

# NEOMERIA

The word "NEOMERIA" is rendered in a bubbly, 3D-style font. Each letter is a different color: N (orange), E (red), O (light green), M (light blue), E (red), R (light blue), I (light green), and A (orange). A white third-eye symbol is positioned above the letter 'O'. Red liquid is dripping down from the bottom of each letter, creating a macabre or occult aesthetic.

## **The Era of the New Moon**

*"When the US first sent astronauts to the moon, they could never have known what would be brought back."*

# Neomenia: The Era of the New Moon

After becoming an intern for the 1970 space exploration program, you discover a cult has infiltrated the program and transported an alien creature back to earth from the moon, believing it is a god. Now, the creature seeks to alter the minds and feast on the bodies of humanity.

The creature emits a pheromone that instills a hypnotic power over those who get too close. It fills their minds with vibrant, copacetic visions. Only once this trance is broken can one see the true carnage and destruction taking place.

Will you be able to resist the visions and escape the facility? Or will you succumb to the creature, ultimately ushering in the Era of the New Moon?





# The Queue: Entering the Base

You and your fellow interns approach government building surrounded by “No Trespassing” and “Warning” signs. Old box-style televisions are placed on scaffolding and play a welcome video to give you the lowdown on your new job description.

Occasionally, the training video cuts to static, and you can't be sure, but you think that you can see ominous figures and symbols in the distorted image.

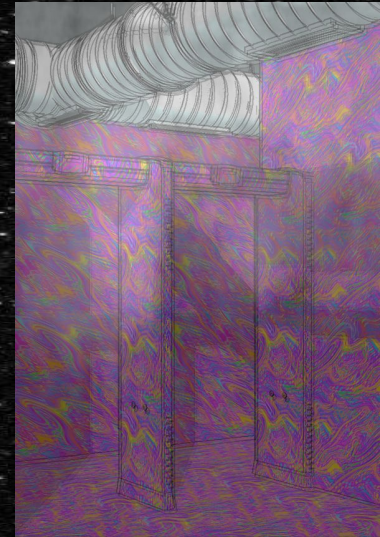
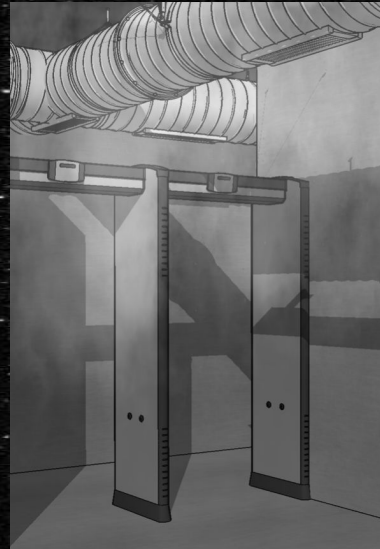




# A Sterilizing Welcome

Once inside the base, you pass through a metal detector as a crackling voice over the intercom commands you to "keep on steppin'" with both of your hands raised for decontamination. The lights continuously flicker and flash.

As you walk through, a mysterious "cleaner" substance (that distinctly smells like citrus) sprays at you from the HVAC units above. With each spray, the bleak walls of the room are suddenly illuminated with psychedelic flora as if the scent itself is putting you in a trippin' out trance....





# Conference Room Confusion

After your decontamination, you find yourself in a dilapidated conference room littered with broken furniture and air conditioning ducts. Soft disco music plays over the stereo system as government workers sit and stand among the wreckage in some sort of euphoric trance. When they notice you've joined them, they eagerly pounce, enthusiastically greeting you with "the power of the moon." Their faces seem distorted by disturbingly unhuman smiles.





# Control Room Chaos

Fazed by the employees, you flee into the surveillance room, which is also destroyed. Remarkably, the monitors and screens are still looking stellar. The screens flicker intermittently through images of the moon, absolute carnage, astronauts with a mysterious vessel, and sudden, shocking psychedelic visuals. Occasionally arms supernaturally claw through the screen, reaching for you! The effect is dizzying to the max.



