



Exhibit Overview

Traveling exhibition produced by The Children's Museum of Indianapolis

For over five decades the members of Mystery Inc. have shown that through courage, teamwork, and ingenuity, even the toughest mysteries can be solved.





Exhibit Main Messages

- The mysteries of Scooby-Doo deliver laughter, thrills, and spooky fun that make supernatural sleuthing enjoyable for fans of all ages.
- The meddling kids, mysteries, monsters, and munchies of Scooby-Doo have captivated generations of kids and adults, encouraging them to share personal memories and favorite Scooby moments while creating new ones together.
- Together we can uncover the truth by combining our unique talents and skills to make careful observations, ask questions, and interpret clues.
- Working with our friends and teammates, we give each other courage to overcome our fears and seek the source of a mystery.

Target age: 5 to 8

Minimum 2,500 square feet

Participation fee (including rental and ops fee): \$90,000 plus inbound trucks

Exhibit virtual tour:

<https://my.matterport.com/show/?m=iL5KVnUeEMA>



Scooby- Doo Mansion Mayhem - 2500 sq. ft. Floor Plan

Scale: 3/16" = 1'-0"

Graveyard and Mansion Façade

STORYLINE

As visitors begin their exhibit journey they will learn why they were called to this mysterious mansion. A note left by the Mystery Inc. gang will explain that they have been invited to this run-down mansion to investigate a jewel-thieving ghost that has evaded the local police force. The note will reveal that the ghost was last seen entering this mansion. Visitors will be invited to join the Mystery Inc. team and come inside the mansion to search for clues alongside the gang. Summoning their courage, families will enter the exhibit ready to observe, ask questions, and interpret clues to help the Mystery Inc. gang crack the case!



Graveyard and Mansion Façade

SETTING

As families enter the exhibit, they will see a dim, moldering graveyard filled with tombs. In the corner of the cemetery families will see the a note from the Mystery Inc. gang that sets up the storyline of the exhibit. Humorous epitaphs on the gravestones will give some clues about the family that inhabits the mansion. Families can stop for a photo with a 2D cutout of the Mystery Machine.

Note: The Mystery Machine Vehicle does NOT travel with the exhibit; however it is able to be loaned from the WB Archives at venue's expense



Hall of Portraits Overview

MYSTERY INC. MEMBER

Daphne

KEY CHARACTER TRAITS

The Hall of Portraits area will highlight Daphne's key character traits and give families the opportunity to engage in interactives that help them practice and develop these same skills. Daphne's character traits include:

- Sociable
- Brave
- Fashion savvy



STORYLINE

Daphne has headed to the mansion's hall of portraits to use her people skills and knack for fashion to comb for clues hidden among pictures of the mansion's inhabitants past and present. Daphne will invite visitors to search the portraits alongside her. Visitors will discover a hidden safe behind one of the portraits that contains a note revealing the motive behind the villain's jewel thieving crimes. Daphne will also encourage families to be brave as they encounter a few spooky noises and effects. Using their sleuthing skills, families will discover the tricks the villain uses to create these illusions.



SETTING

A two-dimensional cutout of Daphne will welcome families to this area of the exhibit, and label copy in Daphne's voice will set up the storyline. Visitors will see walls covered with portraits in ornate frames. Portraits with eyes that appear to follow you, flickering lights, and additional environmental theming will add to the spooky feel of this exhibit area.



