

THREE AMAZING ADVENTURE PITCHES:

5 WITS PRODUCTIONS

By Nick Iandolo

THE APHENTEEEN ENGINE

The Hallows of Morden

Vanguard Force

Note: Three Amazing Adventure Pitches are for creative writing demonstration purposes only. They are unsolicited and do not constitute any agreement between Nick Iandolo and 5 Wits Productions.

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NOTE:

Realistically, these adventures would be hard to pull off without a ton of high-end technology, special effects, actors, make up, costumes, giant moving sets, and most likely some virtual reality apparatus like the *Oculus Rift VR Headset*.

At San Diego Comic-Con, there was an exhibit outside the convention center called ***Game of Thrones, Surviving the Realm***. As part of this exhibit there was a bank of lifts like those that are depicted on the **HBO** show that allow the characters to ascend the famous gigantic *Wall* (that keeps the wildlings, giants, malevolent creatures, and the terrifying *White Walkers* out from the *Seven Kingdoms*).

These lifts had fans of the show enter them, don a pair of *Oculus Rift VR Headsets*, and then are blasted with cold air as the lift then shakes. The fan feels like they are ascending the *Wall*, and the 360° omni-view and authentic sounds are truly mind-blowing! At the top of the *Wall*, the fan is pushed to the opposite edge facing *The Haunted Forest* where the wildlings are attacking the *Wall* and *The Night's Watch* with giant fireballs!

A thrilling experience!

And this is something that **5 Wits Adventures** may want to explore to integrate (not replace but enhance) into their adventures.

Again, the following adventures are only *creative writing exercises* that demonstrate my ability to provide a valuable service as a writer, producer, and creative talent for **5 Wits Productions**.

THE ATLANTIS ENIGMA

Story Synopsis:

Doctor Oswald Burroughs lives a solitary life, shunned by the scientific community for many years, censured, and largely ignored by the esteemed colleagues he once called his peers. They found his flights of fantasy too outlandish and too dangerous to one's professional career to entertain in the least.

However in 1964, then graduate student Oswald Burroughs made a remarkable discovery. One that could change the course of history—if anyone would ever believe him that is.

As a long-time student of the lost tales of the fabled doomed civilization of Atlantis as told by Plato in his dialogues of *Timaeus and Critias* and Ignatius Donnelly's seminal work *Atlantis: The Antediluvian World*, Burroughs was convinced that Atlantis once truly existed. Furthermore, he determined that it still exists and there was a way to find it.

And he did!

In so doing, he had the grandest adventure of all!

However, when he returned to tell the world his epic story, he lost the only shred of proof he ever had: a gleaming multi-colored crystal unlike any the world has ever seen.

After years of ridicule from the scientific community, Burroughs shirked away into relative obscurity. Feeling all was utterly lost; he was a man waiting to die a quiet lonely death.

That was until the crystal was finally found fifty years later!

Now he has inspired a new group of explorers to take up the challenge of retrieving the crystal, opening the portal, and travelling to the greatest mystical city of ancient times imaginable!

And live to return to tell the world of this magical and ferociously dangerous place. A place that defies all logic and reason, a place of beautiful warrior princesses, and super soldiers, metallic dragons, crystal creatures, floating temples, flying galleons,

flooded vaults of treasure, and **The Great Mind** who holds the key to all knowledge and the riddle that will determine your ultimate fate!

Tagline:

*It will take all of your intelligence, guile, wit, and courage to solve **The Atlantean Enigma**—if you dare!*

Gameplay:

A group of adventurers must:

1. listen to Doctor Burroughs' recorded message about Atlantis, the crystal, the portal to Atlantis, the actual *Atlantean Enigma*, and various other warnings and tips.
2. then they must break into a wealthy lord's library, find, and activate the crystal using light beams.
3. an iris-like portal of light opens and the adventurers pass through it. They find themselves in a well-lit treasure chamber with large semi-opaque windows overhead. The windows clearly show that the treasure chamber is underwater. It is also partially flooded. Doctor Burroughs' message says that they have to enter the pool and swim out from under the treasure chamber. This requires that the adventurers have on swimming clothes, are willing to get wet, are capable of swimming, and that the tour guide is a certified lifeguard. Of course all of this can be faked but it would be more fun to dive into an actual pool of water and see where it goes!
4. the way under the treasure chamber is well lit and the pool leads the adventurers/swimmers to a gently sloping lagoon/landing where they can change their clothes into something dry. There is a long rope bridge that leads to the great *Plaza of Atlantis* where they face the Warrior Princesses—the adventurers must convince them to join them by reconstructing their beloved broken crystal goddess statue. This is a puzzle that is very hard because all of the crystal shards look the same with only minor differences. When the shards are properly assembled, they form a crude statue of an Atlantean goddess, which then gets bathed in light.
5. the adventurers and warrior princesses proceed to a Tolkien-like *Lonely Mountain* landscape (faked of course). At the foot of the mountain they must climb an ever-changing staircase on its side on the way to the floating temple. However, they are besieged by a metallic dragon. Some of the adventurers must find the parts (strew on the forest floor) to assemble a *dragon neutralizer* before it's too late. The Warrior Princesses keep the dragon at bay while the dragon neutralizer is assembled.
6. the climb up the stairs leads to a dais with an *Atlantean flying galleon* and the adventurers and Warrior Princesses must figure out how to "hot wire" the ship to take it up to the floating temple.
7. docking at the temple, the adventurers and Warrior Princess face the Atlantean Super Soldiers (a lot like The Silver Samurai from the movie *The Wolverine*). The Warrior Princesses engage the Atlantean Super Soldiers. The key to defeating them is in the mysterious clock-like apparatus that

controls them, which Doctor Burroughs advises them to do. The adventures must figure out the clock to stop the Atlantean Super Soldiers.

8. Finally, if the soldiers are defeated, it is time to face **The Great Mind**. He will present a mind-bending riddle (which changes every single time the game is played). Only the adventurers can attempt to solve it. If none of them are good at riddles, then they all perish! The riddle is ***The Atlantean Enigma*** itself and the clues to it reside in the works Doctor Burroughs himself that the adventurers listened to before departing on the adventure. Or, it can just be a super hard riddle about anything. If the adventurers solve the riddle, then they are allowed to return to our world with the crystal as proof of their adventure. They are also thanked by the Warriors Princesses for freeing their world from the evil tyranny of *The Great Mind*. At the end, a reporter for *Harper's Weekly* meets them and takes a sepia-toned picture of the team (which they can each receive a digital copy of) for the article that will change the world!

Style:

This adventure is like Disney's ***Atlantis: The Lost Empire*** meets Edgar Rice Burrough's ***A Princess of Mars*** meets JRR Tolkien's ***The Hobbit*** (specifically the chapter: *Riddles in the Dark*).

The Hallows of Morden

Story Synopsis:

Buried deep within the *Sepulcher of Réis* is a chamber that leads to a dark and monstrous underworld known as **The Hallows of Morden**. The secret of this place was long held by the *Brotherhood of Réis* for centuries. They guarded the gates to the hallows with powerful magic and courage.

But it was all for naught!

The Brotherhood, who long stood vigil against the evil that resides in this dark and twisted land, has mysteriously disappeared!

And now the gates are about to open and unleash a torrent of supernatural malice upon the world!

Only a brave few adventurers can face the foul terrors that lie within *The Hallows of Morden*.

These specter warriors must venture forth into darkness and frightening despair to find the ancient *Gnarled Key of Goth* and free the surviving members of the Brotherhood so they can once again contain the greatest evil.

But it won't be that easy!

From the scariest crypts, eeriest temples, mysterious obelisks, to the deepest darkest dungeon the troop must face dangers great and small including: the menacing basilisk, the roaring minotaur, the bloodthirsty three-headed hydra, and the deadly *Minions of Morden*—and maybe even the omnipotent evil **Morden** himself!