Conceals hallway for  
jump scares through  
screens  
Dark cloth formed  
to organic shapes of  
retro TVs



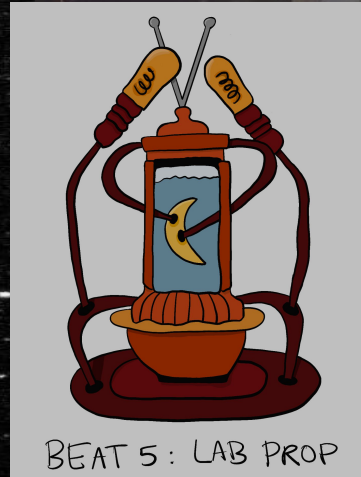
BEAT 4: CONTROL ROOM  
MONITOR PROP



# Research Gone Wrong

You stumble into the laboratory, filled with far-out scientific paraphernalia. Barrels of hazardous materials line the walls, marked with a crescent moon symbol. What kind of "science" happened here?

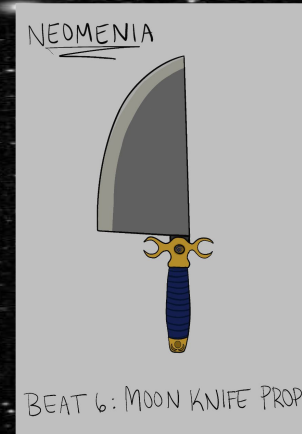
Scientists in hazmat suits lunge at you from behind the barrels, shrieking at you. "Don't go any farther! Don't breathe anything in! You have to get out!" Whoa.. why are they so bugged out?





# Bodies... Bodies Everywhere

Ignoring the scientists, you book it to the break room, where tripping employees are using the tables to flay and dismember corpses while eyeing you up for size. The sounds of breaking bones and ripping flesh are deafening. Above you, a shadowy figure with bony fingers and a hauntingly brilliant smile feasts on the mangled bodies. As you move closer to the creature, the same citrus scent from the sanitation room becomes more and more overpowering... and you find yourself pulled into a trance.





# The Portal

Now you *must* be trippin' as you enter a tunnel of stars. On either side of the tunnel, you see images of familiar places and people that suddenly shift and distort to grotesque pictures of carnage and horror.

Speaking of shifting, is the floor shifting under your feet? You see the same smiling face from the room before, but it illuminates to become disturbingly vibrant. It seems friendly... too friendly...

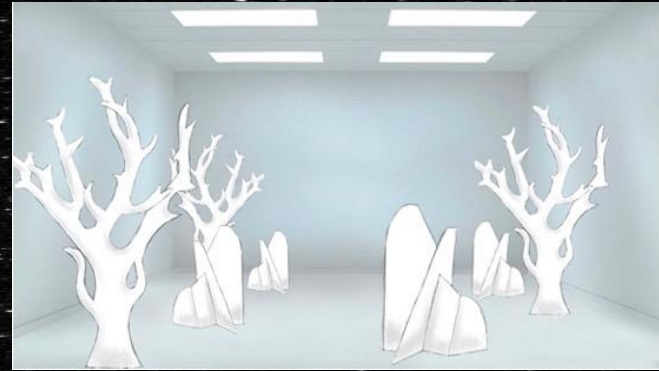
An unearthly voice calls out: "I am the future. I am the light. Join me and usher in the Era of the New Moon."





# The Creature Attacks!

You emerge from the dark tunnel to find a funky, unearthly landscape. It pulsates, shifting between dazzling and foreboding psychedelic visuals, mirroring the two faces of the creature you saw in the star tunnel. You can hear the same disco music from inside the facility, but now it's distorted and trippy. Something is wrong. The creature appears from behind every corner, trying to fake you out. Sometimes it is in its vibrant form and other times it is shadowy but each form is freaky deaky and terrifying.

