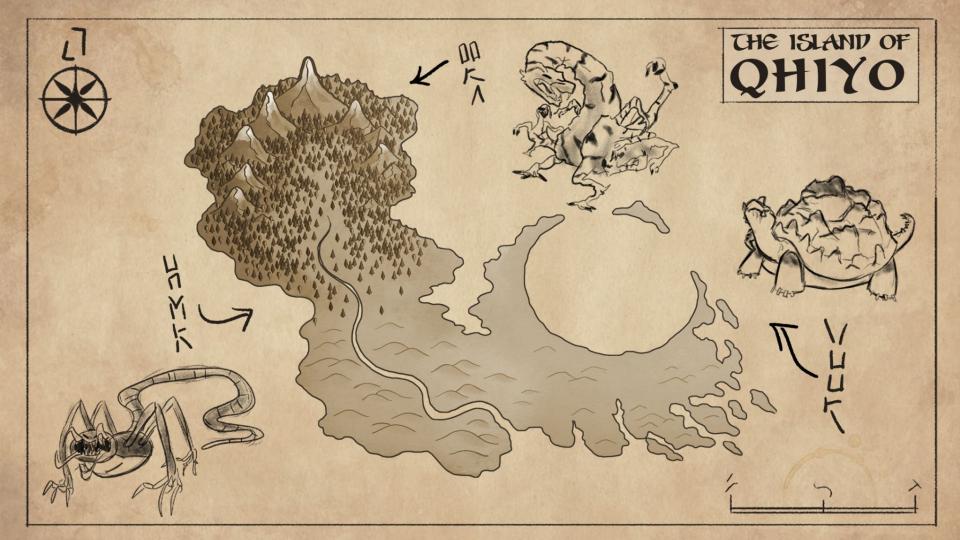
The Warrior's Journey: Path of the Three Clans is an interactive & theatrical walk-through experience that transports guests to the mystical island of Qhiyo, where they will have to team up with the three local clans to defend against a recent emergence of dark magic. At the start of their journey, guests of each party will choose which clan's path they wish to follow & get the chance to wield their own enchanted weapons. As they progress throughout the experience, guests will come face to face with the monsters of the island & must learn to work together through strategy & problem-solving techniques to defeat the evil once & for all.







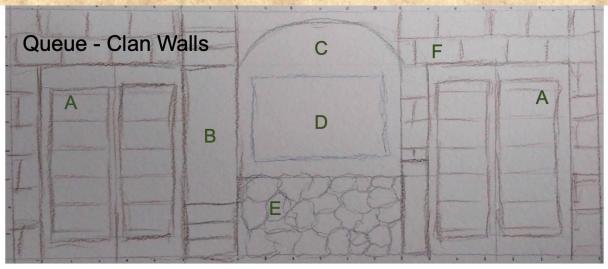


# THE WARRIOR'S JOURNEY

PATH OF THE THREE CLANS







A= Book cases filled with various clan texts and artifacts

B= Carved PIllar with patterns and clan animal

C= Recessed Archway

D= Mural of clan landscape and people

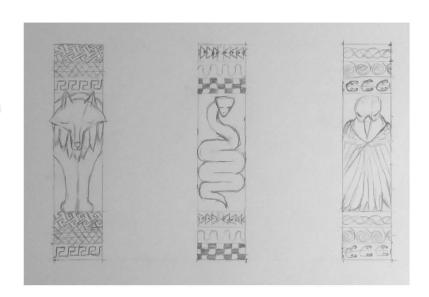
E= Magic fountain showing more of clan history and culture

F= Stone Wall

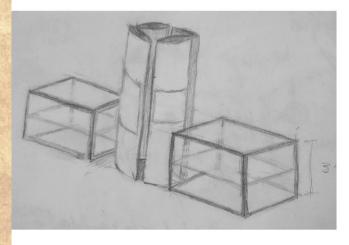
#### Clan Pillars

Three patterns based on cultural inspirations

Clan symbolic animal



#### Queue - Unified Center



#### Four oval pillars displaying

- World Map
- o Clans arrival to the island
- o Island Map
- Clans battling together against Chronos

