

Fact or Folklore?

Interactive Guessing Animated Game with Narration About Meteorology and the Folklore Related to It

Final Production Script

Prepared for

**GulfQuest, the National Maritime Museum of the Gulf of Mexico
Mobile, Alabama**

SCREEN NO.	ART	TEXT/AUDIO	ACTION
SCREEN 001 Splash Screen	Floating clouds animation with "Start" touch point	[TEXT] "Fact or Folklore?" (title) Random written weather sayings from the program pop up	With button touch on Start go to Screen 002
SCREEN 002 Menu Screen	Three sections, each a touch point to take visitor to subsections with three folklore sayings each. Art will be faded to begin with. One third of each menu segment will light up as visitors move through the various selections.	[AUDIO] <i>Audio Introduction by First Narrator--Seagull: Sailors and fishermen have long made observations to help them understand the sky, the seas and the fish that they seek. Over the years, these observations turn into folklore. How true are these colorful sayings? Touch your choice to find out!</i> [TEXT] Fact or folklore? Choose a category to put folklore to the test! [Text in buttons] Sayings about the skies Sayings about fishing Sayings about sailing Start Over	With touch on Skies go to Screen 003 With touch on Fishing go to Screen 010 With touch on Sailing go to Screen 017 Touch on Start Over or 90-second timeout goes back to Screen 001

<p>SCREEN 003 Skies Intro Screen</p>	<p>Animated image of a sailor (moves with audio narration)</p> <p>Three images related to the three skies sayings</p>	<p>[AUDIO] <i>Audio by Second Narrator--Sailor: "Everyone who sails the seas keeps a careful watch on the skies so we can be ready for whatever weather comes our way."</i></p> <p>[TEXT]</p> <p>Sayings about the skies Touch a picture below!</p> <p>[Text in button] Start Over</p>	<p>With touch on West Wind picture go to Screen 004</p> <p>With touch on Moon picture go to Screen 006</p> <p>With touch on Rain picture go to Screen 008</p> <p>Touch on Start over or 90- second timeout goes back to Screen 001</p>
<p>SCREEN 004 West Wind Intro Screen (Skies Saying 1)</p>	<p>Animated image of a sailor (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Sailor: "The west wind carries water in its hand."</i> (also written as text)</p> <p>[TEXT] The west wind carries water in its hand.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False buttons, go to Screen 005</p>

<p>SCREEN 005 West Wind Results Screen</p>	<p>Animated image of sailor; shifts to animation of seagull with diagram of clouds moving west to east with sun shining on them</p>	<p>[AUDIO] <i>Audio by Sailor: "My Irish grandfather swore by this!"</i></p> <p><i>Audio by Seagull: "This saying is only true depending on where you live. It came to the United States with sailors from Europe, where west winds blowing in from the Atlantic carry wet weather. In the Gulf of Mexico, however, west winds are usually dry. Southern winds carry the wettest storms here. Folklore doesn't always travel well!"</i></p> <p>[Text in buttons] Skies Menu Main Menu</p>	<p>With touch on Skies Menu button go to Screen 003</p> <p>With touch on Main Menu button go to Screen 002</p>
<p>SCREEN 006 Around the Moon Intro Screen (Skies Saying 2)</p>	<p>Animated image of a fisherman (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Third Narrator--Fisherman: "If a circle forms around the moon, sailors can expect rain soon."</i></p> <p>[TEXT] If a circle forms around the moon, sailors can expect rain soon.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False buttons, go to Screen 007</p>

<p>SCREEN 007 Around the Moon Results Screen</p>	<p>Animated image of fisherman; shifts to animation of seagull with diagram of moon</p>	<p>[AUDIO] <i>Audio by Fisherman: "Truer words were never spoken!"</i></p> <p><i>Audio by Seagull: "It is true and here's why. When moonlight shines through high ice crystal clouds, the ice crystals act like prisms. The way the light hits the crystals creates a halo effect around the moon. These high clouds are attached to a storm which will arrive in 12 to 36 hours.</i></p> <p>[Text in buttons] Skies Menu Main Menu</p>	<p>With touch on Skies Menu button go to Screen 003</p> <p>With touch on Main Menu button go to Screen 002</p>
<p>SCREEN 008 Rain Before Seven Intro Screen (Skies Saying 3)</p>	<p>Animated image of a sailor (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Sailor: "Rain before seven, clear by eleven."</i></p> <p>[TEXT] Rain before seven, clear by eleven.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False buttons go to Screen 009</p>