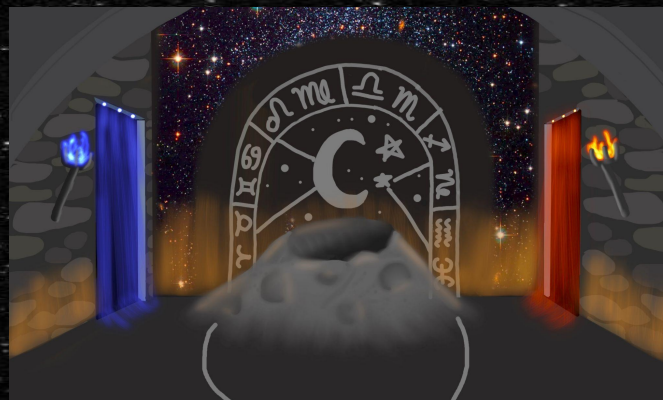
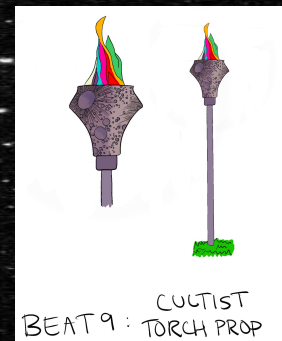




## Before the Throne [Choice Point]

You shake off your daze and emerge into a ceremonial chamber, coming face to face with the creature! The larger than life, creature fills the space, shifting between its friendly form, and revealing its true, even more horrifying face. The citrus scent is totally overwhelming. To your left, delusional employees beg you to join them while gesturing to a door encased in blue light. To your right, the scientists from the laboratory wave to you and yell that they've found an escape through a red door.

With the creature lunging ever closer, which exit will you choose?





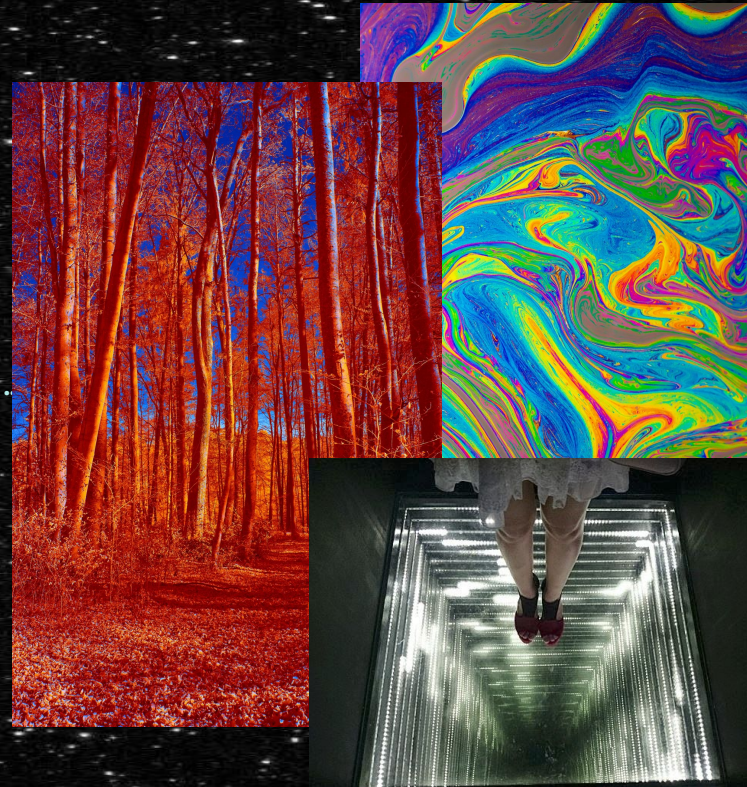
# The Trap!

If you follow the employees, you find yourself in a beautiful, peaceful grove of citrus trees that pulsate with light. The happy face of the creature appears and disappears above you. Joyous laughter surrounds you from every direction. You feel you must have made the correct choice.

Without warning, the lights cut to pure black, and with a blood curdling scream, the floor gives way beneath you to an infinite void. How far will you fall?

Just as suddenly, the grove is re-illuminated and you hear a voice boom: "Welcome to the Era of the New Moon."

Did you choose wrong? What would have happened had you chosen the other door?



