

Spectra Module Plots and Settings

Physics

Time period is 1800-1837 before the Victorian era started

The module begins with a scientist who has activated a time machine. To prevent anyone from reaching him, he throws a metal block into the machine's mechanism, causing it to break down. This sets the stage for the first round, in which participants must retrieve the metal block, analyze its composition, and use it to construct various structures.

Logic

Setting: The year is 2450 BCE. You and your team have been transported into a massive sandstone workshop buried beneath the desert: once used by ancient architects, astronomers, and scribes.

Their unfinished experiments lie around you, mechanisms, coded scrolls, and measurement tools. Your mission: complete their logical designs, restore their systems, and recover the lost code that will power the "Chrono-Compass", your only way back to the present.

Chemistry

Setting: 8th-9th Century CE. A bustling Silk Road Bazaar — a crossroads of cultures, trade, and ancient science. The timeline fracture has destabilized the ancient art of alchemy along the Silk Road. Participants arrive as apprentice alchemists in a vibrant bazaar, where the secrets of transmutation and dye-making are highly prized. The rogue scientist has corrupted fundamental recipes, and the participants must prove their skill to the Guild of Alchemists to earn a clue to his next temporal location. Their journey will involve mastering the creation of precious substances, from vibrant pigments to mysterious elixirs.

Decor:

Fabrics: Use colorful fabrics (sheets, dupattas, scarves) draped over tables and from the ceiling to create stall canopies.

Lighting: Use warm, yellow-toned bulbs or fairy lights to mimic lantern and torch light.

Stall Signs: Create painted signs on cardboard or wood for different vendors: "The Spice Merchant," "The Water Carrier," "The Toolsmith," "The Master Alchemist."

Ambiance: Use woven baskets, clay pots (or look-alikes), and scattered (fake) coins to enhance the market feel.

Pictures for reference:



Psychology

Name: Psychosis

Theme: *The Golden Age of Psychology—1960s-1970s*

Title: *The Human Condition: Experiments of Obedience and Control*

Time Period: 1960s–1970s — the golden yet haunting age of psychological experimentation. This era saw the rise of **social psychology experiments** like *Milgram's Obedience Study* (1961), *Zimbardo's Stanford Prison Experiment* (1971), and *Rosenhan's "Being Sane in Insane Places"* (1973), which questioned ethics, obedience, and the fragility of the human mind.

Setting: A **post-experiment rehabilitation ward** inside a 1970s psychiatric institution. The module takes place shortly after these infamous experiments have ended. The world is reeling from their consequences — subjects are traumatized, institutions are under scrutiny, and a new generation of psychologists (the participants) are tasked with finding out what went wrong and how to heal the human psyche.

THEME OVERVIEW

"What happens when the study of the mind breaks it?"

Participants are transported to the 1970s, where they must investigate and heal victims of unethical experiments. Across two days, they will:

1. **Diagnose and treat** individuals suffering from post-experimental trauma.
2. **Design new therapies** inspired by real psychological schools.
3. **Test** those therapies for **validity and reliability** using experimental design.

The experience blends **roleplay, investigation, and theory-based creativity**.

DECOR & ATMOSPHERE

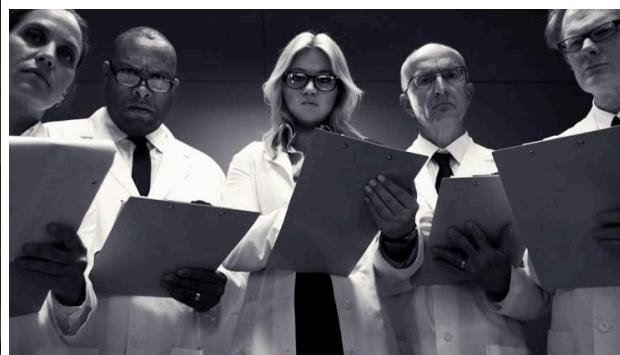
Overall Mood:

Retro, clinical, unsettling — reflecting a 1970s psychiatric ward with undertones of ethical decay and human suffering.

Visuals & Props:

- Faded yellow lighting, greenish walls, “mental ward” signage.
- Clipboards, typewriters, old telephones, vintage furniture.
- Old posters on behaviorism, Freudian diagrams, Rorschach charts.
- Soundtrack: typewriter clicks, faint classical music, muffled crying or echoing footsteps (ambient sound loop).
- Volunteers in hospital gowns, lab coats, and period-appropriate attire.
- Optional: include “classified experiment files,” therapy rooms, and bulletin boards labeled *“Ethics Committee Reports – Confidential.”*

Moodboard



Biology

THEME: Victorian era (Industrial Revolution and Crimean war)

In the year 2025, a group of doctors working in infectious disease research accidentally activate the prototype time machine they created to observe historical disease evolution, instead of observing the Victorian era through simulation they are transported to the 1850s in the midst of Industrial Revolution and Crimean war. The stranded doctors have no other way to get back than to prove their trust to the Victorian society to get help in getting back.

Astronomy

Theme: Sci Fi

Time Period: Future - Year 2125

Setting: In the year 2125, Earth stands on the brink of collapse. A failed temporal propulsion experiment — meant to shorten interstellar distances using relativistic field compression — has fractured spacetime near Jupiter. The disturbance disrupted solar radiation balance and gravitational stability, bringing erratic seasons and widespread famine to Earth.

To survive, humanity launches interstellar expeditions through the fractured zone — seeking habitable worlds, new resources, or a way to repair the damage. However, once the explorers pass through the distortion field, communication with Earth becomes impossible. They can no longer send or receive messages backward through time.

Theme Overview

The Astronomy Module merges realistic space science with immersive storytelling. Participants will experience the physical and emotional challenges of space exploration — communication delays, thermal hazards, and engineering limitations — all within the boundaries of real physics.

Each round represents a different stage of the crisis: the struggle to return home, and the effort on Earth to bring them back.

Mathematics

17th century

Narrative: It is winter in Russia, and Leonhard Euler has just arrived at St. Petersburg Academy of Sciences. He is flooded by requests from the townsmen, local merchants, and councils to help solve their problems. Participants are enlisted to help solve them for him.

Crime

Setting: New York City, 1927 — the age of speakeasies, mobsters, jazz, and underground auctions.

Note: The *time period* and *setting* are finalized. However, changes may occur in the plot and subsequent activities once finalized with the team.

Either way, enjoy the sneak peek!

Plot:

The timeline fractures again — this time, in roaring 1920s New York.

In a hidden black-market auction, a rare artifact called the **Chronolens** — said to reveal glimpses of the future — is up for sale. The device was secretly smuggled out of another era and could disrupt history if it falls into the wrong hands.

But before the auction could begin, tragedy strikes: the **auctioneer is found dead** in his office — a single bullet in the chest, his ledger torn apart. His briefcase, rumored to contain the Chronolens, has vanished.

The police can't interfere — every bidder is part of a powerful mafia family. So, independent investigators — the **participants** — are brought in to solve the crime.

What begins as a **murder investigation** soon turns into a **citywide chase**, when teams discover that the killer was only a pawn. Someone else has escaped with the Chronolens... and it's their job to recover it before time collapses again.