

The Legend of the Golden Oryx

Dark Ride Script

Experience Summary

Join professional adventurer Valeria aboard dynamic all-terrain exploration jeeps and explore an ancient, danger-filled ruin in the hopes of bringing back the priceless treasure known as the Golden Oryx.

Script

SCENES 1 & 2: Queue

Through ILLUSTRATIVE MARKINGS in the queue, we learn that an ancient temple lies deep within this untamed and danger-filled rainforest, abandoned long ago by a mysterious civilization. The illustrations include sketches of the temple's exteriors and hint at a vast labyrinth of chambers and corridors that wind deep below the jungle floor, enticing all with the promise of discovery, danger, and priceless artifacts.

Exciting, lush, adventurous music inspires us into action as we move through the queue. At certain points in the soundtrack, VALERIA occasionally cuts into the music, speaking to us from her radio.

Valeria is one of the Seven and a treasure hunter captivated with long-lost artifacts of mystery. She invites us to join her in exploring this ancient ruin and bringing back untold riches in an action-packed search for the legendary Golden Oryx treasure.

VALERIA (ON RADIO)

Welcome to the field, everyone! My name is Valeria. I'm the Seven's most successful adventurer! Is this your first expedition for fame and fortune? Not to worry, you're riding with me! Your odds of making it back in one piece just doubled!

VALERIA (ON RADIO)

When I set my sights on a hidden treasure, it usually doesn't stay that way for long. All except for the Golden Oryx, which has eluded me for years. Until today! Now get to a jeep and let's go get it!

VALERIA (ON RADIO)

Searching for the Golden Oryx promises everything I love best about adventuring: reputation, riches, and risk! Not necessarily in that order, mind you!

VALERIA (ON RADIO)

Don't worry. A trap hasn't been devised that I can't outwit. Except that time in the Amazon, but I'm telling you, that was the spider monkey's fault!

VALERIA (ON RADIO)

Jump in one of my exploration jeeps and meet me in the rainforest. Be careful out there. Treasure hunting can be dangerous!

The queue is decorated with ancient bas-relief panels. Touching these panels triggers a fiber-optic effect that makes the iconography glow. Guests with higher achievement levels in the parkwide game are treated to a more intense display, bringing the panel to life. We also hear a warning from Valeria over the radio via localized audio:

VALERIA (ON RADIO)

I wouldn't touch that if I were you...

As a hidden feature, touching one of the unlit scenic torches mounted in the queue causes the orb at its tip to briefly illuminate.

SCENE A: Load

We pick up 3D “safety goggles” and enter Valeria’s basecamp garage, where a fleet of her all-terrain exploration vehicles are parked in a row. These intelligent, free-traveling, self-powered ride vehicles are equipped with motion-base passenger seating. Once we’re seated, our jeep's onboard radio crackles to life — it's VALERIA!

VALERIA (ONBOARD RADIO)

Buckle up, adventurers, and meet me at the overlook! Get moving!

Our jeep REVS out of its parking space and out into the wilds of the dense jungle that surrounds Valeria’s camp.

SCENES B & C: Jungle

Our vehicle makes its way down a bumpy jungle trail amidst scenic trees [Scenic]. As we round the corner, the foliage parts to reveal a BREATHTAKING VISTA [3D curved projection screen] from atop a mountain ridge. We can see the top of our sought-after temple, breaking the tree line in the jungle below.

Valeria pulls up in her Personal Exploration Vehicle, a souped-up ATV. She stands to address us. Her shoulder-length blonde hair, tousled from the wind, suits her. Wearing a tank top and brown cargo pants, pockets brimming with who-knows-what, we also see something that looks like a high-tech, miniature crossbow hanging from her waist.

VALERIA

Who’s ready for a treasure hunt?! The Golden Oryx is somewhere in THAT temple! Let’s go make some history!

Valeria takes off, losing us almost immediately! Our vehicle parks in the envelope of the screen, but the media makes it feel like we’re still moving FORWARD, slaloming down the ridge through dense jungle filled with beastly predators.

Moving through the dense foliage, GIANT BOA CONSTRICTORS drop from their perches in the trees, hoping to snag us as an early meal! Ducking out of the way, we barely escape!

On course towards the temple our ride is suddenly sidetracked when a PAIR OF LIONS pounce at us from the left! They sail over the jeep as we deny them their dinner, and we keep moving!

(NOTE: Throughout the ride, scenically integrated projection surfaces provide us with a perceived vast space that seemingly stretches far beyond the scenic pieces. When our vehicle parks in the envelope of these projection surfaces, the media content can create the sense of traveling great distances, similar to a motion simulator film.)

Our vehicle leaves the screen and turns past additional JUNGLE ANIMALS [scenic].

SCENE D & E: Booby Traps

The TEMPLE ENTRANCE [scenic] looms ahead. Valeria's ATV is nowhere to be seen.