<https://blogs.solidworks.com/tech/wp-content/uploads/sites/4/image-1-7.jpg>



# The Escape

If you follow the advice of the scientists, you skedaddle into a completely normal room with bare walls, save for a large video monitor. The monitor runs a news broadcast covering the mysterious disappearance of interns at the Space Exploration facility. Uh oh.

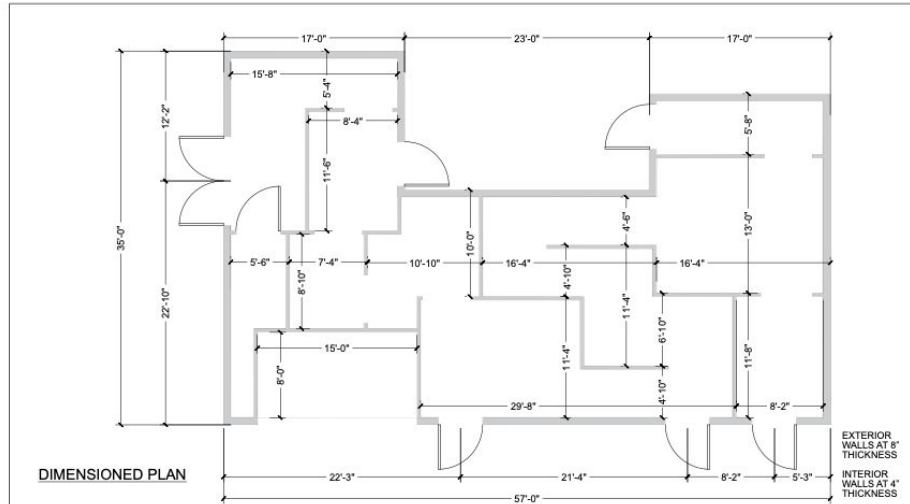
As you watch the screen, you see your own picture appear only to quickly distort with the familiar, uncanny grin of the tripping employees. You rush out, but can't help but wonder about the fate of those who chose the other door.

...should you go through Neomenia again?

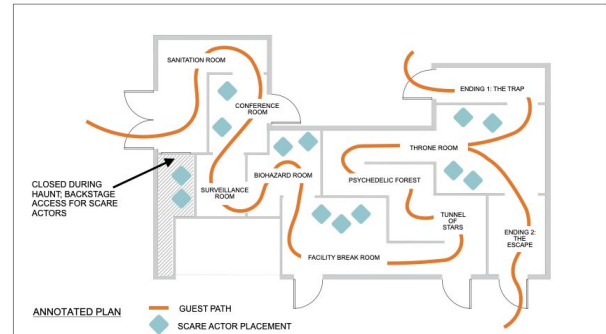




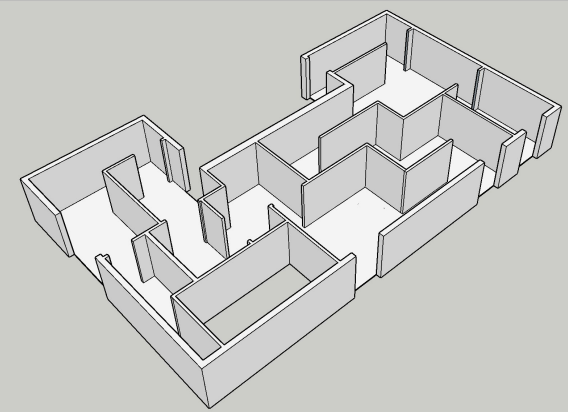
# Floorplan



DATE	CLIENT	TITLE	DESIGNER	SCALE	SHEET
MAY 13, 2022	HAUNT COMP 2022	NEOMENIA - ERA OF THE NEW MOON	TEAM 10	3/16" = 1'-0"	I-01



