

George's
Marvellous Medicine
Makers

Attraction Scope Document

Attraction: George's Marvellous Medicine Makers Date: October 7, 2019
Location/Area: Alton Towers, Staffordshire, UK Revision: 3.00

Scene/Area:	Entry	
Description:	<p>You arrive near the front of a large, bluish grey, wooden Victorian style farmhouse trimmed in white. A medium sized garage is attached to the main house by a semi-enclosed breezeway. Trees flank both sides of the buildings.</p> <p>You are welcomed into the garden through a wicker archway hanging a large, child-made banner that reads "Welcome, New Neighbours!" You are made aware, by muffled, rummaging sounds, shadows behind the windows, escaping steam, flashes of light, various smells and occasionally a small explosion, that a young boy is working on some sort of concoction.</p>	
Ride System Requirements:	Type:	AGV
	Conveyance:	5 Person AGV 2 Rows: Back of 3/Front 2 Tiered seating
	Vehicle Capacity:	5
	THRC:	1200 PPH
	Track Length of Travel:	04:40m
	Potential Manufacturer(s):	Oceaneering
Facility/Interface Requirements:	Queue Rails Façade Paint	
Landscaping/Hardscape:	Landscaping Fencing Archway	
Animated Figures (FA):	None	

Animated Props (AP):	None
Artificial Foliage (AF):	None
Audio Hardware (AH):	BGM/Audio Hardware Point Source Audio Hardware – Explosions/Muffled Sounds
Audio Software (AFX):	BGM/Audio Software Point Source Audio Software
Graphics & Signage (GFX):	Main Marquee Ride Warning Signage Wait Time Signage Stroller Signs Misc. Operational Signage “Welcome, New Neighbours!” Banner
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	None
Show Lighting (SL):	Area Lighting Façade Character Lighting Flash FX

Show Props & Dressings (SPAD):	Misc. SPAD
Show Sets (SS):	Wicker Archway
Special Effects (FX):	Window Shadow FX Escaping Steam FX Smell FX

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<u>Scene/Area:</u>	The Queue – George's Garage
<u>Description:</u>	<p>The path leads you into the wooden garage building which is a partially tidied mess. Setting the path through the garage are overstuffed storage boxes, a well-used boy's bike, and a set of car tires. The walls are lined with newspapers covering the story of George's Marvellous Medicine running low and eventually running out.</p> <p>Behind those papers you might catch a glimpse of the older papers, praising George's achievements for curing his grandmother and all the town's grouches. A radio sitting on one of the shelves blares a news show, reporting that George's Marvellous Medicine supply officially ran out early this morning and he is calling on the neighborhood kids to help him find the ingredients to recreate it. You exit the garage and cross through the breezeway heading towards the house where the start of an oversized scrolled list of ingredients begins to unfurl....</p>
Facility/Interface Requirements:	Queue rails Primed and painted facility walls
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	Old Radio

Audio Hardware (AH):	Radio/Point Source Audio Hardware BGM/Audio Hardware
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Audio Software (AFX):	Radio/Point Source Audio Software BGM/Audio Software
Graphics & Signage (GFX):	Tool warning labels Storage box labels Oversized Scrolled List of Ingredients Misc. Operational Signage Misc. Show Graphics
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Queue Lighting Garage Character Lighting
Show Props & Dressings (SPAD):	Multiple Newspapers – George's Success Multiple Newspapers – Running out of Medicine Newspapers Tools Car tires Storage boxes Work bench Various Boxes
Show Sets (SS):	Garage Doors Wall Cabinets Shelving

Special Effects (FX):	None
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<u>Scene/Area:</u>	The Queue - Int. George's House Hallway
<u>Description:</u>	<p>Entering the house through the hallway after leaving the breezeway, you see a child's drawings and photos of George and his Grandma lining the walls along with the long list that continues down the hallway and into room.</p> <p>Passing one of the doors along the hallway, you catch a glimpse of Grandma through the crack in the doorway. She mumbles and grumbles and occasionally yells for George to remember her medicine.</p> <p>At the end of the hallway there is a door that has a child-scrawled sign on lined paper that reads,</p> <p style="text-align: center;"><i>"Keep Out!! Experiment In Progress!!!"</i></p> <p>The list, with checked, crossed out, and question marked items is coming out from between the door jam. It is tacked to the moulding of the foyer entryway.</p>
Facility/Interface Requirements:	Queue rails Primed and painted facility walls
Landscaping/Hardscape:	None
Animated Figures (FA):	George's Grandma in a rocking chair
Animated Props (AP):	None