VALERIA (ONBOARD RADIO)

Okay. This is where things get really interesting. I took the liberty of disarming the traps to the entrance, with the exception of —

Our jeep keeps moving forward, now close to the entrance when —

VALERIA (ONBOARD RADIO)

— LOOK OUT!

SHARP SPIKES [show action] shoot up from the ground to the left and right as we race forward. We hear the SOUNDS of wood striking metal as the jeep is buffeted from the impacts. It seems that the lost civilization left behind a series of perilous booby traps to protect their sacred temple.

VALERIA (ONBOARD RADIO)

Except for that one! These traps were made for people on foot. If you step on the gas, you should be fine.

Our jeep picks up speed as we race THROUGH the scenic temple entrance, ducking under a SPIKY PORTCULLIS as we careen through a claustrophobic, CURVING CORRIDOR [scenic mixed with 3D projection dome].

We catch up to Valeria as she rides ahead of us.

As we continue through the passage, all manner of traps assault us! ARROWS hurl towards us from unseen locations ahead, whizzing past our heads as a series of RAZOR-EDGED PENDULUMS swing in our path, threatening to cut us into pieces!

Up ahead the corridor splits into two. Valeria veers hard left and we go right, losing her again! Suddenly over our radio...

VALERIA (ONBOARD RADIO)

NOT THAT WAY! GET DOWN!

We narrowly miss being crushed by a STONE DROP [show action] as we exit the corridor.

SCENE F: Oryx Chamber

At last, we stumble upon the opulent chamber of the Golden Oryx. We see the glittering sculpted treasure on a PEDESTAL [scenic] before spinning toward the 3D curved screen. The music swells with wonder and majesty.

VALERIA (ONBOARD RADIO)

There it is! I've waited a lifetime for this moment. So let's not wait any longer!

Valeria appears onscreen [projected content]. Atop her ATV, she unhooks the mini-crossbow from her belt. It's loaded with a grappling hook and a length of coiled rope hanging from the side.

VALERIA (ONSCREEN)

Oh, it's more beautiful than I imagined. This should just take a second...

Valeria aims the device and fires! As the hook flies towards us, the rope unspools. We hear a THUNK and, in a flash, Valeria has yanked the rope back towards her again. At the end of it is the Golden Oryx!

VALERIA (ONSCREEN)

GOT IT!

But removing the treasure from its pedestal triggers an immense booby-trap intertwined with the temple superstructure, and the entire temple begins to fall apart! She places the idol in a pouch on her ATV and races OFFSCREEN. We hear her BEHIND US [point-source audio].

VALERIA (O.S.)

Ohhhhh, I hate it when that happens! Let's go before WE become an artifact!

Our vehicle complies immediately, spinning (revealing a now EMPTY pedestal [show-action gag]) and roaring out of the chamber down a long temple corridor.

SCENES G, H & J: Collapsing Temple

As our vehicle zooms ahead, the FLOOR of the temple corridor appears to FALL AWAY [projection-mapping] into a black abyss.

VALERIA (ONBOARD RADIO)

FASTER! This whole place is falling apart!

We barely outrace the crumbling floor and cross under a TEETERING, COBWEBBED TRELLIS infested with spiders [blend of MEDIA, off-board show action and vehicle motion base]

Once across, we barrel through another CURVING CORRIDOR [3D curved screen], which reveals a series of COLLAPSING COLUMNS [blend of static scenic and dynamic media], all falling against each other like dominoes faster than we can pass them. VALERIA is ahead of us, blazing the safest trail between collapsing columns!

VALERIA

KEEP UP! WATCH THOSE COLUMNS!

SCENES K & L: Escape

Our vehicle BLASTS out into the open at the last possible moment. The temple collapses behind us with an earth-shattering BOOOOOOOM! We find ourselves outside in the middle of a raging tempest! We hear the THUNDER of the sudden storm as we approach a RICKETY SUSPENSION BRIDGE [show-action scenic blended with vehicle motion base].

VALERIA (ONBOARD RADIO)

Go for the bridge! It's our only hope!

We zoom across the wooden bridge, hearing the ancient ropes and rotting slats creaking and snapping as we careen across at breakneck speed!

Out in the jungle once more, we skirt past a GORGEOUS WATERFALL [digital waterfall; low, gentle fog]. The STORM HITS [3D curved screen] as we round the next corner, and the sky lights up with lightning. In the brief, bright flashes, we see Valeria RACING ahead of us [projected content].

THUNDER crashes and WIND whips at us as we race back into the covered garage of Valeria's basecamp.

SCENE A (Return): Unload/Exit

As we pull into the unload area, VALERIA congratulates us over the onboard radio.

VALERIA (ONBOARD RADIO)

WE MADE IT! And thanks to me — oh, and you — the treasure of the Golden Oryx is bound for a museum for all to enjoy! All in a day's adventuring, I suppose. So long, everyone!