Tagline:

*Can you survive **The Hallows of Morden**?*

Gameplay:

A group of adventurers must:

1. figure out how to open the gate to the Hallows that is deep inside the *Sepulcher of Réis*. Near the gate are a few items: a bladder full of water and a garishly looking lock. The adventurers are encouraged to take them.
2. upon entering the Hallows the adventurers are beset upon by a basilisk. However, it can be defeated with the right spell, of which there were several

- choices carved upon the huge wooden gate. The spells are anagrams and must be solved first before one can be employed against the basilisk.
3. After the basilisk is defeated, the adventurers cross a haunted forest towards a crypt. They have to get inside that crypt but unfortunately there is a minotaur in there. The adventurers have to figure out a way trick it to come out and then get past it to get into the crypt. Fortunately, there is a net, some rope, and other objects on the forest floor that could be of use. The adventurers need to taunt the minotaur into a snare trap.
 4. if the adventurers succeed in ensnaring the minotaur, they must enter the crypt. Inside are a bevy of ancient stone coffins with all kinds of scary gargoyle statues on them. The adventurers must figure how to enter into the dungeon. There are bones on the floor of the crypt. The bones are from the various skeletons within the coffins. In order to open up the dungeon door, then skeletons must be rebuilt in their respective coffins. All the while the minotaur struggles to free itself, and soon!
 5. with the right bones in the right coffins, then doorway to the dungeon opens up. The adventurers descend deeper into the hallows. The dungeon opens up to a large cavern with a chasm. There is an obelisk at the edge of the chasm. On the other side of the chasm is a dark and twisted demonic temple. The adventures need to cross the chasm. But how? The obelisk provides the key, or more specifically, the way. Solving the rune puzzle upon it will allow it to slowly lay itself down towards the other side of the chasm. The adventurers can then cross it.
 6. when they get to the temple they must enter. There they face the evil *Minions of Morden*. They are hideous gargoyle like creatures. However, off across the chamber are cells with members of the Brotherhood locked up in them. They call out to the adventurers that the minions can be defeated with the help of the Brotherhood if they can be freed in time.
 7. the adventurers must figure out how to free the Brothers. The locks have spells on them like the gate.
 8. the Brotherhood both faces the Minions and then asks for the water that the adventurers took from the sepulcher.
 9. they spy the Minions with the water, and the Minions run off.
 10. with the brothers free, a hologram of **Morden** (a dark *Lord Voldemort* like character) appears. He is enraged. He will destroy them all, and nothing can stop him. Except for the lock, which the Brothers say can imprison him but they need the **Gnarled Key of Goth** to open it. The only problem is that the temple chamber is full of gnarled keys. The chamber shakes as *Morden's* wrath increases. The adventurers must find the right key!
 11. if they find the right key, and the lock is opened, then *Morden* is re-imprisoned through a brilliant light and sound show.
 12. then there's darkness, and as the lights come up, the temple is transformed into the main chamber of the *Sepulcher of Réis* and the Brothers thank the adventurers for saving the world. Each are given an amulet of mystical power to keep for future adventures.

Style:

This adventure is like a Guillermo del Toro's ***Pan's Labyrinth*** meets JK Rowling's ***Harry Potter And The Deathly Hallows*** meets George RR Martin's ***A Game Of Thrones***.

Vanguard Force

Story Synopsis:

The Earth is under siege by a superior alien army whose feared **General Karg**, *Destroyer of a Thousand Worlds*, wields the *Scepter of Universal Power*!

He intends to not only conquer the Earth and its people but destroy it utterly.

Only one thing stands in his way: the **Vanguard Force**!

A team of superheroes has been brought together by the greatest military mind humankind has even known, **Admiral Julian Caesar XXI** (a direct descendent of the great *Julius Caesar* himself, *Imperator of the Ancient Roman Empire*).

Admiral Caesar so far has held *General Karg* at bay using the world's most advanced ships and weapons but he is slowly losing the battle. With Earth isolated from the rest of the galaxy, the human race only has themselves to rely upon.

