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**SURVIVE THE DRIVE**

# **SEARCH PARTY SAFARI**

An Immersive Drive-Through Experience

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## OBJECTIVE

To create a thrilling and safe drive-through experience that utilizes a variety of theatrical mediums and can thrive in both a pandemic and post-pandemic world.



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# THE CONCEPT

## "VOLUNTEERS NEEDED!"

In the wake of a devastating, radioactive hurricane, The Wildlife Protection Unit is enlisting Volunteers to help identify surviving species. Due to the storm's merciless destruction, no unit vehicle was spared, requiring all Volunteers to drive their own cars. Led through the search areas by an eccentric Guide, Volunteers soon realize that this unnatural disaster did not lead to species extinction, but a dangerous transformation, placing the Volunteers in a survival saga of their own.

# The Details

## RIDE PATH REQUIREMENTS

Guests must be able to easily drive onto the ride belt (think car wash). The path must support and safely lock in any type of car without fail. The ride path also must support multiple cycles of the experience seamlessly. If there should be an abrupt stop, Cars must be able to be unlocked so that Guests can drive to an emergency exit.

## LIVE ACTORS & CAR COMMUNICATION

SPS utilizes live actors, both onstage and off. The Car Guides are different per cycle, while the other roles keep the same performers per shift. Communication takes place over advanced "walkie talkies." These devices allow the Car Guide to encourage communication between cars and to mute the Guests when needed.

## PUPPETEERS

This experience involves dangerous, radioactive creatures that are portrayed through full-body puppetry. The hurricane transformed the animals both physically and mentally. They are stronger, larger, and ready to attack. These animals include deer, panthers, bears, and more!

## TECHNICAL SPECTACLE

Utilizing lighting, sound, scent, projection, and other special effects, Search Party Safari is a technical marvel as much as it is a thrilling drive-through adventure.

# PRE-RIDE CHECK IN

## MEET YOUR GUIDE

On time for their late-night launch, Volunteers steer their way to the check-in booth, passing detailed signage and the storm's glowing destruction. Once there, Volunteers are greeted by a SEARCH PARTY CAR GUIDE, who hands the Drivers a walkie talkie and a species packet. Additional Wildlife Protection STAFF then assists in loading and locking the cars onto the ride path to ensure the vehicles are safely controlled.

