

Deep-Sea Divers: Curse of the Lost City

Ride Script

Experience Summary

Board a roving, trackless “undersea” vehicle to help our hero, Dorian, contain a curse released in the legendary sunken city of Thonis.

Script

Guest Approach

The exterior of Deep-Sea Divers is a scene from the ocean floor — resting place of the sunken city of Thonis.

Gold, artifacts, and Egyptian-style statues [set design] are strewn amongst coral formations and the ruins of the ancient, majestic port city [set pieces].

The paving around the entryway is embedded with Ancient Egyptian currency, rings of silver and gold pieces emblazoned with sheep.

The exterior walls of the attraction are colored deep, ocean-blue [Reflective Paint] adorned with a host of sea-life [scenic fish treated with LEDs] which seem to come alive as guests walk past, giving the impression of movement. In the center, framing the entryway from floor to ceiling, a giant waterfall [LED Curtain] cascades down into pools of real water.

Between the pools is a portal for us to pass through, offering entry to the world of Dorian, our adventurer of the seas. Resting atop one of the ruins is a crumbling stone Egyptian gazebo [set piece] and a sculpture of Hathor [set piece], Goddess of goods and far-away lands. The staff in her hand glows brightly [LED lights], beckoning us to explore this underwater tapestry.

SCENE 1: Queue

In the history of lost cities, few share the storied past of Thonis, principal port of ancient Egypt. As we make our way through the queue, VIDEO MONITORS show us that this undersea utopia was chronicled at long last by the Seven's DORIAN, master of the seas.

Entry Monitor:

POV of the Earth from space. As the planet slowly rotates before us on the screen, we hear a voice-over describing what we're seeing. It's Dorian, the Seven's explorer of the seas.

DORIAN (V.O.)

Three-fourths of the Earth is covered in water. Those waters hold many secrets, but ancient mysteries of the sea are my specialty. My name is Dorian, and I am the Seven's master of the deep.

As the Earth spins on camera, the image pushes in toward Ancient Egypt. Magnificent pyramids with golden peaks glint in the sun as we move closer. Off the Eastern coast, we see a busy seaport in full swing! Even from our altitude it's an epic sight. As he speaks, the camera pushes in further, downward toward the fabled land of Thonis.

DORIAN (V.O.)

According to my research, Thonis was Egypt's original port to the world! It was from here the mighty Egyptians traded with the rest of the world for much of the first millennium.

The city now takes up our full view as ships of Egyptian, Greek, and Roman design slide in and out of the harbor.

DORIAN (V.O.)

Here where Helen of Troy hid away while fleeing her husband Menelaus.

Temples and statues of Egyptian figures line the city as citizens move about through their daily life as the camera POV pushes in closer, a mere 30 meters above the city now and not slowing.

DORIAN (V.O.)

Here where the Egyptians refined their culture and expanded their knowledge as they interacted with the rest of the world in what was arguably the most important port city of the time.

The image of Thonis wavers as if a mirage. Suddenly, as we are just about to crash into it, the mirage effect dissipates along with the city and we crash into the ocean!

DORIAN (V.O.)

Until the day the sea decided to swallow it whole.

Queue Monitors:

The POV is that of an underwater exploratory vehicle's forward camera. Lights from the craft light the murky waters ahead as we skim the bottom of some plot of ocean.

DORIAN (V.O.)

The discovery of Thonis set the archeological world abuzz.

The POV skims over a fallen, sea-ravaged stone statuette being picked over by another high-tech submersible diving the area, then divers atop more ancient ruins rummage through the fallen city.

DORIAN (V.O.)

But in their avarice, and what is often the case when greed supplants the thirst for knowledge, many of these treasure hunters have been careless with these priceless artifacts. Treating these amazing resources irresponsibly.

We see divers prying open containers they've found, haphazardly discarding the things they don't want while bagging other, priceless pieces.

DORIAN (V.O.)

But there are forces at work here beyond their comprehension. And some things simply wish to be left alone. Inhabitants long departed that desire only to be left to the murky deep in peace.

A diver drops a piece of Egyptian pottery as he rummages through more artifacts. The urn cracks open on the ocean floor and something that looks like a wispy, dark shadow circles the diver like an eel. Unaware, the diver pays no attention. The shadowy thing turns toward us. We see red eyes glowing, but no other facial features as it approaches us.

Suddenly a horrifying face juts out of the eerie black form and it races at the camera with blinding speed before the camera image shutters and goes to static! It's a scary moment.

MONITOR THREE: We see Dorian, swimming alongside the artifacts, inspecting them. He is studying various hieroglyphs and keeping notes.

DORIAN (V.O.)

