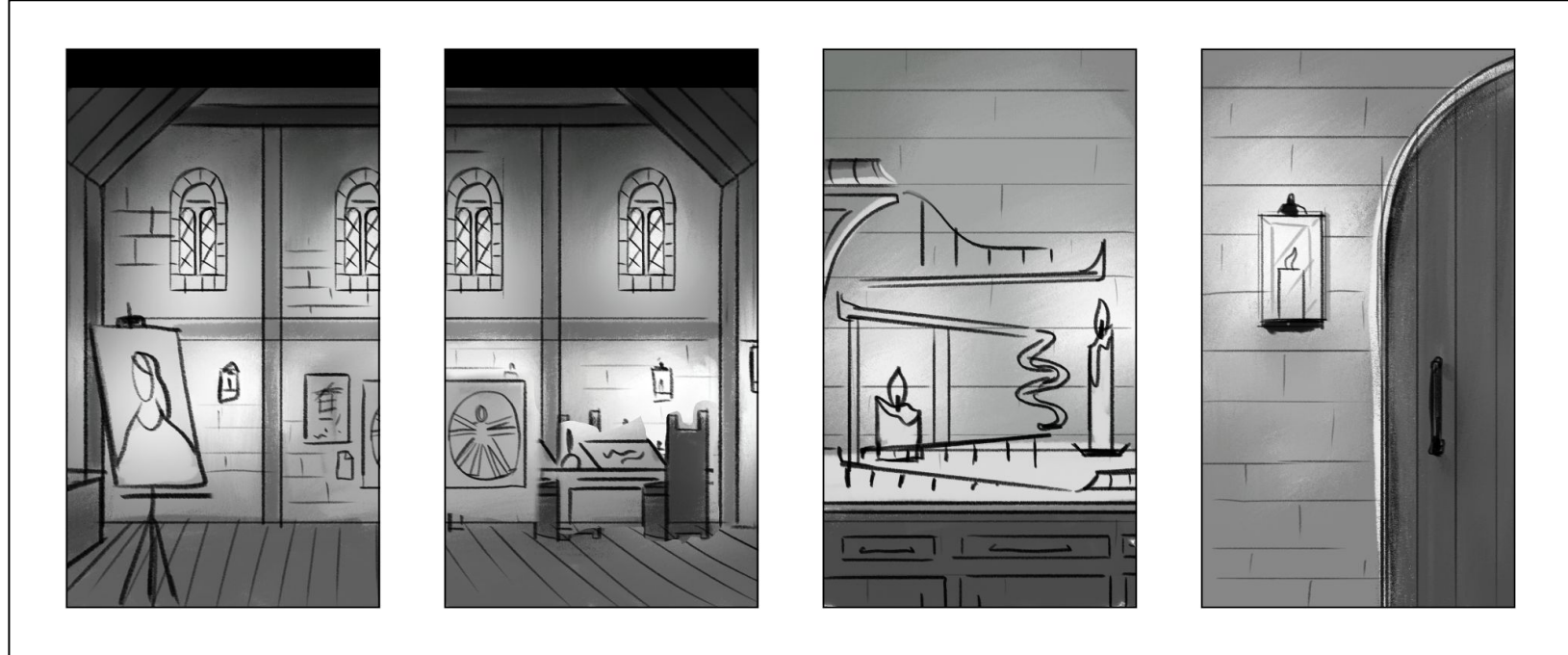
## Storyboard

Left Back

Left Front

Right Front

Right Back



### Beat 1 - Inside DaVinci's Workshop

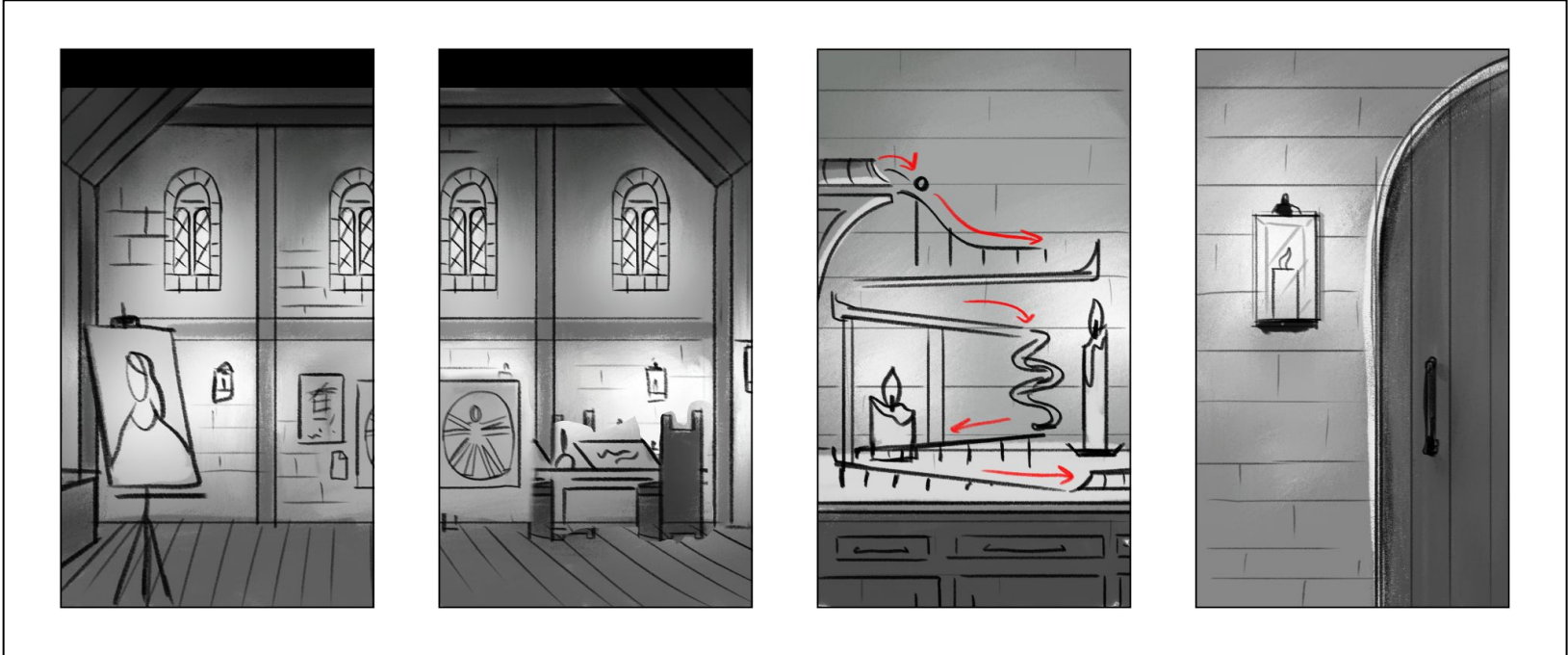
Inside the candle lit workshop houses the popular relics of DaVinci. Item could be work in progress or fully fleshed out. Subtle atmosphere and flickering light will provide life to the scene.