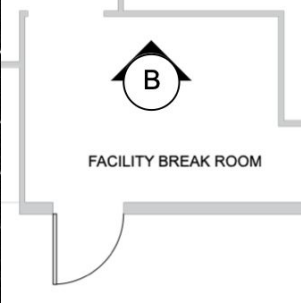
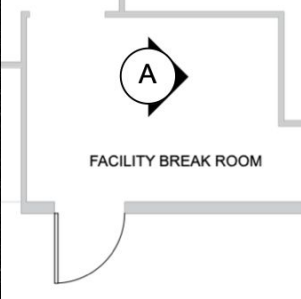
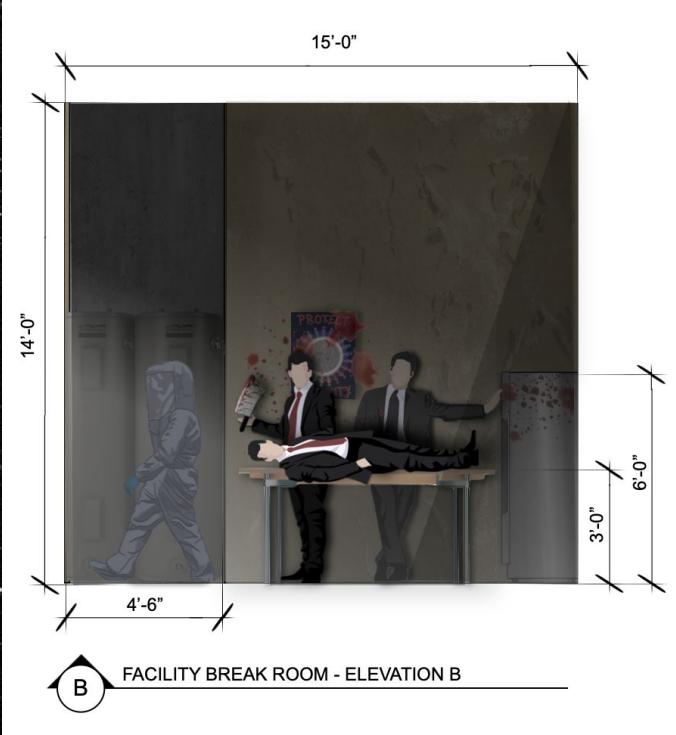
DATE	CLIENT	TITLE	DESIGNER	SCALE	SHEET
MAY 13, 2022	HAUNT COMP 2022	NEOMENIA - ERA OF THE NEW MOON	TEAM 10	3/16" = 1'-0"	I-02



ADA Compliant (403.5 Clearances): Narrowest Clearance at 4'-6"; 3D Model Sectioned at 7'-0" Above Finished Floor



# Sample Elevations

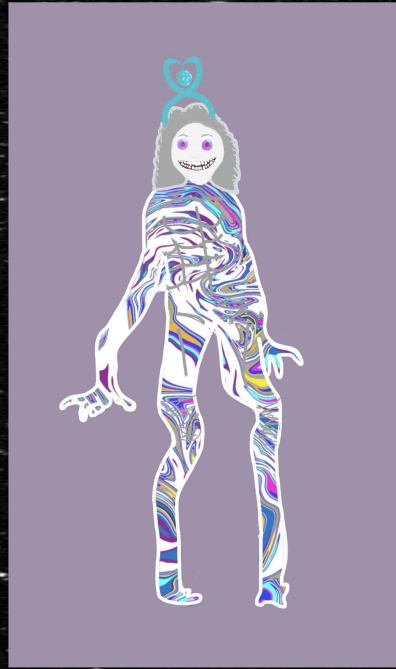




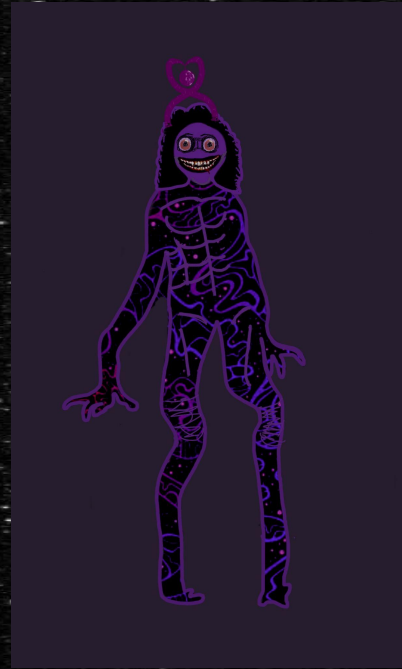
# The Creature - Character Design



Silhouette  
(Facility Break Room)



