

"MUSEUM OF MONSTERS"

BY

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## ATTRACTION BACKGROUND AND SETTING

The Museum of Alexandria holds an impressive collection of artefacts from the realms of fantasy and reality. Every story ever told (and all the incredibly magical and mythical objects they're based on) are stored and displayed here; Good ones, funny ones, rare ones, and even... dangerous ones.

Our visit coincides with the re-launch of a new exhibition: A History of Myth, Magic, and Monsters. However, it is immediately apparent that something is wrong based on all the mischievous vandalism around the Museum.

Whilst exploring different rooms, we bump into the Museum's HERO, who mistakes us for the new security team. He explains that they have been having some "troubles" with an item -PANDORA'S BOX- and tasks us with chasing down and catching the last remaining creature: CHAOS.

Climbing onto a steam-powered security chariot built by HERO himself, we grasp our sleep-inducing HYPNOS HORNS and prepare ourselves for the chase. However -as expected- our journey is hindered before it can even start. The box is accidentally reopened, and a whole host of silly and mischievous creatures are unleashed into the Museum, causing havoc wherever they go.

We embark on a wild chase through the Museum's collections to find the hidden creatures and capture them before it's too late.

## SCENE BY SCENE SEQUENCE

### PRE-SHOW (3MINS)

#### SCENE 1.1 RESEARCH AND RECORDS (30SEC ENTRY)

We step into a room held up by a colonnade of ornately detailed stone. Rows of drawers of various sizes lean away from the walls at precarious angles.

Light trickles down from small skylights punched into the ceiling. There's a table overflowing with scrap pieces of paper. Scrawled drawings of Pandora's Box in a similar style to the sign before are pinned up on the walls, and stacks of scrolls build up where they've been hastily pulled from the shelves. It's apparent that whatever was being researched was being done so with haste.

Behind a raised desk, which is partially obscured by stacks of scrolls, we can see an old man, slightly hunched over and pacing around muttering gibberish to a bust of the HYPNOS - Greek god of sleep - gripped in his hands as if strangling it - clearly he thinks it is alive!

As we all enter the room, the old man continues to try and coax the bust to move, blink or breathe. He doesn't look our way.

#### SCENE 1.2 RESEARCH AND RECORDS (25SECS)

The automatic doors close behind us and seal with a hiss - enough to snap the man out of the intense interrogation the bust in his hand. He spins to greet us, placing the bust on the table facing towards us.

HERO

(desperate)

Ah, hello there! Wait - YOU'RE the new security team? I was hoping there'd be more of you. Oh well, we need all the help we can get!

Almost randomly, a bronze measuring stick leaning up against a shelving unit to the side and is toppled towards him, striking him square on the head. Annoyed, the man picks up the ruler and looks around, clearly frustrated at -something-.

HERO

(irritated)

Argh, I'll get you for that!!

He waves and shakes the ruler in the air angrily when tiny arms reach down from the ceiling. They grab hold of the stick and pull the man off the ground with it. We stand in awe at how these tiny arms can have this much strength. The man, however, is not surprised at all by this small creature.

He lets go and lands on the desk. As he does this, the creature pulls the ruler out of sight. He stumbles and wobbles - almost losing his balance. Then, he clears his throat and opens his arms wide to welcome us.

HERO

I presume you all know who I am? No?

An AWKWARD PAUSE - the man is clearly used to people knowing who he is.

HERO

I am HERO, engineering mastermind, genius inventor and probably the single best scholar here at the Museum. Also, the most respected.

HERO assumes a proud and noble stance, obviously referring to himself. A high-pitched burst of laughter erupts from the shadows as HERO turns slightly, and we see he has a sign attached to his back reading 'KICK ME'. It's clear HERO is coming to the end of his tether.

HERO

(irritated)

Yes - well - I am also head of research and records for mythical items and, as you can probably see, we've had a little trouble with our latest find.

He gestures up to where the tiny arms appeared and at the vandalism around the room.

### SCENE 1.3 RESEARCH AND RECORDS (20SECS)

He steps off the desk and onto stacks of books that act like tall steppingstones. He reaches up and pulls down a large scroll on the back wall with a crudely written note that reads: "I'M YOUR HERO: HOW SCIENCE SAVED THE DAY". It appears to be a poster for some sort of class or exhibition at the Museum, presumably a self-promoted one.

The poster depicts a tall and handsome version of HERO and is surrounded by applauding and adoring fans. His face goes red as he realises this is the wrong scroll. He turns to us to check if we'd seen it as he quickly pulls down another scroll, and we see a drawing of a box labelled 'Pandora's Box'. The box has ancient carvings etched onto its surface. Three distinct metal bands circle its body, clasping the lid shut with a robust lock.

