



## Story City Press Kit

[www.storycity.com.au](http://www.storycity.com.au)



## What is Story City

Why be a tourist when you can be a pirate? Or the apprentice of a hero? Or survive a zombie apocalypse? With Story City you get to be the hero, you get to choose your adventure.

Story City is a creator of locative stories, stories told in the location the audience is standing. Each story is accessed via our free, GPS smartphone and table app, which only unlocks a story when you're standing in the right place. Whether they are real-life choose-your-adventures, puzzle trails, indigenous myths or historical tales, our stories are written, scored & illustrated by local artists who know their city best.

A mix of cultural tourism and adventure, each story is created specifically to highlight the beautiful or intriguing parts of a real-world site and to appeal to and excite a young, tech savvy audience. The idea is to bring real-world locations to life, whether they be cities, attractions, or world heritage areas, converting an ordinary, everyday space into an adventure filled wonderland.

We want you to see the world differently. We want to redefine stories so that they are something you are a part of, rather than something you are told. And we want to support the local storytellers you know, to do it.

## Our Mission

We are all drawn to the big blockbuster movies, stage shows and travelling exhibits, to our disadvantage. In the process of funding big productions, local stories and storytellers never see the light of day. And it's the local stories that *really* matter. It's the local storytellers that define our culture in the here and now, that give us belonging, empathy and allow us to really see the world through a different lens.

This is why at Story City we only work with local writers, artists and musicians in the towns and cities where we set up our projects. For the past three years we have trained and employed local writers, artists and musicians to create stories set in the location you're standing, and change endings based on the choices you make.

At Story City, we want to redefine stories so that they are something you are a part of, rather than something you are told.



## How It Works

You can see the video on how Story City works at:  
<https://www.youtube.com/watch?v=t0bmuHzkrrA>

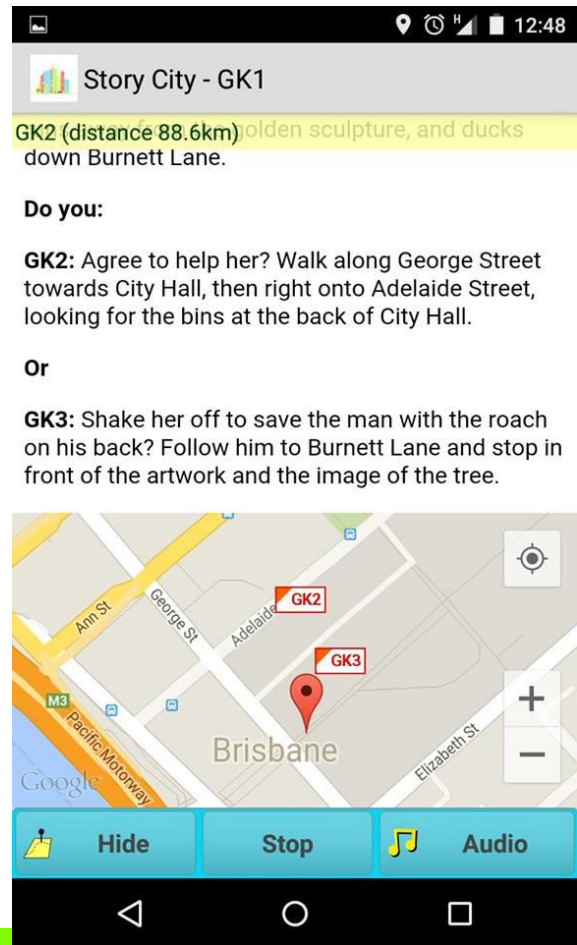
Rather than reading the choose-your-own-adventure in book form, we create stories that occur in specific locations. Each story is accessed on the participant's smart phone or tablet and delivered using the Story City GPS App, which registers if the reader is in the right place before opening the story. When the App detects the reader is in the correct spot it unlocks the part of the story that

occurs in that location, and then gives the reader several options to choose from to continue the story.

Each new section of the story takes place in a new location, showcasing the landmarks of the area in a whole new light. As part of the experience the reader takes on the lead role of one of the story's characters. Each reader will inevitably take a different path through the adventure giving them their own unique story experience.

The stories show the hidden nooks and secret features of an area, taking you on a journey you would never find in a guide book. At the same time as discovering a new place, they could be avoiding an alien invasion, solving a mystery, or surviving a zombie apocalypse!