Artificial Foliage (AF):	House Plant(s)
Audio Hardware (AH):	Grandma/Point Source Audio Hardware BGM/Audio Hardware
Audio Software (AFX):	Grandma/Point Source Audio Software BGM/Audio Software
Graphics & Signage (GFX):	George's drawings Awards Oversized Scrolled List of Ingredients Queue Signage Operational Signage
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	None
Show Lighting (SL):	Queue Lighting Hallway Character Lighting
Show Props & Dressings (SPAD):	Sitting room dressing Teacup, Blanket Doilies Needlework Frame

	Sitting Room Furnishings Side table
Show Sets (SS):	Sitting Room Fireplace
Special Effects (FX):	None

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<u>Scene/Area:</u>	Load Station - Foyer
<u>Description:</u>	<p>You approach the foyer at the end of the hallway. The List continues to wrap around the top of the room and toward the opening that leads to the loading area, and subsequently past it.</p> <p>The foyer is a sprawling, L shaped room with traditional farmhouse shiplap and photos of the family, as well as a large, simple mirror. The floors are wood planks (but actually tile that looks like wood.) There are turn-of-the-century gas light fixtures, and thin, ornate lace curtains in the side-light windows.</p> <p>Six load lanes are formed (an additional seventh is available for ADA load) and an old fashioned radio gives you a briefing on the boarding procedure. It is narrated by a young boy, whom you can infer is George.</p> <p>You proceed to your specified lane, where a red flyer wagon is waiting for you to board. Loaded into the wagon and double checked for a secure lap-bar, you hear noises in the room ahead and your wagon pulls into the kitchen. The list continues through the open doorway to the kitchen.</p>
<u>Facility/Interface Requirements:</u>	Loading Railing
<u>Landscaping/Hardscape:</u>	None
<u>Animated Figures (FA):</u>	None

Animated Props (AP):	None
Artificial Foliage (AF):	None
Audio Hardware (AH):	Radio Load Spiel/Point Source Audio Hardware BGM/Audio Hardware
Audio Software (AFX):	Radio Load Spiel/Point Source Audio Software BGM/Audio Software
Graphics & Signage (GFX):	Oversized Scrolled List of Ingredients Misc. Operation Signage
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Area Lighting Foyer Character Lighting (as gas fixtures)

Show Props & Dressings (SPAD):	Misc. Props & Dressings Misc. Furnishings Radio Lace Curtains
Show Sets (SS):	Wall Treatments House front door
Special Effects (FX):	None

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<u>Scene/Area:</u>	Scene 1 - The Kitchen
<u>Description:</u>	<p>You turn the corner into George's messy and smelly, 1940's style kitchen. It is a long room that bends around a corner at the end. All of the jadeite green walls, white cabinets and slate, grey countertops ahead of you are littered with various cooking utensils, household tools, personal grooming equipment, and an all-out sticky mess.</p> <p>The oversized list continues down from the archway along the counters, over the massive, white, farmhouse sink overflowing with containers from failed recipe tests covered with various colored liquids, bubbles of gunk.</p> <p>Moving through the kitchen, the scents of many of the ingredients on the list pass intermittently. The refrigerator has the door slightly ajar and you can see some of the mess within.</p> <p>Just before leaving the kitchen, you see the next recipe attempt sitting on the stove, boiling. A clattering sound draws you into the next room.</p>
Facility/Interface Requirements:	Catwalks for Show Lighting
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	Bubbling pot

Artificial Foliage (AF):	None
Audio Hardware (AH):	Ambient Audio Hardware Boiling Pot/Point Source Audio Hardware Clattering from pantry/Point Source Audio Hardware
Audio Software (AFX):	Ambient Audio Software Boiling Pot/Point Source Audio Software Clattering from pantry/Point Source Audio Software
Graphics & Signage (GFX):	Operational signage Fridge notes
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting Kitchen Character Lighting
Show Props & Dressings (SPAD):	Cookware Stacks of Dishes Spices Cooking Ingredients Recipes/Recipe book

Show Sets (SS):	Backsplash Appliances Cabinets Countertops Ingredients List
Special Effects (FX):	Boiling pot steam FX