HERO

Ahem - Pandora's Box. It arrived without any problems but, the lid was damaged being stored upstairs. I closed it, but I wasn't quick enough, and some things got out. Let me show you.

Hero yanks down another scroll in front of the drawing of the box. This scroll reveals equally strange drawings of curious creatures.

HERO

IMPS, I call them, and they can be separated into three main groups.

SCENE 1.4 RESEARCH AND RECORDS (40SECS)

He points up at the illustration of playfully plump but ugly creatures with small arms and even smaller legs.

HERO

UGLIES. They're strong but slow and really stupid.

As he describes it, a creature falls from the ceiling where the tiny arms once reached down, making a CLONK sound as it lands behind the desk. HERO looks down inquisitively at the source of the sound, reaches down, and brings back up a jar that has one of the UGLIES stuck inside it. We can just see the UGLY'S legs wiggling out the top. He places the jar down on the desk, and the legs keep wiggling.

HERO

Easy.

The bust of HYPNOS slyly looks over at HERO and suppresses a giggle.

HERO yanks down another scroll revealing creatures with tiny wings that look like they'd struggle to lift off, let alone fly. The bust of HYPNOS sticks its tongue out at us to blow a raspberry like a TEASER.

HERO

TEASERS. They zip, flip, and fly around.

Out of mid-air, a scroll is thrown at HERO. It hits him in the face. We hear giggling passing overhead and the push of air from beating wings. He turns to us, straight-faced.

HERO

Very annoying.

The bust of HYPNOS creases its face even further, desperately trying not to laugh out loud at HERO's misfortune.

Now, he pulls down another drawing of what appears to be a collection of everyday objects. However, some of them have large eyes, goofy grins and small sprouting arms and legs.

HERO

MORPHS. They transform into everyday objects, making them very hard to spot. I suspect one might even be in this very room-

He gestures to the bust on the desk, which by this point is on the verge of bursting with laughter.

HERO

-But nothing can fool me. At least, not again.

It can't contain itself anymore - the bust bursts out laughing at HERO's self-pity and misfortune, its head is thrown back uncontrollably.

HERO's head snaps around and looks directly at it. It's a MORPH. The bust then blows a raspberry mockingly in his direction.

HERO jumps to grab it, but the MORPH is too nimble - it jumps off the desk and just out of sight, ruffling the stacks of scrolls and books in front of us as it scurries away.

HERO

Argh! They're the worst, well, sort of.

As HERO composes himself, a LARGE unnerving shadow of an IMP appears on the back wall as if standing in front of a skylight. Slowly, with an exhaled puff of bitterness, HERO continues, still without noticing:

HERO

There's this final, special one that is pure CHAOS. It's crafty, cunning and can possess literally any object, any size... and so far, it's eluded me at every turn.

SCENE 1.5 RESEARCH AND RECORDS (35SECS)

We hear a high-pitched maniacal laugh and can tell it's coming from the IMP shadow - CHAOS, whose silhouette shakes as it laughs.

HERO looks around aghast, hastily picks up a conical object from behind the desk and starts firing blindly at the skylight just above our heads. However, it disappears without a trace, and we're left staring at a visibly frustrated HERO.

HERO

Argh! Every time!

HERO holds up the conical object by the rope handle lashed around its body.

HERO

I've fitted these HYPNOS HORNS to our transport chariots. They shoot out smoke balls that can send someone -or some *thing*- straight to sleep! Simple to use; just aim and pull-

He pulls on the rope, which tightens and triggers a reaction. The horn toots whimsically; a wispy ball of smoke shoots out and hits the UGLY inside the jar. Its legs stop wiggling as it starts to snore loudly. HERO smiles before frowning again - remembering why we're here.

HERO

Listen, CHAOS must be stopped before it destroys everything. And, as the new security team, it's up to you.

Unbeknownst to him, the bust of HYPNOS (the MORPH) sneaks back onto the desk behind him and resumes its original position - sneaking up on its little legs that fold away into its body as it lowers itself onto the table. However, it does so too hastily and creates enough noise to draw HERO's attention.

HERO

(eyeing the bust  
suspiciously)

Hmmm. Go upstairs to my WORKSHOP, and I'll meet you there - I've got some thing to sort out first.

SCENE 1.6. RESEARCH AND RECORDS (30SEC EXIT)

As we exit, HERO puts down his HORN and picks up the bust, resuming the pacing and interrogation of the bust to test if it's actually a hidden IMP. We exit through a side door and, around the corner, find ourselves standing at the base of a cylindrical atrium.