

Ocean Commotion: An Undersea Adventure!

TREATMENT – TECWS

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OBJECTIVE

To create an aquarium based, family-friendly attraction that is thrilling and educational.

LOCATION / CLIENT

Aquarium

CONCEPT

Come face to fish and embark on an underwater mission to save the sea!

After a breakthrough invention allows aquatic life and humans to communicate, sea creatures recruit us to investigate an unknown force wreaking havoc in the big blue. With a great seahorse detective as our guide, we behold the troubled state of our ocean and battle to protect its ecosystem – learning a few things along the way!

STORY

Queue: An Ordinary Tour

Surrounded by the tanks and technology of the Aquarium's impressive backstage, we await our exclusive VIP tour, guided by the Aquarium's very own FINTERNS!

Pre-Show: A Call to Adventure

In groups, we enter the Ocean Observation Lounge, where we see marine life in their natural habitat. Gathering us around a peculiar set up, the Fintern shares a surprise announcement. For the first time ever, the Fintern Team is ready to test their newest INVENTION – a groundbreaking device destined to change how we study the ocean forever. After a rousing group countdown, the Fintern steps up to the revolutionary contraption and throws the switch! With bells, whistles, and blinking lights, the mysterious machine revs up to a blinding... break down. The unit goes dark and still. Frantic, the Fintern rushes to fix the device but ends up receiving a puff of smoke directly to the face.

Temporarily blinded, the Fintern apologizes and radios their team as they quickly step out of the lounge. However, something has changed. With the Fintern's first word, the colorful, cartoony fish stop in their tracks. They stare at us in awe. Once the Fintern leaves, we hear whispers of excitement and confusion grow louder and louder. Suddenly, the frazzled fish part like curtains, and, out of the blue, comes a no-nonsense SEAHORSE donning a detective hat. With an Australian accent, this pot-bellied P.I. called SHORELOCK tests the waters with a simple question.

SHORELOCK

Hello? Do you understand me?

FISH

Aye!

SHORELOCK

Oy! Not you all! The HUMANS. Humans, if you understand me, raise your fin – like this!

Though Shorelock has but one small dorsal fin on his back, we recognize his example gesture and raise our hands. The fish immediately break out in excitement.

SHORELOCK

Crikey! The rumors are true. You CAN understand me! This is new...

Shock sets in as we all realize that this unusual machine is not a failure, but a fully functioning communication device. We can now speak to sea life and, more importantly, SEA LIFE CAN SPEAK TO US!

Shorelock continues to interrogate us on our newfound ability to communicate with an intense game of “Shorelock Says.” Realizing an opportunity, Shorelock abruptly swims forward and briefs us on his city’s current struggles. The ocean, once colorful and bright, is now dark and dreary, and the waters grow more and more dangerous by the minute. Fish are hurt, sick, and missing... and no one knows why. But Shorelock has an idea! Fish to face, he recruits us to assist in his underwater investigation and help put a stop to the big blue’s big problems.

Shorelock prompts us to board the Aquarium’s MINI SUBMARINES as he highlights their state-of-the-art capabilities: speed, lights, a robot suction claw, OH MY! Since we don’t exactly have permission, he urges us to act natural, so no nearby Finterns question us. Wishing us luck, Shorelock says he’ll meet us at the submarines. A side door opens, and we embark on our new journey.

Load: Aye Aye, Captain

Out of the lounge and into the glass bottom loading area, we make our way to the submarines as the fish beneath us chatter in anticipation. Once we’re aboard, Shorelock finds a way into the vehicle, inhabiting a diving helmet at the front. Messing about the submarine, he starts the engine, declares himself Captain Private Detective Shorelock, and gives us an impassioned safety spiel.

Beat 1: Dive In

Diving right in, we plunge underwater and voyage down to Shorelock's city, dodging damage and debris on the way. It is clear that the ocean's beauty is dwindling, but not yet lost, for the wonders of the sea still sparkle as we pass by.

Beat 2: Doctor's Orders

Upon arrival, we witness a line of struggling sea creatures outside the local E.R. (Emergency Reef). There, DR. KELP, a sturgeon fish in medical gear, questions our whereabouts. To ease the doctor's confusion, Shorelock explains our mission – We are here to help find the missing fish and destroy the source of all this trouble! Filled with worry, Dr. Kelp begs everyone to be safe just as we hear a call for help in the distance.

Beat 3: To the Rescue

We zoom towards the desperate cry and find countless creatures in need of rescue – turtles with their faces stuck in cans, fish trapped in plastic bags, and hermit crabs with trash weighing them down. Tinkering with the submarine, Shorelock activates its claw-like ROBOT ARM.