EASTER EGGS

Visitors who take their time to explore every nook of the hall of portraits will come across the following fun hidden items and details:

- Portraits with eyes that move or blink
- Clues or red herrings hidden behind portraits that hinge open

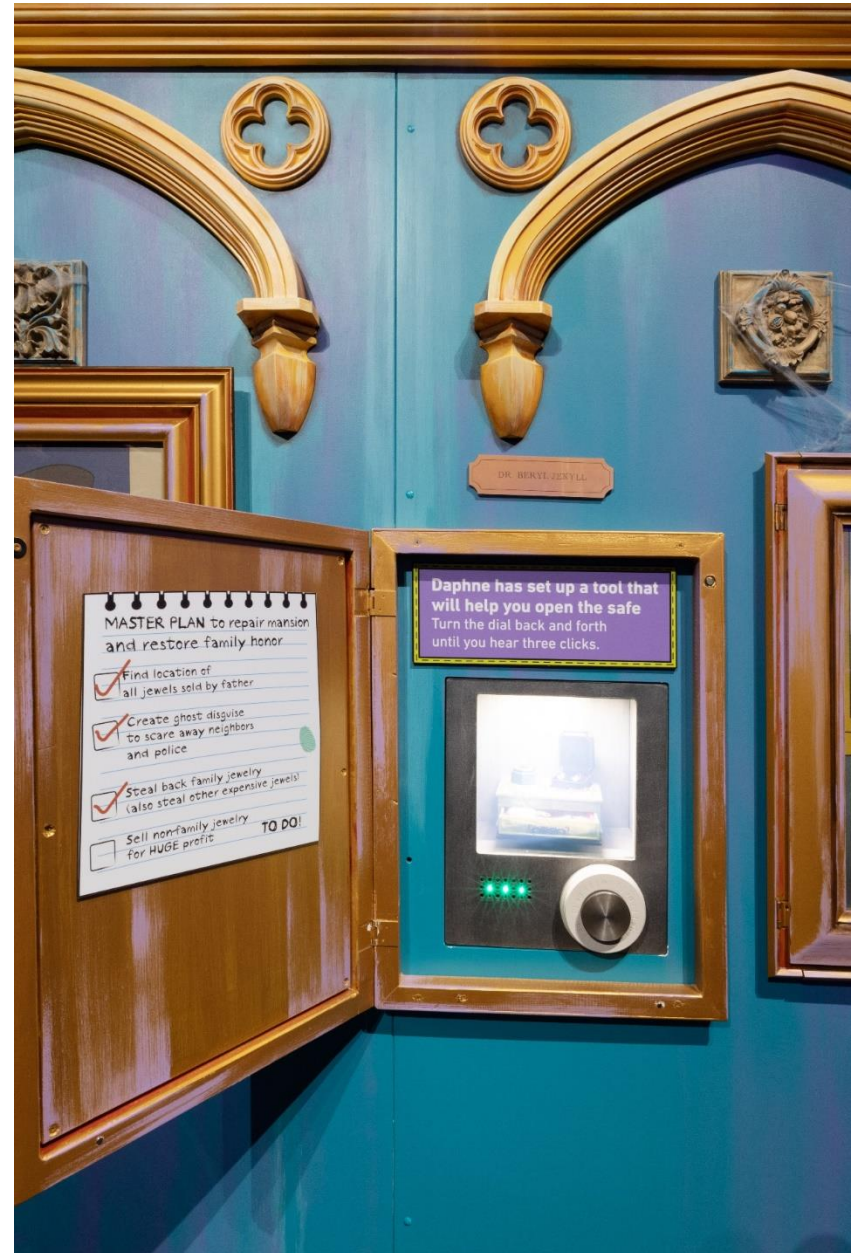
AREA INTERACTIVES

- **Hidden Safe** – visitors search behind portraits on the wall to find a hidden safe and open it to reveal stolen jewels and a note from the villain that reveals his motive for stealing jewels
- **Villain Control Panel** – visitors discover a control panel the villain uses to create spooky illusions using the view from security cameras. Then visitors take on the role of villain as they trigger effects.