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<u>Scene/Area:</u>	Scene 2 - Pantry
<u>Description:</u>	<p>Your wagon pulls out of the kitchen and spins towards the pantry. You enter the room, dimly lit by its singular lightbulb. All around you are old shelves littered with cooking supplies and ingredients. You see a projected life-size George standing in this makeshift "experiment room" within the pantry.</p> <p>He is standing behind a small fold-out table with various versions of the medicine tests in jars arranged in front of him. George holds a plant mister filled with a mysterious, blue liquid as he welcomes you in. He explains that he added blueberries in his latest attempt to achieve the brilliant, bright, blue color he remembered from the original medicine; on the wall behind the table is a picture he drew of it. George sprays the plant mister and closes his eyes, hoping out loud blueberries were the right ingredient.</p> <p>You're sprayed with a mist and a cloud covers the room and the wagon spins and shakes and shudders. Many lights of blue hues begin to dance around the room and when the fog clears everything in the pantry has turned blue, even George. A scent of blueberries starts to crawl in and intensifies when everything settles.</p> <p><i>George says, "Oh no! Everything is blue, even you!! You must be cold! When grandma gets cold her face turns blue." He continues, "The best way to warm things up is adding pepper to the mix because all the meals Grandma cooks with pepper make my mouth feel hot! I remember hearing Grandma mention something about a pepper plant in the greenhouse. I need to grab something from the kitchen first, but I'll meet you there!"</i></p>

	George moves towards the kitchen as your wagon move towards the archway that leads to the greenhouse. As you're exiting the pantry, the blueness fades away and the eerie glow of a growing room takes over.
Facility/Interface Requirements:	Smoke ventilation Catwalks for lighting & projection
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Audio Hardware (AH):	Ambient Audio Hardware Video Projection/Audio Hardware
Audio Software (AFX):	Ambient Audio Software Video Projection/Audio Software
Graphics & Signage (GFX):	George's picture Food product labels
Mockups:	None
Projection Equipment (VHX):	Projection screen/hardware
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint

Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting (Single Bulb) Blue lighting
Show Props & Dressings (SPAD):	Pantry products Food Spices Cleaning supplies Extra silverware/plates
Show Sets (SS):	Shelving Drop Ceiling
Special Effects (FX):	Smoke Cloud FX Mist FX

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Scene/Area:	Scene 3 - Grow Room
Description:	<p>You enter this connecting room to the greenhouse via a warm, humid, overgrown darkly lit room (blacklight).</p> <p>You pass close to various fungi, along with several plants, some beautiful and inviting, and some which look dangerous and sinister. They hiss, spray, growl, and snap as you continue to manoeuver through this antechamber of the greenhouse.</p>
Facility/Interface Requirements:	Catwalks for lighting & projection
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	Moving Plants
Artificial Foliage (AF):	Misc. Fungi & Plants
Audio Hardware (AH):	Plants Hissing/Point Source Audio Hardware Blacklight Buzzing/Point Source Audio Hardware Ambient Audio Hardware
Audio Software (AFX):	Plants Hissing/Point Source Audio Software Blacklight Buzzing/Point Source Audio Software Ambient Audio Software

Graphics & Signage (GFX):	Plant warning signs Misc. Show Graphics
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Blacklight Area Show Lighting
Show Props & Dressings (SPAD):	Misc. Greenhouse Planting equipment Plant Pots
Show Sets (SS):	Greenhouse Shelving
Special Effects (FX):	Spraying plants FX

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<u>Scene/Area:</u>	Scene 4 - Greenhouse
<u>Description:</u>	<p>You begin to see the white light streaming through the greenhouse's glass ceiling takes precedent along with various recognisable plants, herbs, fruits, veggies, and lots of sunshine streaming in from all around. You stop in front of a very tall plant, a large label facing you, reads</p> <p><i>"Peppermint: Use for a cool twist in a Chocolate Treat"</i></p> <p>On screen, George leans forward, through the foliage, parting the overgrowth to talk to you. George unfortunately has mistaken this for a "pepper plant". George says:</p> <p><i>"I added some of these pepper leaves, hopefully this warms you right up!"</i></p> <p>He sprays the plant mister filled with the now green liquid.</p> <p>Unfortunately, the mix up causes everything to cool down. You are hit with a blast of cold air. Your wagon spins, the windows of the greenhouse are now covered with frost, and you can feel the cold in the air of the room. George shakes his head, and says:</p> <p><i>"Fiddle-sticks! Well, that's another ingredient to cross off the list! Good thing I brought the pot of medicine in from the kitchen so we can check what's wrong. Follow me, let's go check this out!"</i></p> <p>George moves further into the greenhouse behind some plants.</p>
Facility/Interface Requirements:	Catwalks for lighting & projection Smoke ventilation

Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (AF):	Misc. Plants and Foliage
Audio Hardware (AH):	Ambient Audio Hardware Video Projection/Audio Hardware
Audio Software (AFX):	Ambient Audio Software Video Projection/Audio Software
Graphics & Signage (GFX):	Peppermint plantsign Misc. Plant Signs
Mockups:	None
Projection Equipment (VHX):	Main projection System Greenhouse window projection System
Rockwork (RW):	None
Scenic Paint (SP):	Character paint
Show Action Equipment (SAE):	Rustling plants SAE
Show Controls (SC):	Show Control

