

Nippon Professional Baseball Championship Weekend at Tokyo Dome Behind the Scenes

Well what a journey this was! Going from a blank map to only 8k objects away from the limit in just around a month was crazy. Having such great fellow builders in CedarPoint6, SSSammy, and Kenos as well as the great support from the rest of the team made this the most fun I've had building a park so far! I'll start out with a couple dot maps of who built what scenery wise, and then get into the thought process for the park.

Orange – Maverix

Blue – CedarPoint6

Red – SSSammy

Green - Kenos

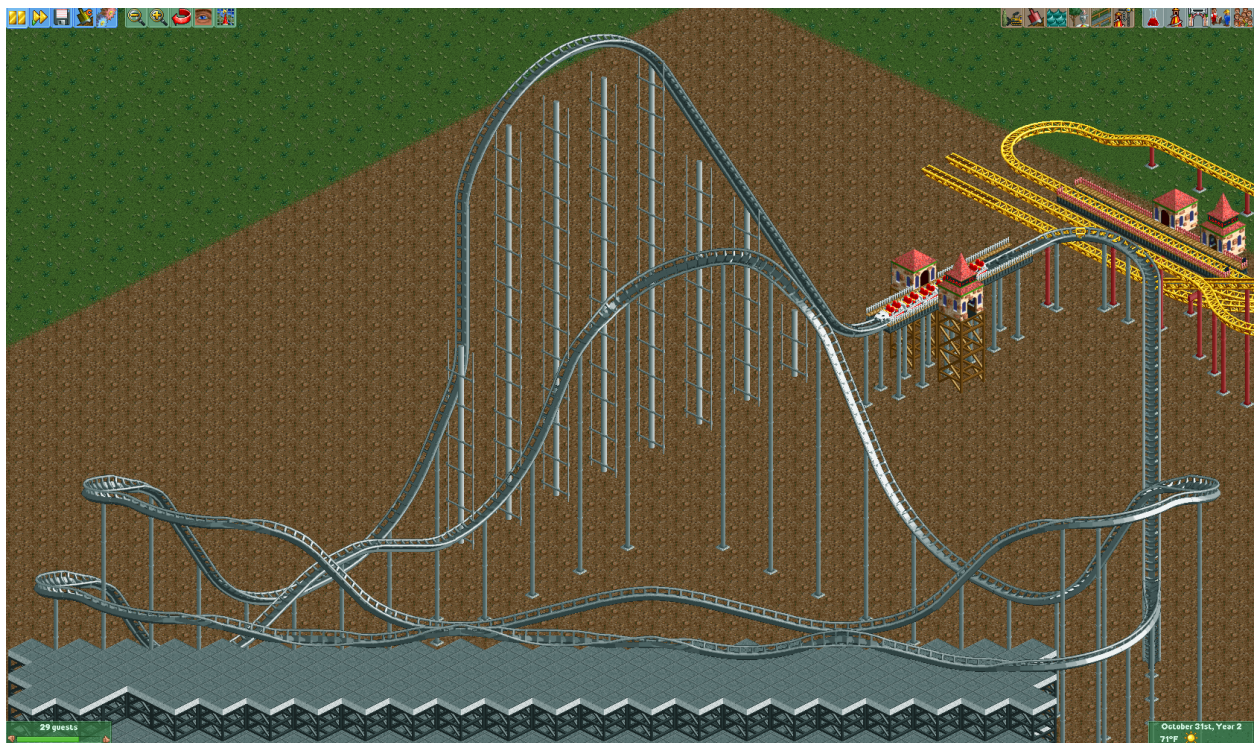


Beyond what you see on the maps above, big shoutouts to Kenos for all the amazing custom rides, and Zara for helping us with the hacks for Back Daaaan, Linear Gale, and the Parachute drop!