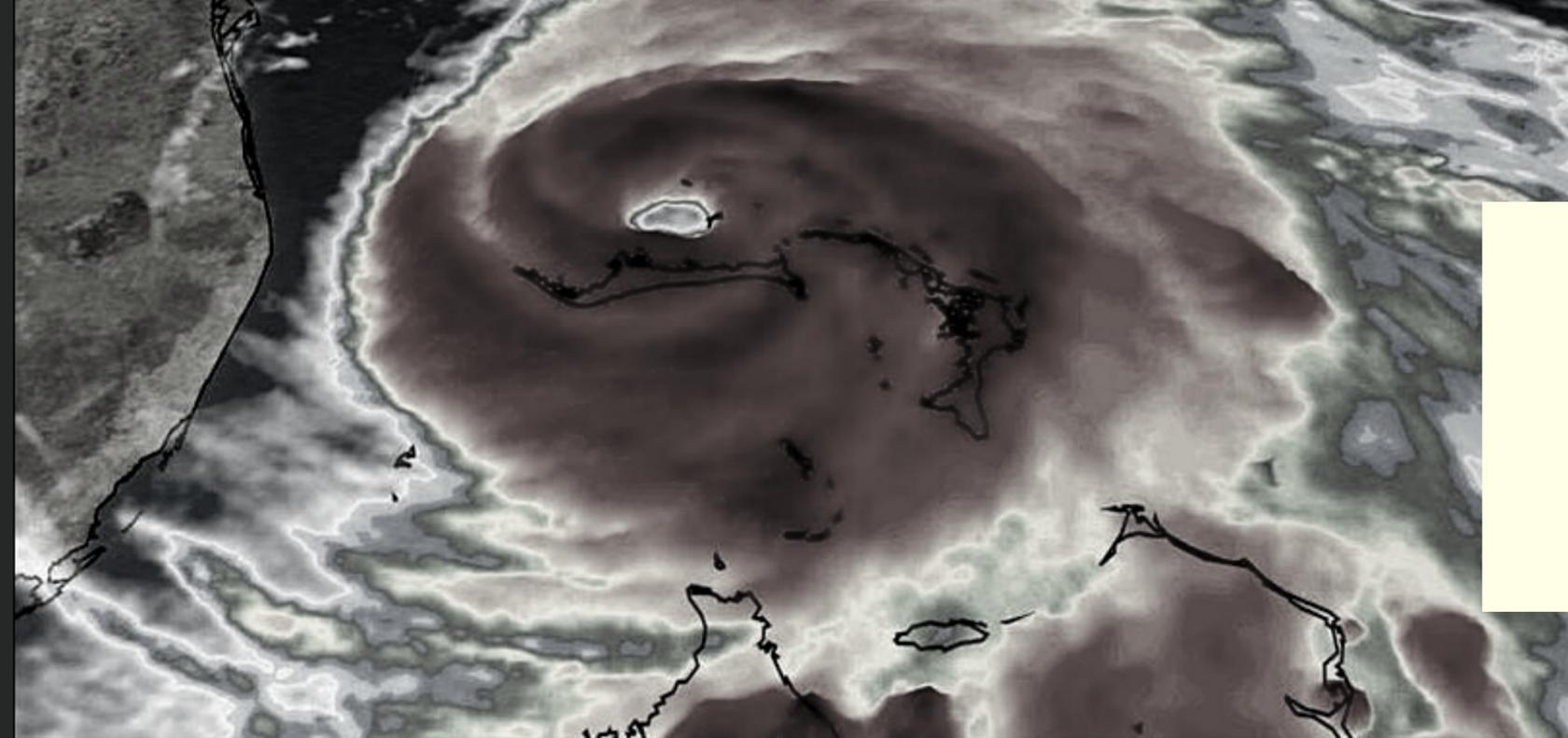
Once everything is distributed, the first time Car Guide gives an eccentric introduction as they walk the car line. Via walkie talkie, the Car Guide explains that they will be leading the search party and will be in communication with everyone every step of the way.

A green light prompts the Car Guide to jump into their make-do vehicle at the front of the line. After sounding the horn, the Car Guide confesses that their car can only go up to 10 miles per hour... "but that shouldn't be an issue!" With that, the search for surviving species begins!



# SCENE 1: ADVENTURE PREP

Surrounded by fallen trees, torn up trash, and caution tape, Volunteers are led to the Prep Projection Screen. After having everyone introduce themselves, the Car Guide stumbles through a presentation explaining the hurricane and the WPU search mission. The Car Guide also introduces the Air and Ground Volunteer Guides on screen and takes time to answer any questions. However, the Q&A session is quickly cut short by the sudden sound of intense rustling.



# SCENE 2: INTO THE WILD

Headlights on, the cars enter the dark and devastated woods. The smell of crisp outdoor air underscores the scene's stark, foreboding silence. With no action in sight, the Car Guide whimpers their disappointment over the walkie talkie, only to be interrupted by the rustling's return. Growing more and more aggressive, the movement is finally revealed to be the **GROUND VOLUNTEER GUIDE** – with no volunteers.

Upon first sight, the Car Guide yells to this lone ranger, questioning his whereabouts, tattered clothes, and the red glowing eyes creeping closer and closer behind him. The Ground Guide is in a unresponsive haze until he is gruesomely attacked by a red-eyed, panther-like creature.