Two display cabinets of artifacts featuring clan collaboration and peace

## PRESHOW



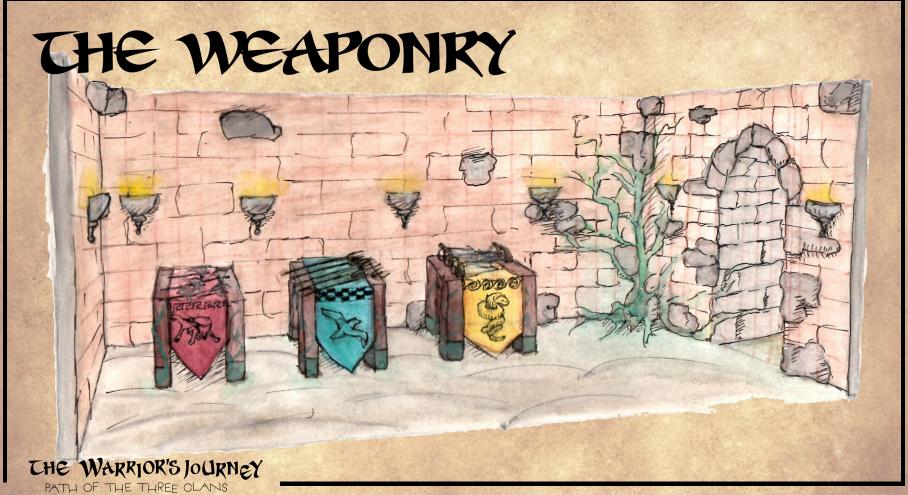


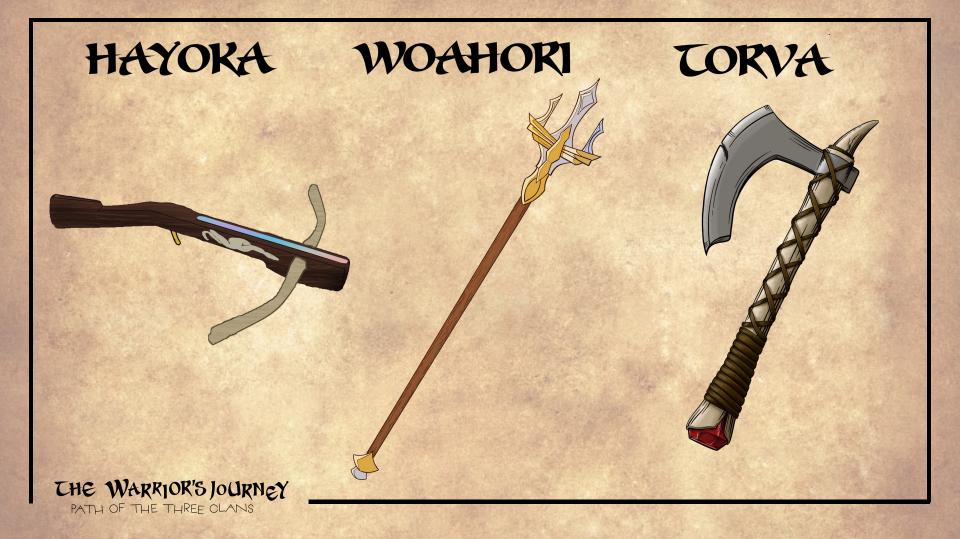


## PRESHOW









# HAYOKA WOAHORI TORVA THE WARRIOR'S JOURNEY PATH OF THE THREE CLANS



#### Training Room - Trident Caves

Caves set back into stone walls around the exterior

Semi circle of stones ring the front to prevent others from getting too close

Squares on interior light up randomly to indicate targets

Blue coloration and small trails of water on the walls near the caves tie them into Woahori theming.



#### Training Room - Crossbow Training

Trees frame screens from the top and sides

On screen traditional targets and Esakans appear for warriors to shoot with their crossbows