Show Lighting (SL):	Show Lighting Greenhouse Character Lighting
Show Props & Dressings (SPAD):	Greenhouse tools
Show Sets (SS):	Planters/Plants
Special Effects (FX):	Smoke FX Mist FX Cold Air FX

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<u>Scene/Area:</u>	Scene 5 - Greenhouse/Shrink
<u>Description:</u>	<p>As you're moving you hear some clattering from a tool shelf hidden behind some plants.</p> <p><i>"Don't worry! I'm just grabbing a tool!"</i> George says from behind the plants.</p> <p>Your wagon moves you further along into the greenhouse. George, now holding a magnifying glass in his hand, states:</p> <p><i>"Oh no! The medicine has stopped boiling! I'm going to have to take a better look at this."</i></p> <p>He leans over pot holding the magnifying glass with an outstretched arm. A beam of sunlight just makes it through the frozen window, strikes the magnifying glass like a laser beam.</p> <p>Instantly, the pot rapidly begins to steam, overheat, boil, and then explode! You see the recipe splatter on the glass of the room as your wagon begins to keel and shake. You're suddenly disoriented by flashes of light and wind all around you.</p> <p>As you reorient yourself, you see that the plants have grown and are now towering over you, realising that the unfinished medicine made you so tiny that George can barely see you. The greenhouse plants you could easily see George through before have now grown many feet up from the ground and George appears to be peering down at you.</p> <p><i>"Oh no! The overheated medicine must have shrunk you down so small! Don't you worry I will get you all fixed up! Very fa-"</i></p> <p>George is cut off by a loud meow from Grandma's large and grumpy looking cat on the planting table behind him.</p> <p>George says, <i>"Uh oh!!"</i> as you see the oversized cat</p>

	padding along the tabletop, eyeing you and beginning to crouch as though it's about to jump. Just as you see the cat pounce, your ride vehicle pulls you backwards and dodges quickly away.
Facility/Interface Requirements:	Catwalks for lighting & projection
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage(AF):	Regular Greenhouse Plants Enlarged Greenhouse Plants
Audio Hardware (AH):	Tool clattering/Point Source Audio Hardware Ambient Audio Hardware Video Projection/Audio Hardware
Audio Software (AFX):	Tool clattering/Point Source Audio Software Ambient Audio Software Video Projection/Audio Software
Graphics & Signage (GFX):	Misc. Show Signage
Mockups:	None
Projection Equipment (VHX):	Dome Screen George/Cat projection System
Rockwork (RW):	None

Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting
Show Props & Dressings (SPAD):	None
Show Sets (SS):	Greenhouse Furnishings
Special Effects (FX):	Shrinking Room FX

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<u>Scene/Area:</u>	Scene 6 A,B, & C - Cat Chase
<u>Description:</u>	<p>You spin around to face forward; as you're zooming away you pass large blades of grass, oversized toys, and some huge, discarded yard tools pass you by. You can hear the cat running behind you, closing in fast! You try to make an escape but are blocked by a giant soccer ball on a screen in the alcove, you move backwards in the other direction but again you find your path blocked on another screen, but this time by a sand pail. You enter into a dark shed through a crack in the wall boards. You are underneath a shelf inside the shed, and on the screen just ahead, you can just see the opposing wall of the shed with a sliver of a crack in the paneling.</p> <p>Just as you start to feel safe, a massive cat paw breaks through the crack trying to catch you. You can feel the air as the paw has a few near misses. Your vehicle dodges back, forth, and side to side trying not to be grabbed. Just before the cat paw snatches you, a yeowl is heard from the cat as it is seemingly dragged backwards by George, saving you. You hear George lecturing the cat and then calling for you "<i>Neighbors? Are you in there?</i>"</p>
<u>Facility/Interface Requirements:</u>	Catwalks for lighting & projection
<u>Landscaping/Hardscape:</u>	None

Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (AF):	Rustling Grass
Audio Hardware (AH):	Ambient Audio Hardware Cat Yowling/Point Source Audio Hardware Outdoor sounds/Audio Hardware
Audio Software (AFX):	Ambient Audio Software Cat Yowling/Point Source Audio Hardware Outdoor sounds/Audio Software
Graphics & Signage (GFX):	None
Mockups:	None
Projection Equipment (VHX):	3 Projection Screens/Equipment
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	Rustling Grass SAE
Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting