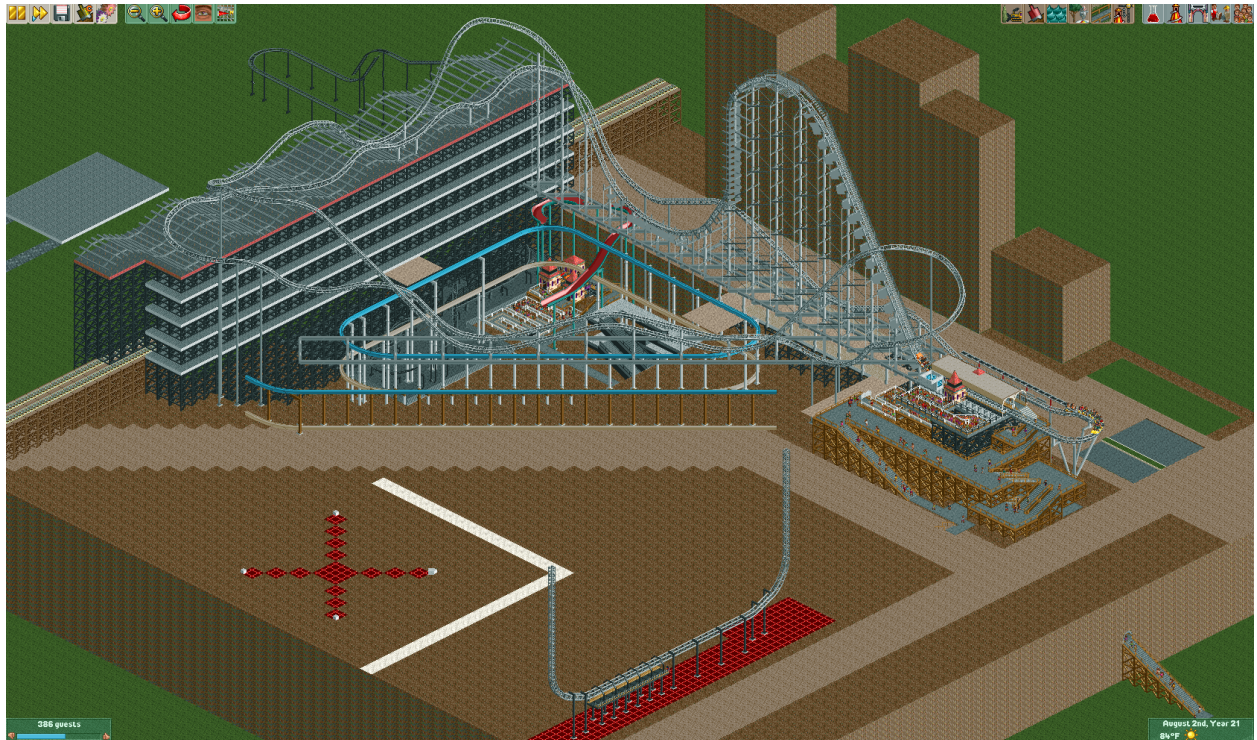
Now onto how the park came to be!

The idea to do Tokyo Dome was one of the first ones we had as a team when we all got together after the draft. Given my and Brian's love of Japan, and plenty of reference pictures, the two of us here was a natural fit. Over the course of the build we would add Kenos to help build the carousel along with the custom rides, and Sammy came in whenever he could to add that good ole *crunch*. We started with building out the layout for Thunder Dolphin as that would be the basis for the where everything else on the map would be laid out. Brian being a savvy H2H vet (despite what Liams "data" says) wanted to make sure the park had something that would put it beyond just a park in Japan. This is where the baseball game and championship weekend idea came from. We went through a couple other ideas for a festival, such as food and fashion, but ultimately with wanting to add the stadium, a championship baseball weekend made the most sense.

From there it was just a matter of loading up google maps, reference images, and getting going. Brian laid out the general layout of the park and we would both tweak it over time as we built. We (well mostly me) definitely had some growing pains to get to the final product. Some examples can be seen below.



