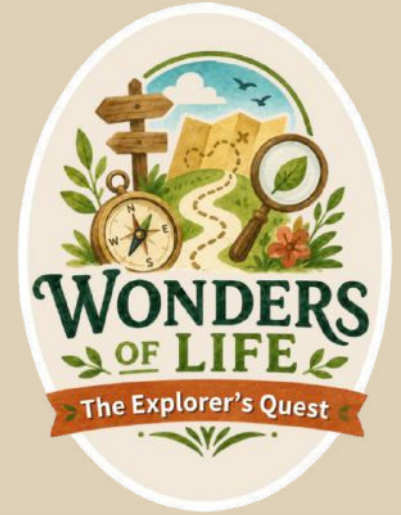


# WONDERS OF LIFE

## THE EXPLORER'S QUEST

**INDOOR DISCOVERY EDITION**

A compact, modular family discovery experience where children observe, test, move, match and build. The story of Charles Darwin's voyage, told through an interactive STEM-based quest opens the portal to an exciting world of natural science.

**400-500 SQM**

FOOTPRINT

**6-8**

DISCOVERY STATIONS

**30-50 MIN**

TYPICAL VISIT

**FAMILIES WITH  
CHILDREN**

TARGET AUDIENCE

**3-6 MTH**

TYPICAL HOST TERM

**An interactive Cambridge family discovery experience inspired by Charles Darwin's remarkable journey and scientific curiosity**

Join Darwin aboard HMS Beagle and become a young naturalist! Collect specimens, hunt for clues, examine fossils, test adaptations and uncover how living things are connected. Combining hands-on challenges, sensory play and immersive storytelling, this 50-minute experience transforms scientific discovery into an active family quest.

**From the team behind "Cambridge: From Magic World to Science"**

A 2025 ticketed indoor LBE held at Shanghai Library with 100,000 visitors

**Darwin provides the spark.  
Children become the explorers.**

**1****ENCOUNTER**

Enter a surprising world.

**2****INVESTIGATE**

Touch, test, compare and experiment.

**3****DISCOVER**

Reveal nature's secrets, celebrate your discoveries.

## THE JOURNEY: MODULAR DISCOVERY WORLDS

**1****BUILD YOUR  
DISCOVERY KIT**

Choose your explorer role, gather your tools and prepare for the quest. Collect your wristband or discovery passport—your journey is about to begin!

**2****ANCIENT GIANTS**

Piece together fossil clues, come face-to-face with extinct giants and compare them with animals alive today. What can the evidence reveal?

**3****ISLAND DESIGN**

Explore an island habitat, discover unique species like Darwin's orchid and the mysterious hawk moth, learn how they survive, and earn a challenge token.

**4****TOMORROW'S TREE**

Bring every clue together in a spectacular finale. Reveal the surprising connections linking all life—and complete your explorer record!

**Celebrate Darwin's 220th Anniversary in 2029 with Wonders of Life. Now booking host venues for 2027–2029.**



# A QUICK VENUE FIT CHECK

INDOOR LBE

Indoor discovery edition - children's museums, libraries and compact cultural spaces

## PRELIMINARY PLANNING DATA

final requirements are confirmed after site survey, technical design and local code review.

### SPACE AND FLOW

|                     |                                                     |
|---------------------|-----------------------------------------------------|
| <b>FOOTPRINT</b>    | 400-500 sq meter                                    |
| <b>FORMAT</b>       | 6 to 8 sequential worlds; open-plan or linked rooms |
| <b>CLEAR HEIGHT</b> | Up to 18 ft for enhanced scenic/media*              |
| <b>VISIT</b>        | 30-50 minutes                                       |
| <b>FLOW</b>         | 15-minute timed entry recommended                   |
| <b>THROUGHPUT</b>   | 60-120 visitors/hour                                |

### OPERATIONS AND ACCESS

|                        |                                                                 |
|------------------------|-----------------------------------------------------------------|
| <b>FEE</b>             | Rental and revenue share arrangements are available             |
| <b>ENVIRONMENT</b>     | Standard indoor conditions; no original object loans            |
| <b>ACCESSIBILITY</b>   | Step-free routes, seated/standing use and quiet-access guidance |
| <b>POWER/DATA</b>      | Dedicated circuits and data where required                      |
| <b>LOADING/STORAGE</b> | Level or freight access; secure back-of-house area              |
| <b>HOST TERM</b>       | 3-6 months typical                                              |

## WHO DOES WHAT

### ARTiSTORY DELIVERS

- Venue-specific 6-8 station configuration and master creative design
- Modular scenic system, tactile/mechanical interactives and digital content
- Reproduction artwork, interpretive graphics and explorer passports/tokens
- Educator, public-programming, marketing and sponsor toolkits
- Installation/operations manuals, training and on-call support

Optional upgrades: projection, RFID/token scanning, localized curriculum, retail and sponsor-branded programming.

### VENUE PROVIDES

- Suitable indoor space, utilities, loading access, storage and internet where required
- Staffing, ticketing, visitor services, security and daily cleaning/reset
- Local permits, fire/egress approvals, insurance and accessibility compliance
- Local marketing, school outreach and sponsor activation

A final responsibility matrix is issued with the venue-specific proposal.

Licensed by  
Cambridge University

Family format designed  
for return visits.  
Weekday potential.

No museum-grade  
environmental controls  
needed. Modular.

Ready-to-deploy  
sponsorship, retail and  
workshop opportunities

Additional revenue: explorer kits, activity books, science workshops, birthday packages, membership conversion and themed retail.

### COMMERCIAL MODEL

Rental, revenue-share or hybrid. Quote based on footprint, run length, customization, freight, insurance and crates.

### DELIVERY PATHWAY

Venue fit call. Site pack. Format proposal. Approvals. Fabrication. Installation, training and launch. **Typical lead time: 3-6 months.**

ARTiSTORY is a creative agency that transforms art and cultural IP into products and experiences. We have completed over 50 venues for Cambridge University and the British Library since 2021.

LET'S BUILD THE RIGHT WONDERS OF LIFE FOR YOUR VENUE - Schedule a 45-minute venue-fit call. Email [partnership@artistorybrands.com](mailto:partnership@artistorybrands.com)