HIDDEN SAFE INTERACTIVE

Visitors will uncover a hidden safe behind one of the portraits and open it to find a note that tells them the villain's motive for stealing jewels. As visitors explore the hall of portraits they will come across a wall filled with paintings of the various mansion's family members. Visitors will explore the fun reveals behind each portrait as they open and close them. One portrait will hinge open to reveal a safe hidden behind it. The safe will be hooked up to a hacking tool and visitors will turn the safe's dial until they hear three clicks to break the code and open the safe. Inside the safe, visitors will find some of the stolen jewels. Through a note behind one of the frames visitors will discover that the mansion's family used to be extremely wealthy, but made some bad investments which caused them to lose their fortune. In order to save the mansion they sold off precious family jewels. The villain is now hunting down the family jewels and stealing them back to restore his family's honor!



VILLAIN CONTROL PANEL INTERACTIVE

Visitors will discover a hidden control panel behind a wall in the hall of portraits and learn how the villain uses it to trigger different effects to create spooky illusions. The backside of the wall will be themed to look like a secret passageway the villain of the mansion would use to get around unseen. On the backside of the wall visitors will find a large control panel with different buttons, levers, and knobs situated next to a security camera. Visitors will take on the role of villain and use the control panel to trigger different spooky effects and see the results through camera.



Villain's Workshop Overview

MYSTERY INC. MEMBER

Fred

KEY CHARACTER TRAITS

The Villain's Tinkering Workshop area will highlight Fred's key character traits and give families the opportunity to engage in interactives that help them practice and develop these same skills. Fred's character traits include:

- Leader
- Expert trap builder/engineer
- Calm and collected



STORYLINE

After telling the gang to split up to look for clues, Fred came across some mysterious glowing footprints. He followed them and discovered a secret passage that led to the villain's laboratory and tinkering workshop. There Fred has gathered supplies to build a trap to catch the villain. Fred calls upon visitors to help him test it to make sure it is in working order. He also invites visitors to explore the villain's workshop to try and uncover additional clues to the villain's true identity.



SETTING

A two-dimensional cutout of Fred will welcome families to this area of the exhibit, and label copy in Fred's voice will set up the storyline. Visitors will see a set of mysterious glowing footprints that lead to a secret passage in the wall of the mansion. After visitors crawl through the passageway they will emerge in a dark, "damp" basement where the villain has set up his workshop and laboratory. Visitors will see tools and equipment set up on work tables that the villain uses to both create his illusions and inspect the jewels he has stolen. One wall of the workshop will be themed to look like a notice board covered in newspaper clippings, blueprints, sketches of jewels, and other items the villain has collected.



EASTER EGGS

Visitors who take their time to explore every nook of the villain's workshop will come across the following fun hidden items and details:

- Clues and fun story details hidden amongst the items pinned to the notice board
- One of Fred's trap drawings
- Test tubes and other laboratory equipment

