

**Story Concept:** On their way back to headquarters, three space explorers have to make an emergency landing on a nearby planet after their spaceship malfunctions. They venture through the dense forest of the planet searching for resources to fix their ship while discovering alien creatures and technology along the way.

**Story Structure:** Big-Small-Big. Opening up with a big opening scene and introduction to the huge world the guests are about to explore, then small moments between the different areas of the planet, and then a big finale moment at the end.

**Treatment:** Three space explorers are making their way back to headquarters:

- 4C3 (Ace) the confident leader and pilot. More than anything 4C3 wants to make a name for himself, occasionally causing him to care more about his reputation rather than the state of the crew and mission. The other members think he's too carefree and full of himself, but 4C3 ultimately means well.
- 80B (Bob) the careful scientist and the newest member of the team. He documents the crew's adventures and all the different alien species they encounter. Being the team newbie, the other members don't take 80B very seriously but he wants to prove himself to them. Even though he can be overly cautious, he overcomes his fears and acts like a hero when he needs to.
- 20R4 (Cora) the hardy engineer. Forced into the space exploration life at a young age, 20R4 is the most experienced one of the group. The other members find her a little intimidating and too serious but despite her tough exterior she cares about them a lot.

Before they can make it to base, their spaceship malfunctions and they're forced to make an emergency landing on a nearby planet. The planet and everything on it is the land of the world. The explorers venture through the world looking for resources to escape: fuel, ship parts, and a communication signal.

The planet used to be an alien vacation resort but has been abandoned. The technology that was left behind has altered life on the planet too, turning the plants and animals into strange robotic-organic amalgamates. The explorers have to make contact and interact with these plants and animals on their adventure, with some wanting to kill and eat them while others are more helpful.

There are also robots that used to run the resort that have been reactivated by the team. Any structures along the way look futuristic but have been overgrown. For example, a food stall run by a “reactivated robot” will look like it’s made from alien materials but will also look worn down and have vines, mushrooms and moss growing on it to give that abandoned look.

The guests are considered fellow space explorers that have traveled with the crew. For story scale it’s an active plot and the guests have to both “explore something” and “find something.” They’re exploring, discovering new things and helping find resources with the other explorers.

At the beginning, a projection or presentation explains the basic overview of the story (space explorers that had to make an emergency landing) but for people who want to know more, there are notes or clues left by 80B around the land that give more information about the planet. Things that might be in the notes are: how exploring the planet has been for the main three, more information about plants and animals and insight into the mysterious past of the abandoned vacation resort.