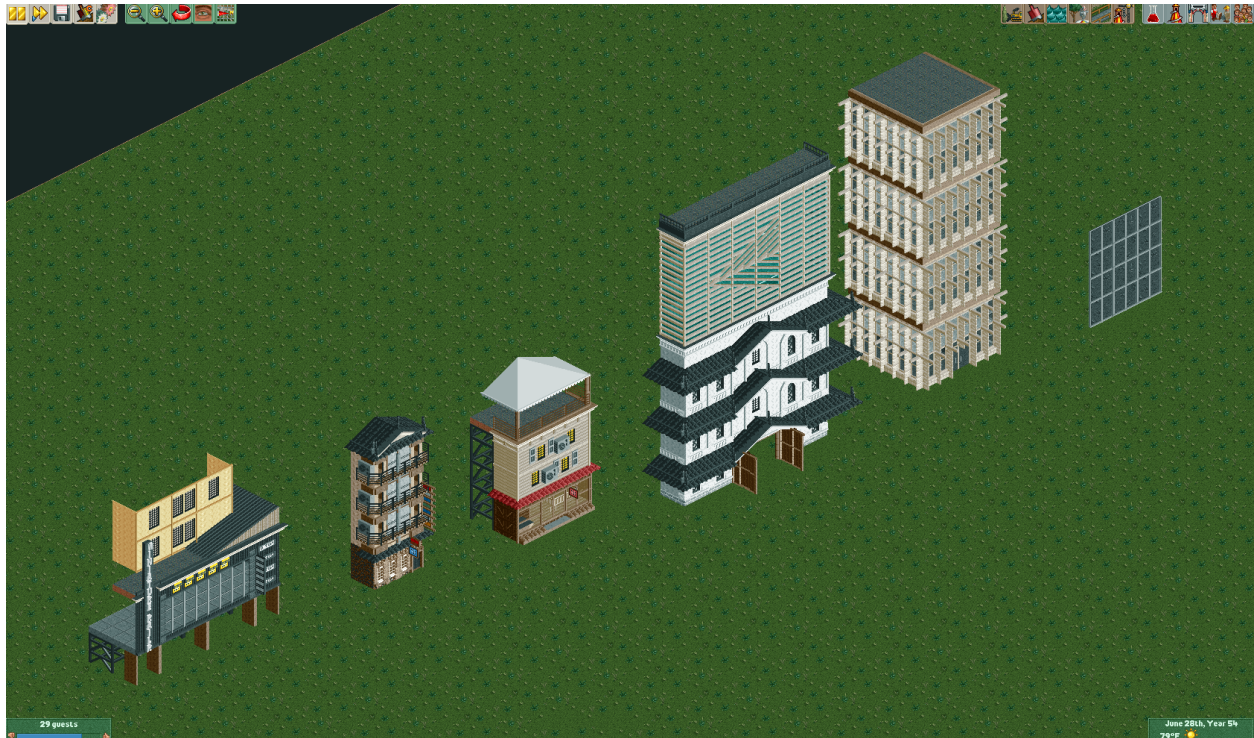
My first attempt at the Thunder Dolphin Layout, that would have included a shoestrung diagonal brake run.



Early park layout planning.



My first take at the shopping mall. Thankfully Brian would come in and fix this mess



Some of my test facades for the cityscape, all taken from real buildings in either Tokyo or Osaka. All but one of these would make it into the park in some form.