<p>SCREEN 009 Rain Before Seven Results Screen</p>	<p>Animated image of sailor; shifts to animation of seagull with diagram of warm front in the Gulf of Mexico</p>	<p>[AUDIO] <i>Audio by Sailor: "All the sailors say so"</i></p> <p><i>Audio by Seagull: "They may say that, but there is no real truth to this saying. Since the average rainstorm only lasts a few hours, it's often true that an early morning storm will clear by 11. But warm fronts, which we see a lot in the Gulf of Mexico, bring rain that can last for many hours or days at a time. When sayings are this specific, they are rarely true."</i></p> <p>[Text in buttons] Skies Menu Main Menu</p>	<p>With touch on Skies Menu button go to Screen 003</p> <p>With touch on Main Menu button go to Screen 002</p>
<p>SCREEN 010 Fishing Intro Screen</p>	<p>Animated image of a fisherman (moves with audio narration)</p> <p>Three images related to the three fishing sayings</p>	<p>[AUDIO] <i>Audio by Fisherman: "When you make a living by fishing, you look for any signs that will lead to a good catch."</i></p> <p>[TEXT] Sayings about fishing Touch a picture below!</p> <p>[Text in button] Start Over</p>	<p>With touch on Moon West go to Screen 011</p> <p>With touch on Trout go to Screen 013</p> <p>With touch on Watermelon go to Screen 015</p> <p>Touch on Start over or 90- second timeout goes back to Screen 001</p>

<p>SCREEN 011 Moon's in the West Intro Screen (Fishing Saying 1)</p>	<p>Animated image of a fisherman (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Fisherman:</i> "Moon's in the west, fishing's the best. Moon's in the east, fishing's the least."</p> <p>[TEXT] Moon's in the west, fishing's the best. Moon's in the east, fishing's the least.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False buttons go to Screen 012</p>
<p>SCREEN 012 Moon's in the West Results Screen</p>	<p>Animated Image of fisherman; shifts to animation of seagull with diagram of moon and tidal bulge</p>	<p>[AUDIO] <i>Audio by Fisherman:</i> "Well, my granddaddy said it was true." <i>Audio by Seagull:</i> "There is a lot of false folklore about the best fishing times, but this one has some truth to it. Fish tend to bite better when water is in motion, which happens when the tide comes in and out. As the moon travels from east to west, it creates this tidal motion. If the moon is still in the east, the tide hasn't started to rise yet. As the moon moves overhead and sets in the west, high tide comes in and goes out, creating the moving water that makes fish active and fishermen happy."</p> <p>[Text in buttons] Fishing Menu Main Menu</p>	<p>With touch on Fishing Menu button go to Screen 010 With touch on Main Menu button go to Screen 002</p>

<p>SCREEN 013 Trout Jump High Intro Screen (Fishing Saying 2)</p>	<p>Animated image of sailor (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Sailor: "Trout jump clear when rain is near."</i></p> <p>[TEXT] Trout jump clear when rain is near.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False buttons, go to Screen 014</p>
<p>SCREEN 014 Trout Jump High Results Screen</p>	<p>Animated image of sailor; shifts to animation of seagull with diagram of gas bubbles/debris rising and fish jumping</p>	<p>[AUDIO] <i>Audio by Sailor: "It's true, I've seen it!"</i></p> <p><i>Audio by Seagull: "You're right! When the air pressure drops before a storm, gasses created by dead plants on the bottom of lakes or rivers can be released. This sends microscopic organisms and bits of debris into the water. Small fish come out of hiding to feed on these tiny bits, and larger fish like trout feed on the small fish. A whole feeding frenzy can start, causing trout and other fish to leap out of the water."</i></p> <p>[Text in buttons] Fishing Menu Main Menu</p>	<p>With touch on Fishing Menu button go to Screen 010</p> <p>With touch on Main Menu button go to Screen 002</p>

<p>SCREEN 015 Trout Watermelon Intro Screen (Fishing Saying 3)</p>	<p>Animated image of a fisherman (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Fisherman:</i> "If you smell watermelon out at sea, trout there are sure to be." [TEXT] If you smell watermelon out at sea, trout there are sure to be. [Text in buttons] True False</p>	<p>With touch on either True or False button, go to Screen 016</p>
<p>SCREEN 016 Trout Watermelon Results Screen</p>	<p>Animated Image of fisherman; shifts to animation of trout underneath oil slick with smell indicators</p>	<p>[AUDIO] <i>Audio by Sailor:</i> "My nose never lies." <i>Audio by Seagull:</i> "It sounds a little crazy, but it's true. Trout often regurgitate, or throw up, when they get excited during feeding. The oils from the partially digested food rise to the surface of the water and create a shiny, smelly oil slick. The odor is similar to watermelon or newly mown grass. When fisherman smell this and see the oil, they know trout are underneath it." [Text in buttons] Fishing Menu Main Menu</p>	<p>With touch on Fishing Menu button go to Screen 010 With touch on Main Menu button go to Screen 002</p>