AREA INTERACTIVES

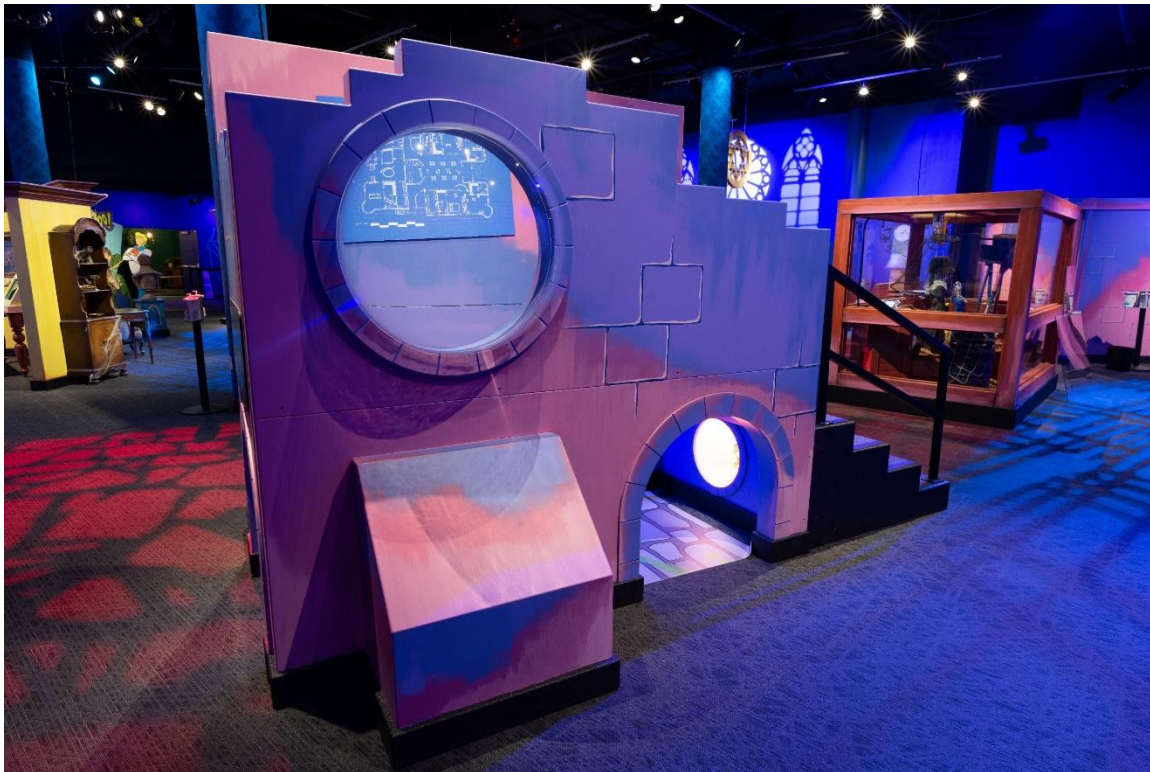
- **Secret Passageway Crawl** – visitors will follow glowing footprints to a secret passageway in the wall of the mansion and will crawl through the path emerging in the villain's workshop
- **Build A Trap** – visitors will manipulate three triggers to help Fred finish building a trap to catch the villain and test it out
- **Villain Tool Reveal** – visitors will search the villain's workbench and open crates to uncover different tools the villain uses to create his ghostly illusions

OBJECT DISPLAYS

Secret Passageway Reveals – Scooby-Doo toy vignettes visible through windows along the secret passageway crawl

SECRET PASSAGE CRAWL THROUGH INTERACTIVE

Visitors will discover the villain's hidden tinkering workshop by following a set of footprints to a secret passage hidden along one of the mansion walls. Visitors will see a hole in the wall that leads into the secret passageway. Lower light levels will help create a mysterious and hidden feel to the secret passageway. As visitors crawl along the passage they will discover fun details like a Scooby-Doo toy vignette. After crawling through the passage visitors will emerge in the villain's dark and "damp" basement workshop.



