



The first immersive adventure offered by 5 Wits at Destiny USA is called Tomb. It's an Indiana Jones-themed experience that combines mental and physical challenges in a half-hour puzzle. Participants in Tomb start in the Hall of Warriors room, where their challenge is explained by the pharaoh. (Stephen D. Cannerelli | scannerelli@syracuse.com)

DIVE INTO A VIDEO GAME

5 Wits at Destiny USA opens Tomb, its first interactive, themed adventure

By Kevin Tampone
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Forget sitting on your couch and just playing a video game — the newest entertainment attraction at Destiny USA puts you inside one.

5 Wits, on the third floor of the mall's expansion section, opened its first immersive, interactive adventure Thursday. But what exactly is an immersive, interactive adventure, you ask?

Here's what you need to know.

Think walk-through. You're not strapped into a ride car. "If you're exploring the ancient Egyptian tomb, you are Indiana Jones for that half hour," 5 Wits CEO Matthew DuPlessie. "It's really hands on."

Each 30-minute show features theme park-style special effects. They all include a series of rooms containing a handful of different puzzles and challenges participants must navigate.

The company's first two Destiny attractions are Tomb, an Indiana Jones-style adventure, and Espionage, a spy-themed show. Tomb opened Thursday. Espionage will follow in about two weeks. A grand opening celebration is planned for early April.

Be ready to exercise your body and your mind. The challenges include mental and physical obstacles. In Espionage, participants might have to crawl through some duct work to break into enemy headquarters or

maneuver through a room rigged with laser beams. In Tomb, participants must solve various puzzles using ancient Egyptian hieroglyphics.

The shows adapt. The decisions participants make and their performance in the challenges affect the outcome. The shows all have multiple endings, and losing is a possibility.

The difficulty of the puzzles also adjusts depending on how well you're doing. At Destiny, each attraction will include a virtual character who will help guide customers.

It's intense, not scary. Still, the shows are probably a bit much for kids younger than 7, according to the company. Children younger than 13 must be with an adult at all times. The adventures feature some loud sound effects, flashing lights and some darkness and dim lighting.

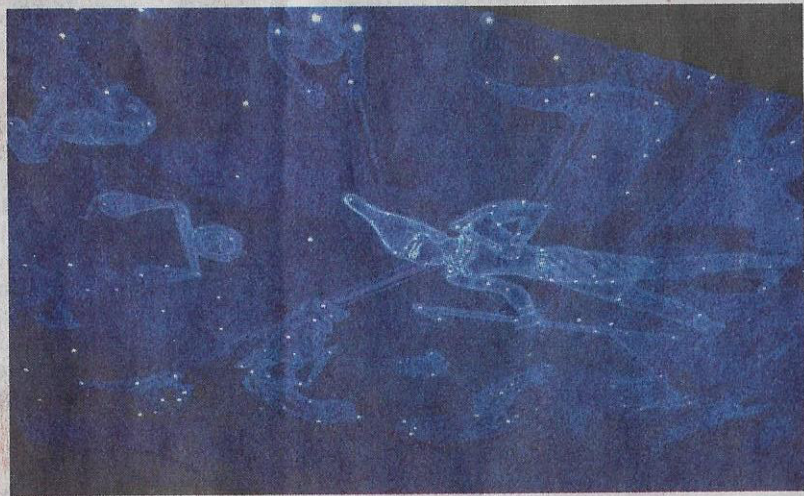
5 Wits has been around the block. DuPlessie founded the company about 10 years ago after designing rides and attractions in Florida for Universal Studios and Disney.

5 Wits' first show was Tomb, which opened near Fenway Park in 2004 and ran for six years. The company runs other shows at Patriot Place, the shopping and entertainment complex near Gillette Stadium in Foxborough, Mass., and at the International Spy Museum in Washington, D.C.

There's more on the way at Destiny. Two more shows



The final room in the Tomb adventure at 5 Wits is the Burial Chamber. The experience includes some loud sound effects and some dim lighting, so adults may think twice about bringing along kids who are younger than 7. (Stephen D. Cannerelli | scannerelli@syracuse.com)



Another view of the Burial Chamber, the final room in the Tomb adventure. A second experience called Espionage is expected to open in March and two more adventures are in the planning stages. (Stephen D. Cannerelli | scannerelli@syracuse.com)

will open at the mall later this year. They're both brand-new concepts for 5 Wits and are being designed especially for Destiny. One will be a medieval-themed adventure called Castle and the other is a yet-to-be-named futuristic, sci-fi-style attraction.

How much? Admission to each adventure is \$14.99 on weekends, holidays and during school vacation weeks. It's \$12.99 on other week-

days. Discounts are available by purchasing admission to several shows at once. The attraction also has a full-day pass that allows customers to go through all the adventures as many times as they want. 5 Wits is open 10 a.m. to 9:30 p.m. Monday through Saturday and 11 a.m. to 6 p.m. Sunday.

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