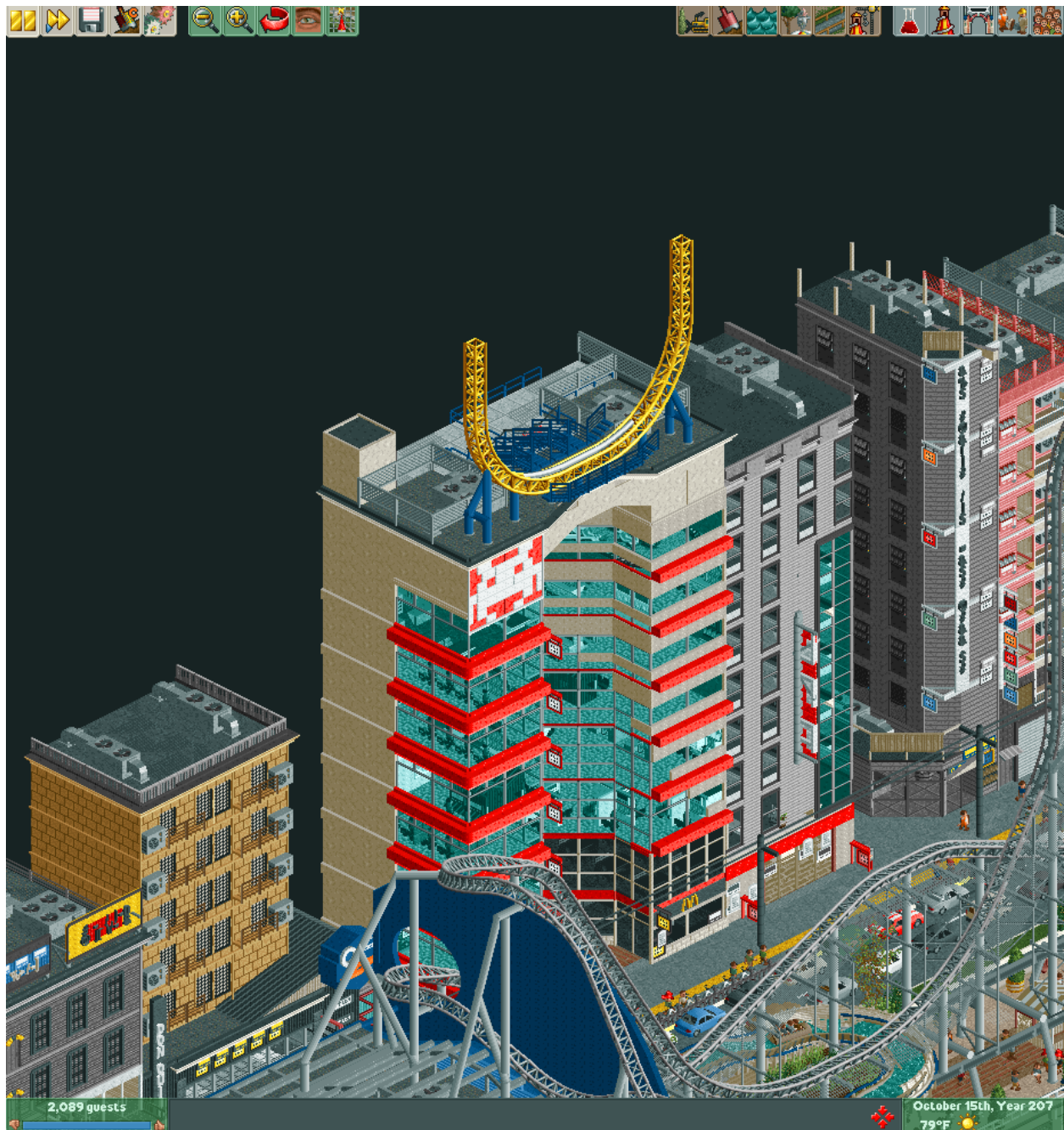


Some more city scape, the black building on the end and tall tan building in the middle would both be completely replaced. So glad I did!



Originally had a park planned for here, but ultimately moved.

Lastly, some of the bits I am rather proud of, and some of my favorite details in the finished park!



Taito Station Arcade with Hafu Pipe SBNO on top. My favorite building I built on the map, and one of my favorites I've ever built.



Japanese Metal Band BabyMetal preparing for a concert after the game with Band Logo Posters up on the wall. Band Logo reference:





The interior of this bar is modeled after my favorite craft beer bar in Osaka (TNT) Jessie is the name of the owner!