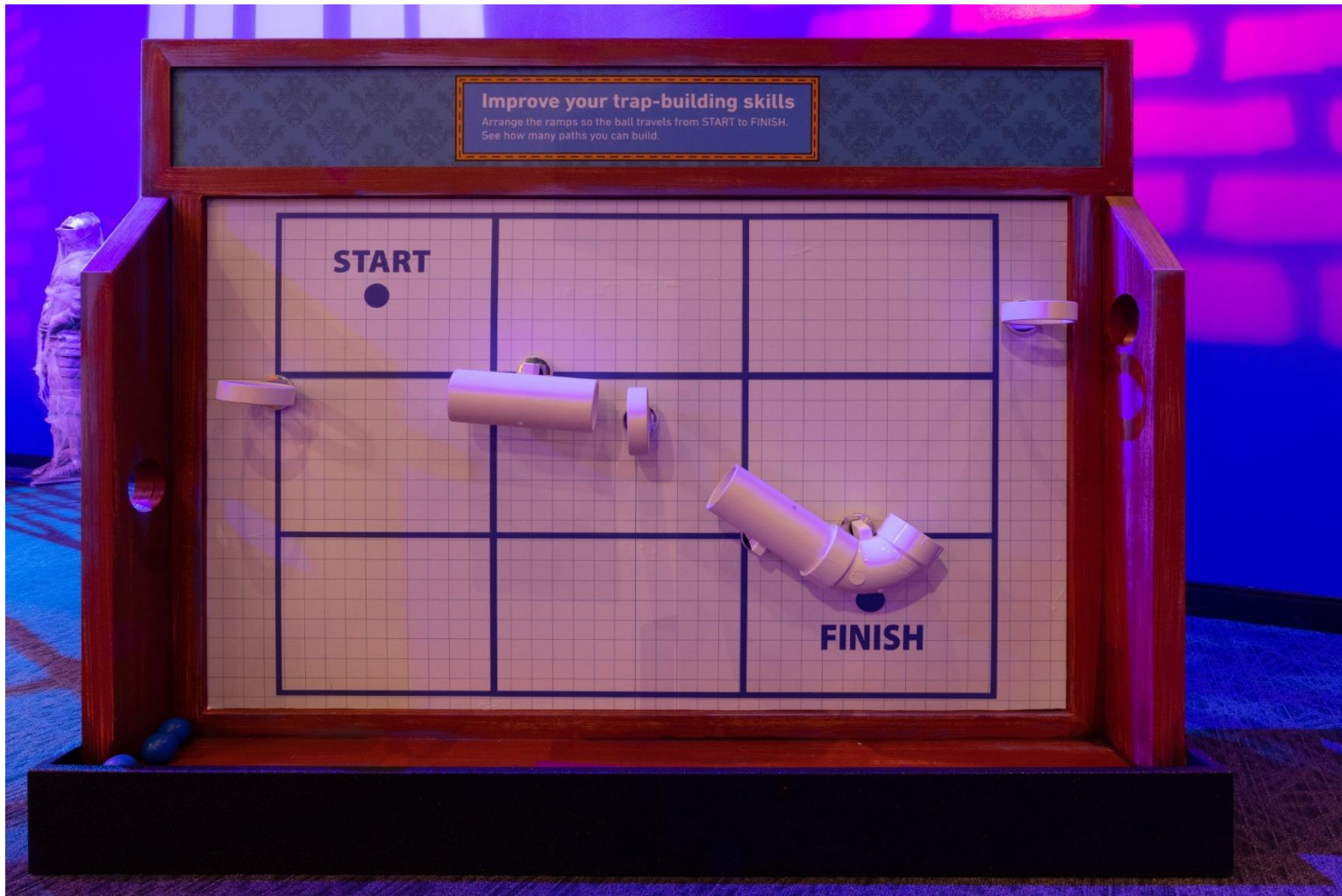
BUILD A TRAP INTERACTIVE

As visitors enter the villain's workshop they will immediately be drawn to a large contraption situated in one corner. Visitors will learn that Fred has begun using materials he found in the villain's workshop to build a trap to capture the ghost. He will call upon visitors to help him test the trap using a series of cranks, buttons, and levers. However, the actual trapping mechanism, a net falling on a dummy of the bad guy, will be situated behind Plexiglas where visitors cannot touch it. After successfully manipulating pieces visitors will activate the trap to see if they are successful in dropping a net on the dummy villain.



BUILD A TRAP INTERACTIVE – PRESCHOOL VERSION

Younger visitors will also be able to improve their trap building skills as they use various magnetic ramps and tubes to build a path that allows a ball to travel from START to FINISH along a magnetic wall. This interactive unit is double sided to allow for multiple children and families to experiment and work together as they build their pathways.