Show Props & Dressings (SPAD):	None
Show Sets (SS):	Oversized Mouse trap Oversized Cleaner Oversizes Shelving Misc. oversized under shelf props
Special Effects (FX):	Moving air FX

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<u>Scene/Area:</u>	Scene 7 - The Shed
<u>Description:</u>	<p>You move out from underneath the shelf into the open shed. You can see massive blades of grass through a crack in the wall boards. A can of brown paint sits at the bottom of the shed's Dutch door. Through the open top half of the door you see the image of George peering down at you, holding the angry, squirming cat and George notices the can of brown paint. He says,</p> <p style="text-align: center;"><i>"Oh! I remember now! Brown paint is the final ingredient!"</i></p> <p>He bends over the door and grabs the paint. Out of view, he puts down the cat and the paint and comes back up with the plant mister, now filled with a brown liquid.</p> <p style="text-align: center;"><i>"This should get you all fixed up!"</i></p> <p>You are misted with this new mixture. The wagon starts to shake and jostle again as lights begin to flash and pulse again. The wagon jerks forward and it pulls you out through another crack in the wall of the shed past the grass that was once so huge, but is now back to a more normal size.</p>
<u>Facility/Interface Requirements:</u>	Catwalk for lighting & projection
<u>Landscaping/Hardscape:</u>	None
<u>Animated Figures (FA):</u>	None

Animated Props (AP):	None
Artificial Foliage (AF):	None
Audio Hardware (AH):	Ambient Audio Hardware Video Projection/Audio Hardware
Audio Software (AFX):	Ambient Audio Software Video Projection/Audio Software
Graphics & Signage (GFX):	Misc. show Graphics Misc. paint cans graphics
Media Software (VFX):	George/Paint Projection Software
Mockups:	None
Projection Equipment (VHX):	Dome screen/equipment
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	Shrinking Grass
Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting

Show Props & Dressings (SPAD):	None
Show Sets (SS):	Oversized paint cans Oversized Shelving
Special Effects (FX):	Grow FX

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<u>Scene/Area:</u>	Scene 8 - Neighborhood Thank You
<u>Description:</u>	<p>Your ride vehicle scoots to a stop in front of the now normal sized shed in George's backyard. George is asking to make sure you're ok and is standing next to Grandma who is holding the cat. Reporters, and all of the town are smiling at you. George says,</p> <p><i>"Thank you Neighbours for your help in finding the missing ingredients! I don't know how on earth I would've figured this out without you here to help! I'm so excited that there are new friends for in the neighbourhood!"</i></p> <p>There are news crews trying to interview you and you can hear the broadcasters announcing the success of your assistance with George's completion of his Marvellous Medicine. Over the fray, you can hear George saying,</p> <p><i>"Neighbours, do you want to stay for dinner?! We can tidy up the kitchen and help mom with all of the washing up! Neighbours? Where are you going? No? You have to go home? Alright, maybe next time. Please come back and visit anytime you'd like!"</i></p> <p>The vehicle pulls you away from the hubbub and moves towards the unloading platform back in George's house.</p>
Facility/Interface Requirements:	Catwalk for lighting/projection

Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (FA):	Backyard Landscaping
Audio Hardware (AH):	Ambient Audio Hardware Video Projection/Point Source Audio Hardware
Audio Software (AFX):	Ambient Audio Software Video Projection/Point Source Audio Software
Graphics & Signage (GFX):	None
Media Software (VFX):	????
Mockups:	None
Projection Equipment (VHX):	Large Wide Screen/equipment
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None

Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting
Show Props & Dressings (SPAD):	Misc. SPAD
Show Sets (SS):	George's Backyard
Special Effects (FX):	None

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<u>Scene/Area:</u>	Unload Station - Garage
<u>Description:</u>	Your vehicle parks itself in George's garage and you unload. You exit through a similar garage to the one you walked through in the queue, but the old newspapers and articles about the lack of medicine are now all covered up by ones praising the newest neighbors for their help.
<u>Facility/Interface Requirements:</u>	Unload railing
<u>Landscaping/Hardscape:</u>	None
<u>Animated Figures (FA):</u>	None
<u>Animated Props (AP):</u>	None
<u>Audio Hardware (AH):</u>	Unload spiel/Audio Hardware
<u>Audio Software (AFX):</u>	Unload spiel/Audio Software
<u>Graphics & Signage (GFX):</u>	Operational signage Newspapers - new stories

Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Show Control
Show Lighting (SL):	Show Lighting Garage Character Lighting
Show Props & Dressings (SPAD):	Misc. SPAD Newspapers
Show Sets (SS):	Garage Interior
Special Effects (FX):	None