# SCENE 3: DEER IN HEADLIGHTS

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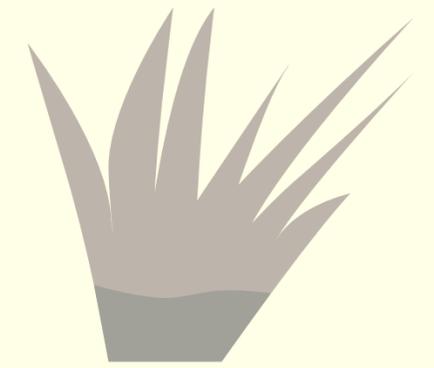
Taken aback by the red-eyed violence, the Car Guide quickly evacuates the scene, justifying the event with a sad reminder that “wild attacks do happen.” After reporting the incident to Headquarters, the Car Guide invites the Group to help identify the creature, as it does not fit a species guide profile. After a beat, two baby deer-like creatures (who also have red eyes) appear and play within view. Gawking at the cuteness, the Car Guide does not notice the towering antlers that loom in the shadows. In a swift and shocking jump, the herd of giant, red-eyed deer attack the cars.

Using their horn to scare the creatures away, the Car Guide attempts to escape, but the path is now blocked by the vicious beasts, forcing the Group to go off the proper path.



# SCENE 4: OFF THE PATH

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Now encased by tall grass, the Car Guide orders everyone to turn off their headlights and stay quiet. After realizing the walkie talkies are out of range from Headquarters, the Car Guide desperately launches a red firework distress signal. This spark backfires, as a swarm of glowing, red-eyes reveal themselves within the grass. All at once, species of all kinds start charging the cars, clawing at windows, and climbing on windshields. Unable to leave the signal point, the cars are forced to stay and endure the ambush. Suddenly, strong gusts of wind consume the scene as a helicopter's roar gives Volunteers a glimpse of hope. A bright searchlight weaves through the foliage as the Car Guide tells Volunteers to flash their headlights to signal their location.

Spotted and in range with the helicopter's radio, the Group is now directed by the AIR VOLUNTEER GUIDE. She has caught on to the animals' radioactive transformation and explains the danger to the Volunteers,..for the animals are now bloodthirsty and out to kill. She prompts the Group to follow her light and get back on the path, as the emergency fence will engage in 15 seconds.



## SCENE 5: A NEW SURVIVAL MISSION

An orchestrated sound of collective car horns scares the snarling beasts away and the cars follow the light. Chased by an army of red-laser eyes, the cars successfully make it back on the path, just before the emergency fence arises. The swift upwards motion of the fence triumphantly separates the cars and animals... but not for long.

All celebration ceases when a massive bear-like creature whips the fence back down. With the Air Guide unable to assist anymore, the Car Guide rises to the occasion, determined to get their Volunteers back home.

## SCENES 6 & 7: THE ROAD BACK

Accepting this new mission, the once foolish, now empowered Car Guide confidently weaves the Volunteers through the wild –both on and off the path. Met with a variety of radioactive animals, everyone must utilize their car features to escape these lethal creatures. Whether it be spraying the windshield with water or turning on hazard lights, the Car Guide must get creative with how they instruct everyone (in every seat) to evade the mutants.

## SCENE 8:

# THE FINAL CHALLENGE

With a stone wall exit structure now in sight, the Search Party moves towards their best (and last) chance at survival. Just before they can make it out, a deafening roar brings the cars to a halt. Appearing before the exit is the very same bear-like mutant that destroyed the fence mere minutes before. After failing to scare the beast away, the Car Guide makes the courageous decision to no longer fight behind the wheel. After telling everyone to stay in their vehicles, the brave Car Guide climbs through the sunroof, taunting the fiend away from the exit.

A mesmerizing battle between man and monster ensues. At the climax of the fight, the blundering wind returns as Volunteers hear a helicopter in the distance. Having just landed, the Air Guide runs to assist in combat. The Car Guide pleads with her to get in the car and get everyone out. She follows the instruction, thus leading the Volunteers to safety, but leaving them in the dark about the fate of their beloved Guide.