Left Back

Left Front

Right Front

Right Back



### Beat 2 - Rube Goldberg Activation



# Egyptian Tomb

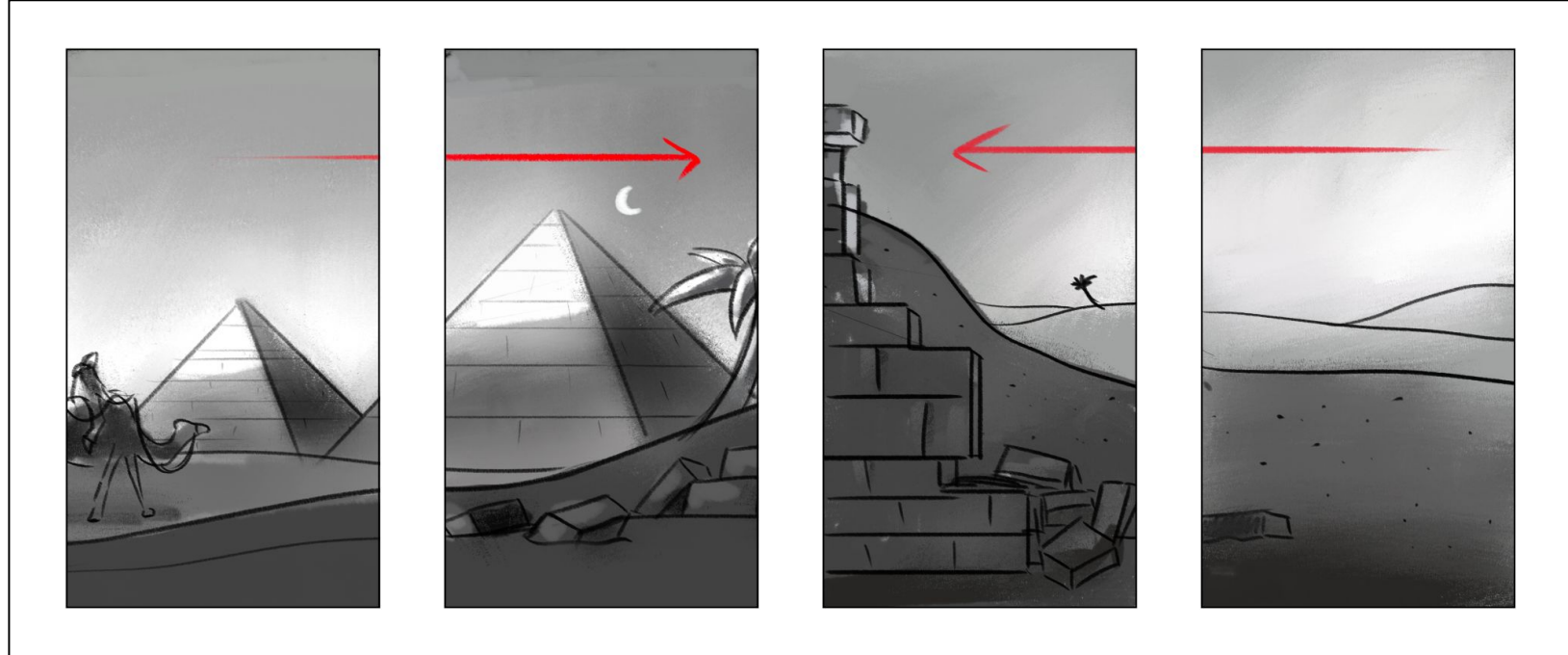
## Storyboard

Left Back

Left Front

Right Front

Right Back