With Shorelock's guidance, we suck the rubbish out of the water by pushing the FLASHING BUTTONS by our seats. We see our success as we watch the garbage dart through CLEAR TUBES on the ceiling of the submarine. The waste travels through the interior and lands in the submarine's back HATCH.

We sprint through the scene until all the victims are saved!

Beat 4: A Big Hunch

During the rescue, the creatures warn of an unknown monster that swirls with grotesque power and might. Fired up by the new lead, Shorelock hurries us to the deep, dark depths of the ocean – he has a fishy feeling this "monster" may be there. Suddenly, we hear a radio transmission. It's the Finterns! Questioning why we stole their subs, they demand our location; however, the connection quickly fizzles out. Unable to get back in contact, we move forward with our mission.

Beat 5: Murky Waters

On our way down, the waters grow dreary and dim, prompting Shorelock to switch on the maneuverable SEARCHLIGHTS. Located at each seat, these personal devices allow us to control a beam of light to gain more insight.

Shorelock struggles to find the correct setting as our lights flicker and change colors, revealing scenes of polluted ocean activities. At a steady speed, we spot a mother begging her uncontrolled child to stop eating rubbish, a clam salesman selling garbage, and an undersea party where fish are trapped in a never-ending conga line of plastic.

Wanting to help these sea creatures, Shorelock also figures out how to put the claw on autopilot, and we watch the arm do its thing.

Beat 6: The Oh No! Zone

Shorelock, still struggling with the system, accidentally turns off the lights. We float aimlessly in PITCH-BLACK WATER until the lights flip back on, revealing a frightfully large SHARK! We come to a bubbling halt. Shorelock panics... but stops, as the typically fierce creature's face is hauntingly stunned. Shaken, scared, and scarred, the shark mutters unintelligible grief.

Right before our eyes, two plastic bags politely dance across the water, heading directly towards the shark. Just as a bag lightly brushes his skin, the shark intensely shrieks and swims away.

We absorb the moment until more bags whip by. Picking up speed, we follow the trash and swing out of the shark's cave. To our surprise, we see a dark, foreboding figure looming in the distance. We slow down and take in our first look at the fearsome monster. Pulled in by its current, we creep towards the spine-chilling glob.

Trying to stay calm, Shorelock urges us not to make a single peep. To our dismay, the silence quickly comes to an end as a transmission plays loudly from the radio. It's the Finterns! Disrupted by the noise, the barrage of darkness charges at us.

At high speeds, we twist and turn throughout the water, still pulled by the monster's current. Finding ourselves too close for comfort, we see that the unnerving mass is no monster at all... but a startled conglomeration of all the missing fish, trapped together by netting, plastic, and other pollution.

Regaining control, we soar about the sea as we attempt to free the frightened group from the overwhelming trash. We start to use our robot arm to collect the garbage; however, the plan backfires, and we scare the struggling fish even more.

In a frenzy, the group entangles us in a net of our own! The group then makes a sharp turn and throws us from the pull. Unable to steer or escape, we float aimlessly into the abyss.

Beat 7: See the Light

All hope feels lost... until we hear another radio transmission. It's the Finterns! They're looking for us in the ocean. Following Shorelock's orders, we wave our searchlights to help the Finterns find us. It works! The Finterns see the light and three submarines race towards us. With their robot arms, they break us free from the netting.

Beat 8: Sink or Swim

Drawn to our noise, the colossal cluster returns. We spring to action! Another high-speed battle commences as we work with the Finterns to free the fish. Following the fearless Finterns' leads, we fight the currents and swerve rubbish to get close to the massive mob. Each submarine uses

their claw to grab the net and pull back. In a climactic moment, the net breaks open! We all fly backward and watch the joyful fish swim free.

They cheer and rejoice as they swim home to see their friends and families.

Beat 9: Take Out the Trash

With the water already much calmer, we pull all the waste into our submarines. The only thing left to do is to take out the trash!

The Finterns, covered in garbage from the fantastic fight, tell us to meet them back at the Aquarium so we can officially get this waste out of the ocean! Thus, our journey home begins.

Beat 10: Homecoming Bash

On our way back, we see the previously affected fish now thriving in clean water. Music and glee fill the sea, as the fish community is once again happy and whole. In pure celebration, they cheer us on as we pass by. We reach the now empty Emergency Reef and bid a fond farewell to Shorelock. He tips his hat with the tip of his tail and tearfully thanks us for our help.

Unload: Resurface & Recycle

Back above water, we dock at the Aquarium's Recycling Center. Here, the happy Finterns celebrate a clean ocean and sort the journey's waste into proper categories with exciting technology. Our trash is unloaded onto a conveyor belt, and we exit our submarines to a round of applause.

On our way back to the main Aquarium, we make our way through a gift shop filled with sustainable products that reduce the use of plastic and other harmful materials!

Let's keep the sea celebrating!