The Air Guide gets out of the car and drags a barrier in front of the exit. She runs down the car line to see how everyone is holding up. Worried about their Guide and friend, the Volunteers grab their walkie talkies and attempt to contact the Car Guide to no avail. Assuming the worst, everyone engages in a moment of silence that is broken by a figure jumping over the barrier. It is the Car Guide! Everyone breathes a sigh of relief and celebrates their survival. Everyone can make it home! Mission complete.

# Why Audiences Will Love Search Party Safari

## UNIVERSAL

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The horror genre has been a staple in themed experiences since the industry's beginnings.

Search Party Safari utilizes the genre's classic conventions while telling a compelling survival story in a fresh way.

The desire for survival is universal and timeless, creating a draw for people of all backgrounds.

## INTERACTIVE

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No Search Party Safari will ever be the same. Each Car Guide is sure to have a unique take on the role, and the walkie talkie communication between all cars ensures a different experience every time.

These exciting truths and the interactive car activities are sure to keep people coming back for more!

## SAFE

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A strong concern for safety led to the creation of Search Party Safari.

The experience is fully safe for everyone involved, as the party stays in their own vehicle the entire show, protected from any outside danger. The cars are safely locked into the ride path, protecting the audience and performers.

## SEASONAL

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Search Party Safari is intended to be a seasonal experience. This timeline not only allows for new storylines with every new season but also opportunities to have other stories on the track during offseason.

Holiday themed experiences and other dynamic stories can surface and add to the fun!

# PAST PROJECTS + WRITER BIO

WITH LINKS!



JOSH GAD FROZEN  
SING-ALONG SURPRISE

Script Writer



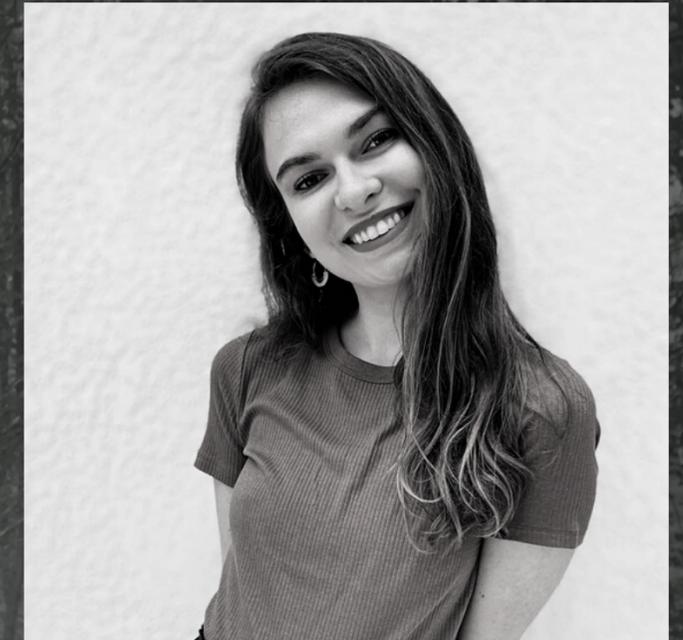
MONSTERS, INC. LAUGH  
FLOOR HOLIDAY SHOW

Joke Writer



VILLAINS AFTER HOURS  
2020 PIRATES OF THE  
CARIBBEAN OVERLAY

Treatment/ Live  
Dialogue Writer



**GRACE PERROTTA**

As an advocate for new work and innovative storytelling, my goal as a writer is to think beyond the typical and create experiences that are dynamic and exciting.

With this mentality, I have written for Disney Parks Live Entertainment, Disney Cruise Line, RWS Entertainment Group, & Countdown 2 Escape,

For more projects/writing samples check out [graceperrotta.com](https://graceperrotta.com)

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I Survived  
Search Party  
Safari!