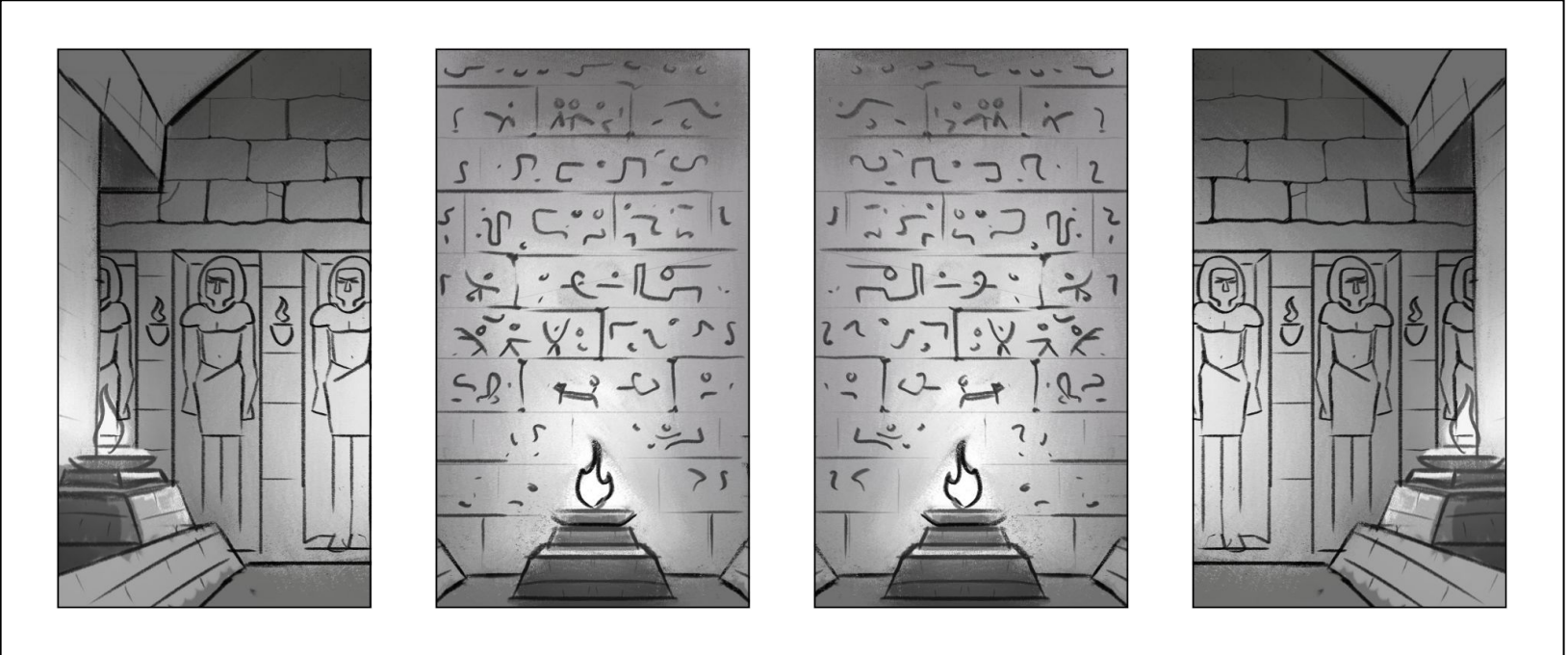
Shot 1 - Egypt Arrival

Left Back

Left Front

Right Front

Right Back



Shot 1 - Inside Tomb  
Transition brings train inside an anchaint tomb.



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