

# MUSEUM OF MAGIC & ILLUSION

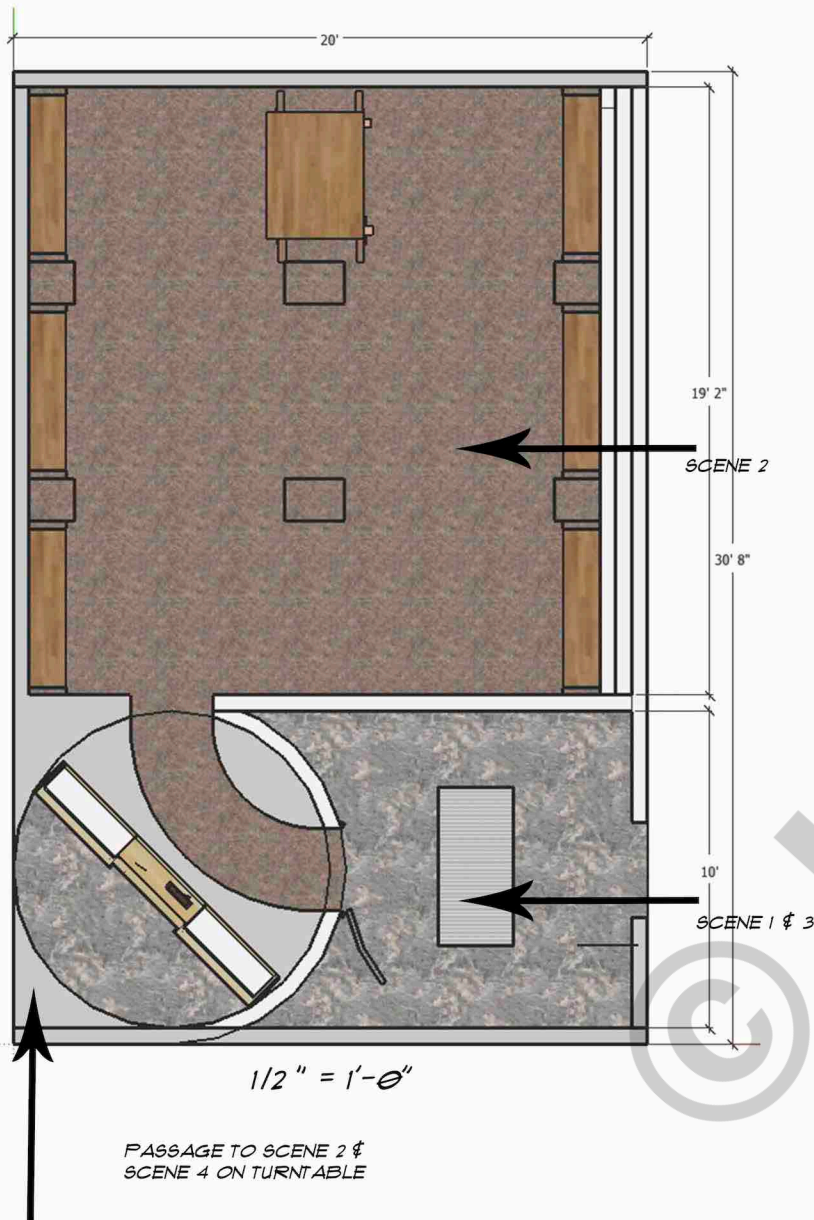
## WORLDWIDE ALLIANCE OF NOBLE DECEPTION

KIRA PRINCE

15 MINUTES

### BIG IDEA:

ASPIRING MEMBERS OF W.A.N.D. MUST USE THEIR KNOWLEDGE OF MAGIC AND PROVE THEIR WORTH TO FIND THEIR PLACE IN THIS PRESTIGIOUS AND SECRETIVE ORGANIZATION



### SCENE 1:

WE ENTER A DIMLY LIT OFFICE IN AN OBSCURE CORNER OF W.A.N.D.'S MUSEUM OF MAGIC AND ILLUSION. THE ROOM IS WARM, PANELED IN MAHOGONY ON NEARLY EVERY SURFACE. AT THE FAR END A DOOR WITH NO HANDLE OR VISIBLE LOCKS IS SET INTO A CONVEXLY CURVED WALL. ABOVE "SECRETUM SANCTUM" IS CARVED INTO THE ORNATE MOLDING. ON THE DESK IS A SINGLE LETTER AND A DECK OF CARDS. THE LETTER CONGRATULATES US FOR COMING THIS FAR - PLENTY OF MAGICIANS NEVER DO. IF WE WISH TO JOIN W.A.N.D. OUR MEMBERSHIP CARDS ARE WAITING FOR US IN THE SECRET SANCTUM. ALL WE HAVE TO DO IS FIND THEM. YOU HAVE ONE HOUR. IF YOU WISH TO PROCEED PICK A CARD...

WE USE VARIOUS CLUES HIDDEN WITHIN THE DESK TO FIND A SERIES OF COMPARTMENTS - EVENTUALLY LEADING TO A BUTTON THAT UNLOCKS THE DOOR. THE DOOR OPENS BY ITSELF REVEALING A NARROW STONE PASSAGE. CURVING OUT OF SIGHT.