VILLAIN TOOL REVEAL INTERACTIVE

As visitors explore the villain's workshop they will follow another set of glowing footprints to a large desk and notice board holding all kinds of details about the villain and his crimes. Displays sitting on the desk will reveal tools that the villain has used to create some of his spooky illusions and steal jewelry. A notice board will be filled with fun details that relate to the villain and his crimes such as newspaper clippings reporting his jewelry heists, directions for mixing up glow in the dark paint, a vision board with pictures of jewels, etc. Visitors will open three crates on the desk that reveal tools the villain has used to create his ghostly persona. One crate will reveal suction cups the villain used to scale walls. Another will open to reveal oversized boots on sticks with glow in the dark paint dripping off the bottoms. The final crate reveals equipment the villain is using to create fake jewelry he can sell for more money!



Library & Music Room Overview

MYSTERY INC. CHARACTER

Velma

KEY CHARACTER TRAITS

The Library and Music Room will highlight Velma's key character traits and give families the opportunity to engage in interactives that help them practice and develop these same skills.

Velma's character traits include:

- Analytical
- Tech savvy
- Detail oriented



STORYLINE

Velma has headed to the mansion library and music room to do research and search for clues that will help Mystery Inc. crack the case of the jewel-thieving ghost. During her initial search of the room she collected a few clues and also noticed some strange green finger prints in a couple of locations, but then “*Jinkies!*” she lost her glasses! Since she can’t see anything without her glasses, Velma calls upon visitors to help finish her investigation by analyzing the clues she has found and taking a closer look at the mysterious green fingerprints by the room’s pipe organ.



SETTING

A two-dimensional cutout of Velma will welcome families to this area of the exhibit, and label copy in Velma's voice will set up the storyline. Visitors will see a dusty old gothic style library complete with a large bookcase, a broken down pipe organ, and a library desk holding Velma's clue analyzer and laptop. Additional ambient elements including candlesticks and cobwebs will add to the mysterious and eerie feel of the room.





Library & Music Room

EASTER EGGS

Visitors who take their time to explore every nook of the library and music room will come across the following fun hidden items and details:

- A drawer with Velma's iconic glasses that she has lost
- Books with clever titles (Scooby-Doo episode titles interspersed with "Jewelry Heist How To's")

AREA INTERACTIVES

- **Pipe Organ Puzzle** – visitors solve a musical puzzle to reveal stolen jewels
- **Clue Analyzer** – visitors scan and analyze clues Velma has found to create a "sketch" of the villain
- **Library Shelf Costume Reveal** – visitors find a marked book that they push or pull on to open a hidden reveal in the library shelf that holds the villain's ghost costume

PIPE ORGAN PUZZLE INTERACTIVE

As visitors make their way through the gothic style library and music room environment they will come across a full-size dusty and eerie looking pipe organ. Visitors will have to work together to use a color-coded piece of music to play a series of notes on the pipe organ's crumbling keys. Just like Velma, visitors will need to problem solve by pressing different keys and using both the sound the note makes, as well as the key color, to play the correct melody. When the notes are played in the correct sequence a secret compartment housing some of the jewels the villain has stolen will open.