Tall plains grasses conceal the screen base and tie into Hayoka theming



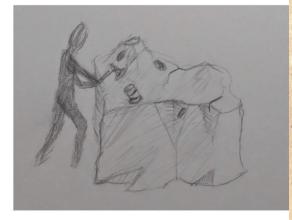
#### Training Room - Battle Ax Training

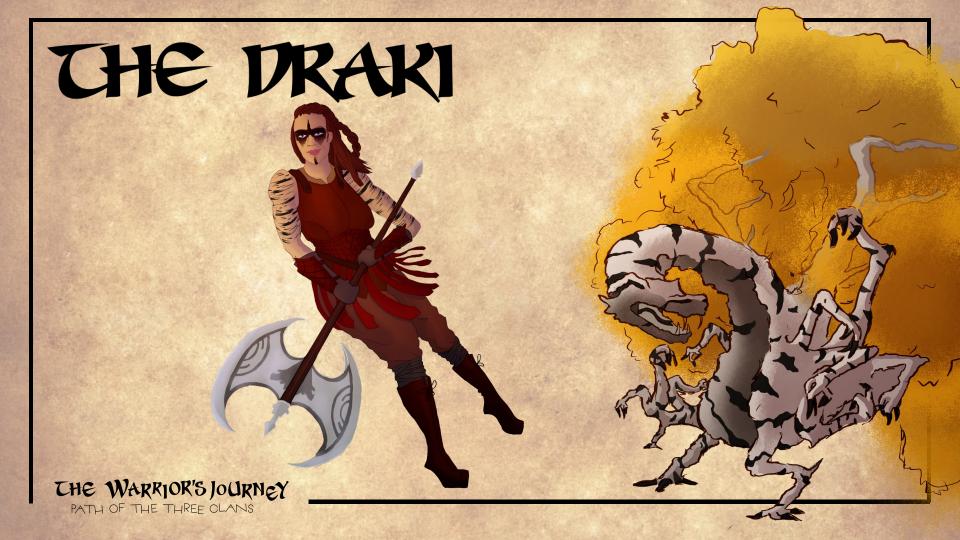
An arrangement of stones with paths between them

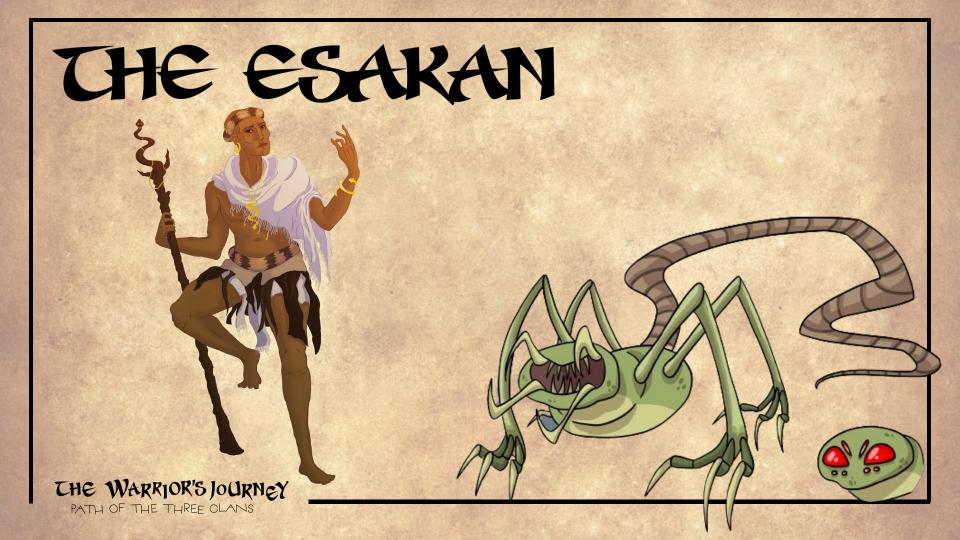
Across the stones are holes that targets will appear out

Additionally, slots in the stones serve as targets

Grasses, moss, and other growth on the stone obscures the holes slightly and ties into Torva theming























## THE HALL OF WARRIORS



THE WARRIOR'S JOURNEY

## GIFT SHOP



THE WAKKIUKS JUUKNEY
PATH OF THE THREE CLANS

\_WILL YOU SURVIVE?



THE WARRIORS JOURNEY

PATH OF THE THREE CLASS

WILL YOU SURVIVE?



THE WARRIORS JOURN

PATH OF THE THREE CLANS

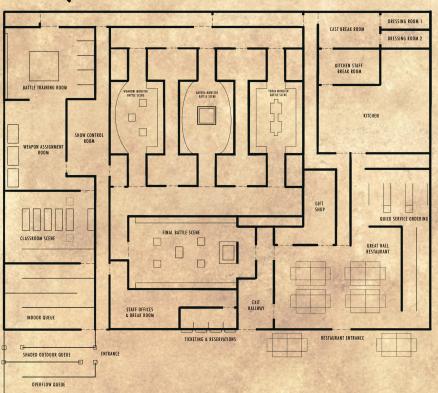
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THE WARRIOR'S JOURNEY

PATH OF THE THREF CLANS

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THE WARRIOR'S JOURNEY
PATH OF THE THREE CLANS

TEA @ SCAD