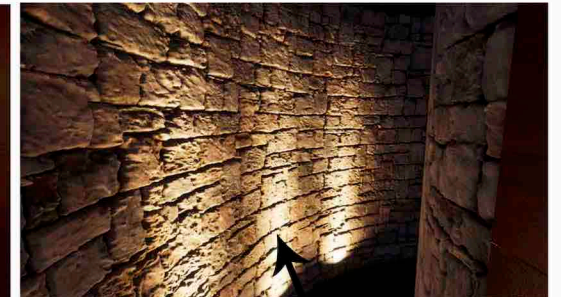


PUZZLE BOX DESK

DOOR IS LOCKED.  
HAS NO HANDLE



DOOR OPENS WHEN HIDDEN  
BUTTON IS PRESSED



SECRET PASSAGEWAY  
LIT FROM FLOOR

30 MINUTES

### SCENE 2:

WE FIND OURSELVES IN WHAT IS PRESUMABLY THE SECRET SANCTUM. BRICK ARCHES CURVE OVERHEAD AS WE ENTER THE CELLAR. THE AIR IS COOL AND THE ROOM LIT MOSTLY BY MOONLIGHT SHINING THROUGH SMALL GRIDDED WINDOWS CASTING SHADOWS ON THE WALLS. IT IS WHAT LOOKS TO BE A MAGICIAN'S WORKSHOP. VARIOUS PROPS ARE SCATTERED ABOUT THE ROOM AND ON SHELVES RECESSED INTO THE WALLS. EACH PROP IS A PUZZLE AND WE MUST USE "MAGIC LOGIC" TO SOLVE EACH. FOR EXAMPLE: PULL A RABBIT OUT OF A HAT AND PUT IT IN THE CAGE, OR PUT YOUR ARM IN A GUILLOTINE AND CHOP IT. EACH PUZZLE WILL GIVE A PORTION OF A RIDDLE THAT MUST BE ASSEMBLED.

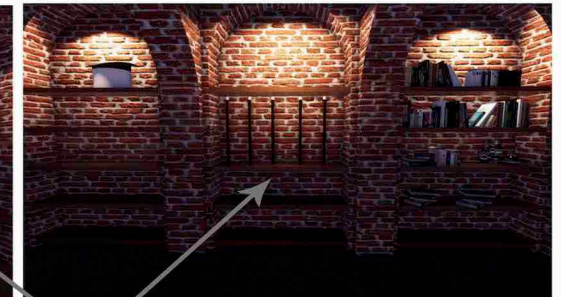
THE RIDDLE IS A POEM THAT SPEAKS TO THE ENIGMA OF MAGIC AND THE VALUE OF MYSTERY. ULTIMATELY WE MUST CHOOSE TO LIVE IN MYSTERY AND THE UNCOMFORTABLE FEELING OF NOT KNOWING ALL THE ANSWERS, RETURN TO THE OFFICE, AND SHUT THE DOOR - SYMBOLICALLY DEMONSTRATING OUR APPRECIATION OF THE VALUE OF A SECRET. AFTER ALL IT IS THE MYSTERY OF HOW A TRICK IS DONE, AND THE CHOOSING TO BE DECEIVED, TO NOT KNOW, THAT MAKES MAGIC MAGICAL.



RABBIT CAGE ON  
SAWHORSES



ARTIFICIAL MOONLIGHT  
BOXES



TRICKS/PROPS LINE WALLS

10 MINUTES

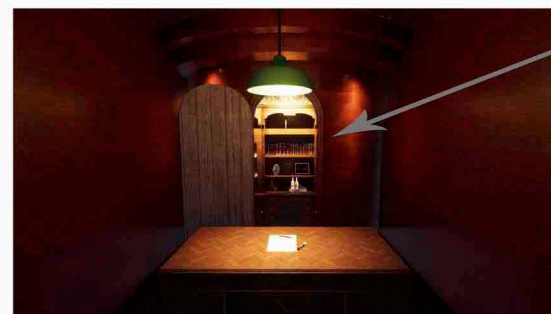
5 MINUTES

### SCENE 3:

AS SOON AS THE DOOR TO THE SANCTUM SHUTS, A WAND APPEARS IN THE ROOM. IF WE TAP THE WAND IN JUST THE RIGHT PLACE IN THE ROOM, A RING WITH ALL THE LETTERS OF THE ALPHABET APPEARS IN THE WALL WITH A HOLE NEAR THE EDGE. IF WE PLACE THE WAND IN THE HOLE WE GET A HANDLE WE CAN USE SIMILAR TO A ROTARY PHONE OR CRANK. THE LETTERS SPARKLE WHEN WE GET ONE RIGHT AND WE HEAR RUMBLING FROM BEHIND THE SANCTUM. WE SPELL ABRACADABRA.

### SCENE 4:

AT THAT MOMENT THE DOOR UNLATCHES AND REOPENS. BUT THE PASSAGEWAY HAS DISAPPEARED. IN ITS PLACE IS A SMALL ROOM WITH A LARGE BOOKCASE: THE TRUE SECRET SANCTUM. ON THE BOOKCASE IS A SMALL CONTAINER. IT'S LOCKED WITH A LOCK THAT SHOWS NUMBERS AND SUITS. WE CAN ENTER THE CARD WE ORIGINALLY PICKED AND IT WILL UNLOCK. IT. INSIDE WE FIND A LETTER CONGRATULATING US BY NAME AND CONTAINING OUR MEMBERSHIP CARDS. THEY ARE PRINTED ON THE SAME CARD WE CHOSE AT THE BEGINNING



DOOR REOPENS.  
SCENES ROTATE WHILE  
CLOSED

CONTAINER IS ONLY  
PROP GUESTS CAN  
INTERACT WITH



Proclaim miracles  
Witness deceit

Proclaim deception  
Witness joy

To put ruses behind you  
Shut puzzling away  
That is when magic occurs

For to dein to live in mystery is the greatest thrill of all.