<p>SCREEN 017 Sailing Intro Screen</p>	<p>Animated image of a sailor (moves with audio narration)</p> <p>Three images related to the three sailing sayings</p>	<p>[AUDIO] <i>Audio by Sailor: "You need a good weather eye to ride the waves in a sailing ship."</i></p> <p>[TEXT] Sayings about sailing Touch a picture below!</p> <p>[Text in button] Start Over</p>	<p>With touch on Breeze go to Screen 018</p> <p>With touch on Wind go to Screen 020</p> <p>With touch on Red Skies go to Screen 022</p> <p>Touch on Start over or 90- second timeout goes back to Screen 001</p>
<p>SCREEN 018 Fresh Breeze Intro Screen (Sailing Saying 1)</p>	<p>Animated image of sailor (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Sailor: "Fresh breeze in summer, boaters take cover."</i></p> <p>[TEXT] Fresh breeze in summer, boaters take cover.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False button, go to Screen 019</p>

<p>SCREEN 019 Fresh Breeze Results Screen</p>	<p>Animated image of sailor; shifts to animation of seagull with diagram of storm front and wind direction</p>	<p>[AUDIO] <i>Audio by Sailor: "The wind is a good warning."</i></p> <p><i>Audio by Seagull: "That's true! Fresh breezes are caused by 'outflow' winds that come before a storm front. In the heavy, humid summer air of the Gulf region, these breezes are easy to feel and signal a change for the worse in the weather. Get to port quick!"</i></p> <p>[Text in buttons] Sailing Menu Main Menu</p>	<p>With touch on Sailing Menu button go to Screen 017</p> <p>With touch on Main Menu button go to Screen 002</p>
<p>SCREEN 020 Wind Before Rain Intro Screen (Sailing Saying 2)</p>	<p>Animated image of a fisherman (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Fisherman: "Wind before rain, topsails remain. Rain before wind, bring your sails in."</i></p> <p>[TEXT] Wind before rain, topsails remain. Rain before wind, bring your sails in.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False button, go to Screen 021</p>

<p>SCREEN 021 Wind Before Rain Results Screen</p>	<p>Animated Image of fisherman; shifts to animation of sailing ship in a windy storm</p>	<p>[AUDIO] <i>Audio by Fisherman: "It's true!"</i></p> <p><i>Audio by Seagull: "This one is true! If a storm is heading your way and the wind starts to blow before you feel any rain, the storm is likely to last only a short while and not be very strong. If you feel the rain before the wind, it means the rain is being thrown out of the storm violently. That's a sign of a strong and windy storm. Bring your sails in or risk a ripped sail or broken mast."</i></p> <p>[Text in buttons] Sailing Menu Main Menu</p>	<p>With touch on Sailing Menu go to Screen 017</p> <p>With touch on Main Menu button go to Screen 002</p>
<p>SCREEN 022 Red Skies Intro Screen (Sailing Saying 3)</p>	<p>Animated image of a sailor (moves with audio narration)</p>	<p>[AUDIO] <i>Audio by Sailor: "Red sky at night, sailor's delight. Red sky in morning, sailors take warning."</i></p> <p>[TEXT] Red sky at night, sailor's delight. Red sky in morning, sailors take warning.</p> <p>[Text in buttons] True False</p>	<p>With touch on either True or False button, go to Screen 023</p>

<p>SCREEN 023 Red Skies Results Screen</p>	<p>Animated image of sailor; shifts to animation of seagull with diagram of clouds moving west to east with sun shining on them</p>	<p>[AUDIO] <i>Audio by Sailor: "The sky doesn't lie!"</i></p> <p><i>Audio by Seagull: "That's right. Storms move from west to east. The setting sun shines on clouds that are moving east and away, so the weather will be fair. On the other hand, the rising sun shines on clouds bringing rain from the west, so trim your sails and make for port. There's bad weather brewing!"</i></p> <p>[Text in buttons] True False</p>	<p>With touch on Sailing Menu go to Screen 017</p> <p>With touch on Main Menu button go to Screen 002</p>
<p>SCREEN 024 Credits Screen</p>		<p>Pops up when the exhibit resets itself back to the attract screen when not in use</p>	