Reference:



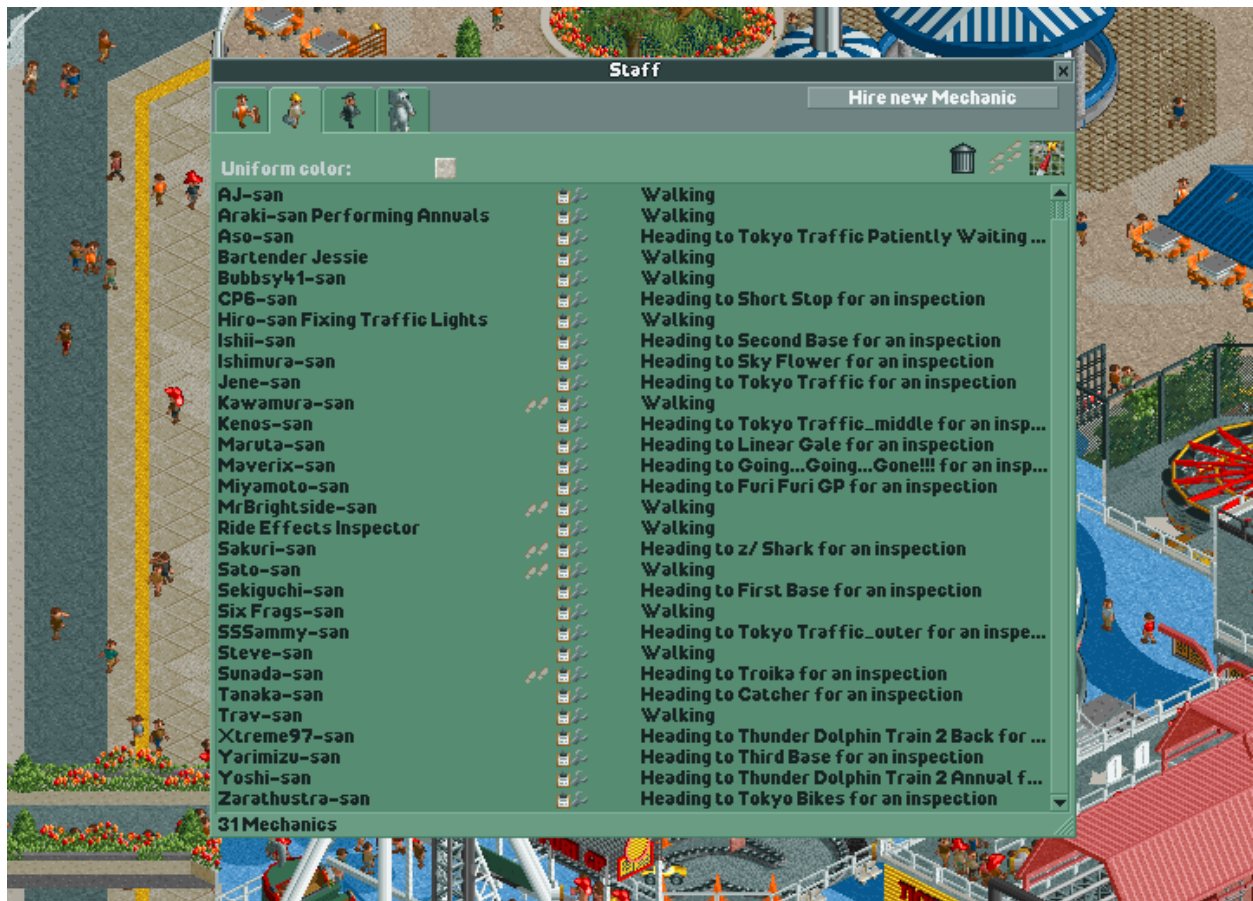


Love how Deep Abyss turned out!



The visiting team was the Softbank Hawks, who won the NPB championship last year.

And finally, the mechanics were first named after our team members, and the rest were the names of all the people I worked with building Super Nintendo World in Osaka!



Really proud of the whole team for helping with advise and motivation to bring this park together. Again it was a blast to build with CP6, Sammy, and Kenos, and so great to see everyone enjoying the park!

Lastly, congrats to Tolsimir, Sulakke, and Robdedede for an absolutely fantastic park. Was a great matchup!