But that may be enough if the admiral can bring together the mightiest of interstellar warriors, the *Vanguard Force*.

A team of strategic geniuses, super strong fighters, crafty telepaths, powerful shape shifters, and amazing teleporters must come together for the greatest mission of their lives: **steal the Scepter of Universal Power from General Karg!**

With *Karg's* great armada of ships on their way to Earth for the final battle, the Vanguard Force must infiltrate his capital ship (with the help of an irascible alien smuggler, *Krytic Modai*), make their way through locked bulkheads, disarm deadly force fields, face armed alien guards, power down the ship's great radio-active reactor (from the inside!), hack that most complicated alien computer system ever devised, split up into teams as they get ever closer to *Karg* and his scepter, and make the ultimate sacrifice standing united against the greatest threat in the known galaxy!

Tagline:

Are you brave enough, powerful enough, and elite enough for the Vanguard Force?

Gameplay:

A group of adventurers must:

1. first be assigned their superhero power and briefed by *Admiral Julian Caesar* himself. With their specific power they are given an *Infinity-stone*-like key

- that represents their power that they'll use later on. And they are all given communicators like you'd see on TV's Marvel's *Agents of S.H.I.E.L.D.*
2. they must meet the alien smuggler, *Krytic Modai*, who hides them inside one of his bulkheads while the ship lands on *General Karg's* capital ship. The smuggler's ship is boarded by Karg's guards. The *Vanguard Force* is discovered and the ones with the right powers must combine their keys (Infinity stones) to defeat the guards. But which ones? They have to figure that out.
 3. if the guards are defeated, then the *Vanguard Force* makes their way through the ship. They come across several locked bulkheads. Each one has a different purpose. One leads to the vault where the *Scepter of Universal Power* is kept. One is the way to the engine room where the main reactor must be shutdown. Another is the computer core where the ship's data banks must be hacked.
 4. this is where the team **HAS to split up!** Only the right combination of superpowers can open the bulkheads and enter the rooms. The teams must choose quickly as the intruder alert klaxon is sounded.
 5. the team that is chosen to go after the scepter opens their bulkhead and heads down their corridor to the vault room but the way is barred by a deadly force field. And then the bulkhead closes behind them as the force field starts to move in on them. They are trapped!
 6. so that means that the team that goes through the bulkhead to the engine room must shutdown the reactor to save the other team. They have to don radiation protective suits. They must solve the reactor shutdown sequence—a surprisingly mechanical sequence but mathematically based.
 7. meanwhile the computer core hackers go through their bulkhead and enter the computer core. They have to use their powers to hack the core and get the code to the vault where the scepter is.
 8. if the engine core team shuts down the reactor they save the vault team. But now they cannot go back the way they came as their bulkhead door is shut—so is the computer core team's door. Fortunately there's a door to the vault on the other side of the engine room.
 9. the same is true for the computer core team. There is a door to the vault on the other side of the computer core room.
 10. then all three teams must use their communicators to each input the codes to the vault at each of their doors that the computer core team got from hacking the computer. It has to be done in sequence.
 11. if they succeed, then they all enter the vault at the same time through their three respective doors.
 12. and there facing them all is **General Karg** holding the scepter!
 13. to defeat the general they all have to use their superpowers against him. This is a complicated exchange because each superhero of the *Vanguard Force* must use their *Infinity-stone key* in the right combination to cause the scepter to shock *General Karg*. *Admiral Caesar* briefed them on how to do this. The only problem is that if a key is blacked out, that superhero is killed.

14. if *General Karg* is shocked, then he'll drop the scepter. Whatever member of the *Vanguard Force* picks it up first defeats the general.
15. he'll run off squealing like a pig, and the alien smuggler will enter to congratulate them for saving the Earth. He'll then lead them out through a fourth door. The Vanguard Force members can keep their *Infinity-stone-keys* for future adventures!

Style:

This adventure is like Marvel's *The Avengers* meets Marvel's *Guardians of the Galaxy* meets *Star Wars: A New Hope*.