

## **CONCEPT – Citadel Unlocked**

### **WHAT**

When we visited the citadel we all got very impressed by the building and surroundings being so well preserved. We wanted to use this in a creative way, there's already a museum and guided tours for those who are interested in the history of the citadel. What we wanted to concentrate on was both tourists, mostly during the summertime, and also the people living in Karlskrona permanently.

### **WHY**

We want to increase the traffic to Aspö and the citadel, and make use of the abandoned rooms and places of the citadel and by doing this make it alive again. This place is not at all well-known at the moment and neither visited on a larger scale.

### **HOW**

The idea is a hyper fictional role playing experience where you go through the five rooms. There will be different storylines to choose from with adjustable difficulty levels, set for children and adults.

Each room will be locked, and to advance you have to solve various tasks and riddles. It will be a role-playing game where you are given a role in the beginning of the game, like "The Hero" or the "Undercover Villain".

The players will be guided by a narrator who will give clues during the whole game. Each game will support up to 4 players, where the players will interact with each other through different choices given to the players during the game. These choices are based on the role they are dealt at the start of the game.

#### **Fictional-Historical,**

the year is 1700 when there was tense climate between Sweden and Russia.

Karlskrona is under a siege, and the Citadel is last free frontier. Our last standing soldiers are trapped in the dungeons making a strategy to save themselves from the cell rooms but also take back Karlskrona from the claws of the Russians.

#### **Fantasy,**

the Citadel is under attack by furious dragons, our heroes are on a quest to find the magic sword to slay the dragons, and save the people of Aspö.

#### **Adventure,**

the search for a hidden Viking-treasure have led our adventurers to the Citadel of Drottningsskär, when they finally closing in they got trapped in a secret passage, which is full of hidden traps and riddles, by solving them they will get to the treasure.

A short example of how a storyline would play out in the Adventure setting could be as follows:

*Depending on your character, which room you're in and what choices the group have taken so far, you'll get a task to solve together with your team. For example, "The Hero" could get a task to share with the others, by solving riddles and given clues they need to find a key in the room to proceed their journey.*

*The twist is, there are two keys; however, only "The Villain" knows about the other one which is beneficial for the Villain whilst the other helps the whole group. Therefore, the Villain would manipulate the others to find the right key for him/her. To find the preferred key, the Hero with the help of the other players would have to choose between different options presented in a hyper fictional way. The players will during the whole game have three chances to succeed and here's where the villain can manipulate the terms of events without the others knowing, for own winning.*

## **Script**

The game has begun

Four players wearing AR goggles are ready to go and everyone is excited to get started. They have entered the first locked room, completely empty to the naked eye but with the magic of AR now filled with furniture and different items.

They're looking around the room through their eyewear searching for clues and suddenly Player 1 says to the others:

- Hey! I've found a task for us to solve! I was looking at that painting, and I discovered a hidden message written on it.

The other players are now also looking at the painting and can read the message as well and together they try and solve the riddle. Little do they know, there's a traitor among them, trying to sabotage their journey and win it all.

## Experience

We want to create an experience in an environment where the person is in touch with Maslow's five human needs as possible.

*Self actualization:* The task, problem solving and creating a story.

*Esteem:* Success, accomplishment.

*Love:* Teambuilding, socializing.

*Safety:* Supervised sense of adventure.

## Target group

Tourists and the locals.

To broad the target group to include the people living in Karlskrona the game needed to be challenging to play multiple times.



## Technology

The rooms will be empty and a virtual reality will merge with the rooms to create the game. By using augmented reality (AR) and other tech to connect the different senses and to give the illusion of different environments whilst using the actual surroundings. This will make it easy to change the different scenarios and add diversity to the game which will also make it fun for people to come back and play again.

\*Augmented Reality – Visual

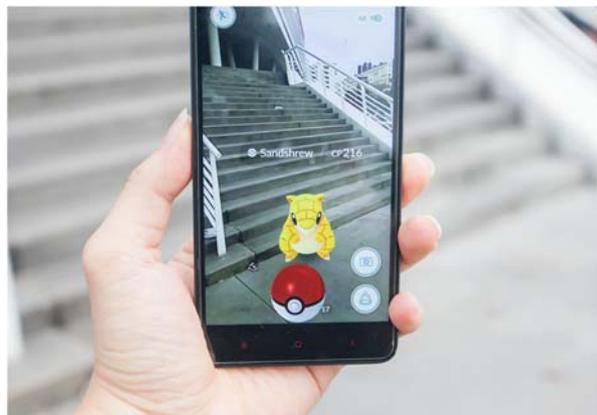
\*Sensors – Interaction with the environment

Temperature – Hot/Cold, connect with situation.

Fans – Wind/movements, connect with situation.

Sounds/Speakers – Narrator that guides you through the story and sound effects.

Smell – connect to situations.



\*AR: You see an object that doesn't exist through technology. Pokémon Go uses the same technology.

\*SENSORS: "Lasers" that sense when and where you break the line, with this you can interact with the environment