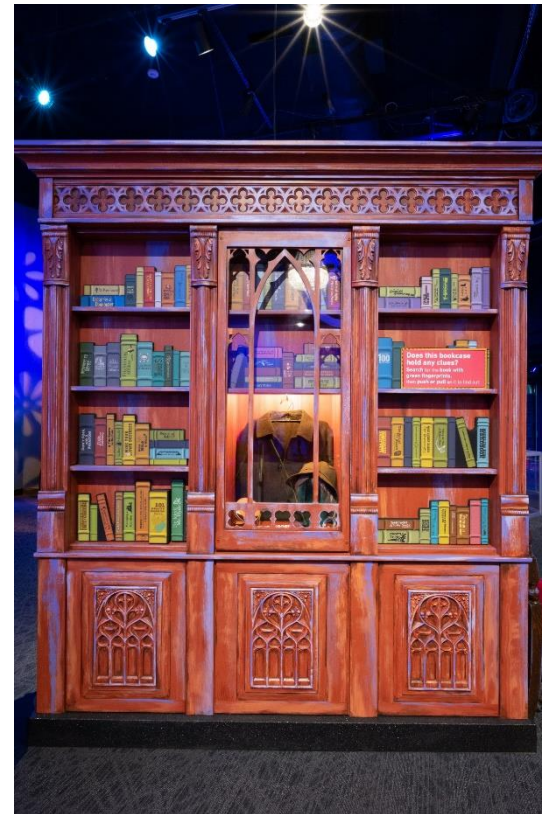
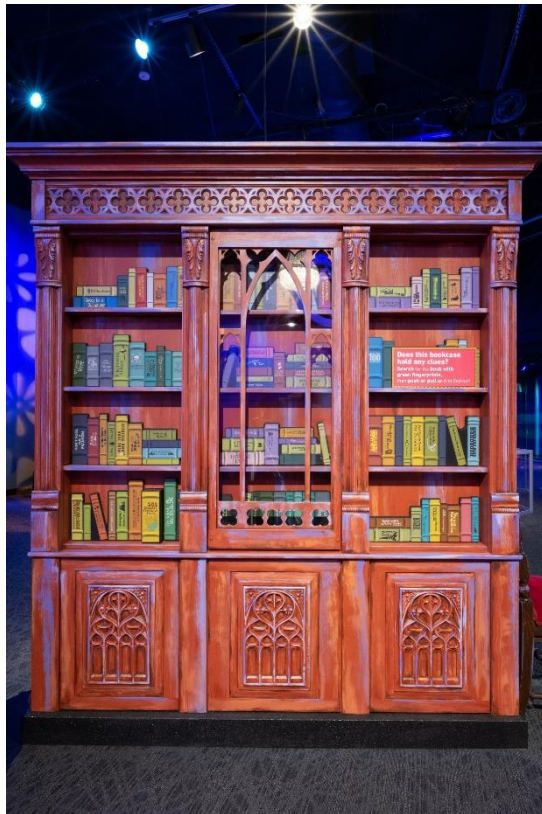
CLUE ANALYZER INTERACTIVE

Nestled into a corner of the library and music room visitor's will come across a desk where Velma has set up her high-tech clue analyzer. Inside the clue analyzer visitors will see a turntable with four clues that Velma has collected while investigating in the library. Visitors will scan the clues, get a readout on the screen, and be challenged to interpret the clues to create a "sketch" of the villain based on their findings. Once visitors complete their villain "sketch" they will get a chance to compare their findings against Mystery Inc.'s ultimate clue analyzer to see how close they got to Velma's analysis.



BOOKCASE REVEAL INTERACTIVE

As visitors make their way through the gothic themed library and music room they will come across a dusty old library shelf with cleverly titled books including the titles of past Scooby Doo episodes and humorous villain how-to guides (i.e. *Jewel Thieving 101*). Visitors will have to use their keen sense of observation, just like Velma, to find one of the books marked with green fingerprints. Visitors will push or pull on that book and activate a reveal to discover the villain's costume. Visitors will learn that the villain is not in fact a real ghost, but is just wearing a clever disguise!



Kitchen Overview

MYSTERY INC. CHARACTERS

Scooby and Shaggy

KEY CHARACTER TRAITS

The Kitchen will highlight these two characters' friendship, love of food, and humorous escapades. Families will also get a taste of the friendly competition between Scooby and Shaggy, which is usually related to who can eat more, when they engage in interactives that allow family members to compete head to head.



STORYLINE

Scooby and Shaggy were a little spooked by the haunted mansion so they headed to the kitchen to hide out and make themselves a snack. On their way to the kitchen, they ran straight into the ghost! Families will be invited to participate in an iconic Scooby-Doo chase sequence alongside Scooby and Shaggy. After successfully outrunning the ghost, families will join the duo in the kitchen to celebrate and prepare some well deserved snacks! Families with preschool-aged children will be especially drawn to this lighthearted area of the haunted mansion that features Mystery Inc.'s comedic duo.