The Story City app and associated stories produced for your organisation, would be available for free download from the adventurer's preferred app store.



## Quick Facts

- The Story City App and stories are 100% FREE to the public!
- Stories can be found in Brisbane, Adelaide and the Gold Coast.
- Available on both Android and Apple smartphones/tablets.
- Available 24/7 with a smart phone or tablet.
- Stories range from G to M15+
- Recommended to families, youth, and tourists.
- To download stories you either need mobile data or access to WiFi.
- Each story is written, illustrated and scored by local writers, artists, and musicians.
- You can either read the stories or hear them narrated to you, making them accessible to blind and deaf communities.

# Available Stories

## BRISBANE:

- The Omicron (Brisbane CBD – written by Isobelle Carmody): You are one of the chosen, tasked to collect omicron to stop the invasion of our world. Will your choices make you THE Chosen One? Or will Brisbane, and the world, fall to the affected?
- 9 Fathom Deep (Brisbane CBD – written by Kim Wilkins): A water revenant has pulled itself from the Brisbane River. Can you help Queensland's least competent super heroes protect the city from this undead monster?
- The Haunted Falls (J.C. Slaughter Falls Mt Coot-tha): Can you help the ghost bride solve the mystery of her death?
- The Infected (Brisbane Botanic Gardens Mt Coot-tha): Brisbane has been infected with a deadly disease! It is up to you to find the ingredients to make the cure.
- Curse of the Bramble Spirit (Sandgate): A ghost ship has been sighted in Bramble Bay. Discover its doomed fate and save Sandgate from inheriting its curse.
- The Great Gabba Mystery (Woolloongabba): There's a heist in progress under your very eyes. Catch the thief and solve the case!
- Escape of Bloggo: Creature of the Maiwar (Dutton Park): A monster is on the loose. Will you help him? Or plot his capture?
- The Hero's Apprentice (Southbank): Every Hero needs an apprentice and you're it! Can you stop the Hero stop the Dark Legion before it's too late?
- Deathworks - Training Day (Brisbane CBD): You've signed on to be the Apprentice of Death, but will you survive your first training day?
- A Zombie Apocalypse (Brisbane CBD): The streets are full of zombies. Who will you help and who will you abandon? How will you survive?
- A Pirate Captain (Brisbane CBD): You might be a notorious Buccaneer, but can you beat Captain Neckbeard to crew, treasure and glory?
- Rise of the Roaches (Brisbane CBD): Brisbane is about to be taken over by brain-eating cockroaches. Will you escape the city, or find out who's behind the deadly attack?
- Guardian of the Nexus (Brisbane CBD): Two Artificial Intelligences have taken over the Brisbane Virtual City Simulator while you're inside. How will you convince them to release you back into the real world?

## ADELAIDE:

- The Time-Travel Caper (Adelaide CBD): This is the last time you help the Professor, his hunk of junk time machine is throwing you back and forth through Adelaide's history. Will you fix the machine and get home in one piece, or be lost forever in time?
- The Treasure of Light (Adelaide CBD): You're a treasure hunter, searching through Adelaide's secret past. Will you find the ancient treasure of Colonel Light before it's too late?
- Hide & Seek Alien Style (Adelaide CBD): You're the captain of a black-market alien spaceship with two missing and mischievous alien tourists loose in Adelaide. Will you find them, or become a target for the overzealous intergalactic police?

## GOLD COAST:

- The Hokey Pokey (Coolangatta): You're flung back in time to 1950's Gold Coast to match-make your grandparents. Will you succeed in bringing them together? Or fail and cease to exist?
- The Chapel of Unlove (Sanctuary Cove): One missing bouquet, two missing rings. Will you save the day, or sabotage your godmother's wedding?! The Chapel of Unlove is a perfect Elvis-impersonator filled wedding disaster tale for the Gold Coast Adventurer.
- The Book of The Sun (Southport): You have the misfortune of being in possession of Australia's first book of magic while ruthless occult gangs rise up in Southport. Will you stop the Book of the Sun falling into the wrong hands or perish along the way?

## Contact

You can refer all enquiries to Emily Craven, Story City CEO:

Ph: 0421964477

E: [ecraven@storycity.com.au](mailto:ecraven@storycity.com.au)



The world is full of adventures. Choose Yours.