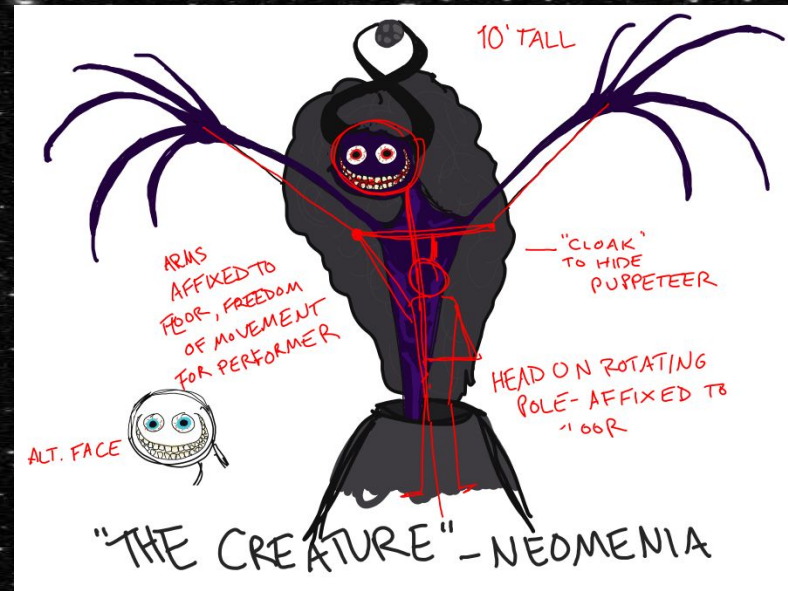
"The Light Side"



"The Dark Side"

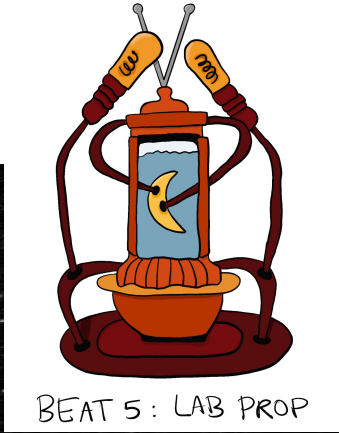


# The Creature - Puppet Design

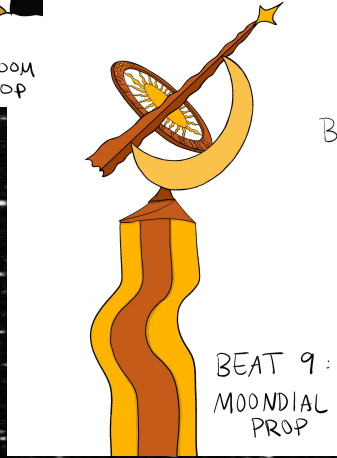




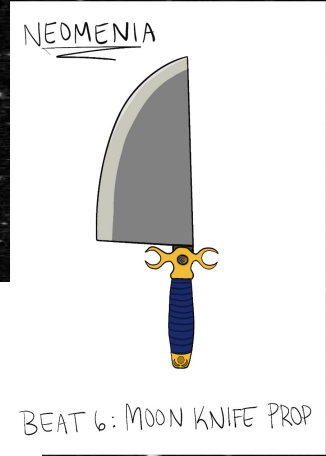
# Prop Design



BEAT 4: CONTROL ROOM  
MONITOR PROP



BEAT 9:  
MOONDIAL  
PROP





# Meet the Team



**Katie Almeda**

**Graphic and Visual  
Designer**



**Sarah Hicks**

**Project Manager  
& Show Writer**



**Rebecca Husk**

**Technical Director  
& Puppet Designer**



**Kim Mix**

**Props Director**



**Catherine Wilson**

**Interior Architect &  
Special Effects  
Designer**