SETTING

Using forced perspective, families will see what appears to be a long hallway just outside of the kitchen where they will participate in the chase sequence with digital versions of Scooby and Shaggy seen on a screen. After completing the chase, a two dimensional cutout of Shaggy will welcome visitors to the kitchen. He will congratulate them on outrunning the ghost, and encourage visitors to celebrate with a snack! Visitors will enter a Victorian style kitchen that includes a large hearth and 1920's style refrigerator. A long Victorian style dining table with Scooby at one end, cabinets, and a few spooky touches like cobwebs will add additional ambience to the kitchen.



EASTER EGGS

Visitors who take their time to explore every corner and cabinet in the kitchen will come across the following fun hidden items and details:

- Humorous Scooby and Shaggy recipes
- Memorabilia such as Scooby lunchboxes and Scooby snack related items inside kitchen cabinets.

AREA INTERACTIVES

- **Ghost Chase** – visitors must match various body positions to follow Scooby and Shaggy as they crash through walls to outrun the ghost of the mansion
- **Kitchen Pretend Play** – visitors create snacks for Scooby and Shaggy using pretend play food
- **Tallest Sandwich Competition** – visitors compete against one another to see who can make Scooby and Shaggy a taller sandwich by pressing buttons to add ingredients to a growing sandwich

OBJECT DISPLAYS

- **Kitchen Memorabilia Cabinet** – Scooby-Doo lunchboxes and Scooby Snack related items in a kitchen cabinet

GHOST CHASE INTERACTIVE

Visitors will join Scooby and Shaggy as they race through a hallway to outrun the mansion's ghost that is chasing after them in this touchless digital interactive. Using forced perspective visitors will see what appears to be a long hallway with multiple doors just next to the mansion kitchen. Visitors will see a large screen with an iconic Scooby and Shaggy chase scene playing. As visitors step up to the screen they will join the duo as they outrun the ghost. Scooby will crash through walls to escape the villain, and visitors will have to move their own bodies to match the shapes left behind in order to continue their own getaway. After successfully outrunning the ghost, visitors will get a score and see if they made the top 5 scores of the day on the leaderboard. The interactive allows visitors to choose to match shapes using their arms only or their arms and legs together.



KITCHEN PLAY INTERACTIVE

Visitors will step into the mansion kitchen after outrunning a ghost with Scooby and Shaggy. In the kitchen, visitors will learn that this Mystery Inc. duo has a never-ending appetite, and they will be invited to prepare snacks for Scooby and Shaggy using some iconic Scooby Doo food items like pizza, sardines, and pickles. Visitors will see multiple elements that will enhance their pretend play such as a refrigerator, a large cooking fire, and a long wooden table with Scooby sitting at one end. Visitors will be able to look for ingredients and will find some of the duo's favorite recipes to re-create.



TALLEST SANDWICH COMPETITION INTERACTIVE

Visitors will engage in a friendly competition to see who can build the tallest sandwich for the hungry Scooby and Shaggy. In one corner of the kitchen visitors will see a table that holds a set of buttons. Each button will be paired with an image of a sandwich ingredient, including some unusual choices that are popular with Scooby and Shaggy like marshmallows. Set on the table above the buttons will be an empty plate. Visitors will move quickly to press the ingredient buttons as they light up. As visitors hit the correct ingredient buttons the number will increase on the counter. Visitors will be given a limited amount of time to add ingredients and when time is up they will see how tall they were able to build their sandwich. Family members can compare their sandwiches to see who was able to build the tallest sandwich for Scooby and Shaggy.



CASE CLOSED PHOTO OP INTERACTIVE

Visitors will close the case of the jewel-thieving ghost at an interactive photo op with the entire Mystery Inc. gang in celebration of catching and unmasking the villain. Since the entire exhibit is a free-choice learning experience, the photo op will have multiple props for families to choose so they can take a photo that represents their personal exhibit experience. The head of the villain can also be removed if a family wants one of their own members to be the person being unmasked!