As reports of unexplained attacks on ships and divers started to become more frequent, I started looking into the hieroglyphs and artifacts in Thonis.

A montage shows Dorian working. On a wall shelf filled with scrolls, he finds a particular one, pulls it out and blows the dust off before gingerly rolling it out on table before him. As he reads it, he compares notes and images he has on a high tech computer screen of various items.

DORIAN (V.O.)

I began to understand.

On the monitor, Dorian is looking at an image of an ornate, decorative chest and an ancient sailing vessel.

DORIAN (V.O.)

My research led me to this artifact, and the sailing vessel it arrived on.

The monitor switches to a close-up of the chest, moving slowly over the hieroglyphics inscribed on its side.

DORIAN (V.O.)

Its contents "created for the eyes of the emperor alone and woe to all who do not abide." I tracked it to this sunken sea vessel.

As he traces his hand along the name of the ship, the monitor image dissolves to Dorian underwater, running his hand along the ship's hull, over its name.

The image cuts to Dorian swimming inside the ship and seeing the chest tipped over, the top off. From within, an eerie red glow. Gliding around the chest and the ship's interior, shadowy figures with red eyes!

DORIAN (V.O.)

The contents had indeed been disturbed, and forces had been released we could never hope to control. I knew the only way to stop the attacks would be to seal the chest! I also quickly learned —

The shadowy figures all stop and stare in Dorian's direction. Some swim into the bodies of nearby sea-life, and as they look directly at Dorian with unnatural red eyes glowing, the camera switches to Dorian speaking directly to us now.

DORIAN

I couldn't do it alone. I need your help. I've devised a plan and the tools to carry it out! Your vehicle awaits. Let's end this curse together!

Load Station Monitors:

Dorian is in a sea cave grotto collecting his gear. We can see his shadow on the wall ahead of our vehicle as his message plays to us on the monitor. He's finishing getting his gear on as he speaks to us. The image changes once or twice to display the red-eyed shadows or possessed sea-life, and once again to show us the sunken ship, and where the chest is located.

DORIAN (V.O.)

The attacks are out of control. The spirits that inhabit the chest are everywhere. But don't worry — the zappers you see have been designed to halt their progress. They'll also free any possessed sea-life without hurting the animals. Our task is simple. Get to the sunken ship, where I will re-seal the chest. I just need you to keep the angry shadows off my back. Let's go! Remember. Keep firing your zapper to free the fish and help me find that chest!

Every seat of these roving, trackless vehicles is equipped with a handheld zapper and a personal scoring display. Zappers offer offensive capabilities, allowing us to send out energy blasts that dissipate evil forces or free sea-life being held in thrall. The zappers have unlimited virtual ammo, and each successful hit raises individual and team scores.

SCENE A: Load (Main Ride)

Dorian's dry dock is outfitted with high-tech dive suits [props], sea maps outlining the location of Thonis [graphic elements], and items brought to the surface, yet to be catalogued [Props]. Submersible pod vehicles await us behind rows of shotgun gates.

To join the battle, we will put on a pair of 3D "dive goggles" and board two-row submersible pods of Dorian's own design. Each pod is outfitted with handheld zappers.

SCENE B: Submerge Transition

Once loaded, our submersible pod rolls forward out of the dry dock and into a short transition tunnel, where a RUSH OF WATER AND BUBBLES [Scenic] surrounds our pod, simulating our dive into the briny ocean depths.

SCENE C: Ocean Floor

Arriving on the ocean floor, we encounter our first curved, 3D projection screen integrated into the surrounding physical show set. As with other projection screens throughout the ride, the media content here provides us with a perceived vast space that seemingly stretches far beyond the scenic pieces.

Appearing before us as if swimming from off-screen, Dorian appears, clad in one of the high-tech dive suits seen in the dry dock. Part suit, part vehicle, he propels himself effortlessly through the deep. Addressing us through his com system [vehicle audio] he points into the distance.

DORIAN

Ready your zappers everyone! Here comes the first wave!
Remember, you can shoot any sea-life with red eyes without
hurting them! FOR THONIS!

In the distance we see them approach, ghostly beings of shadow, all with red glowing eyes, surging toward us! As Dorian swims ahead to face them, our vehicle strafes past the curved screen.

We open fire with our zappers! Each of the specters hit are enveloped in a web of electrical energy for a beat, dissipating for a few moments before reforming, and charging us again or inhabiting nearby sea-life!

SCENE D: Sunken Treasure Ship

As the angry wraiths keep coming, we find ourselves approaching the sunken treasure ship. We continue to fight off the assault on the new curved screen as we move through the wreckage [SAE], surprised to see that targets are appearing on ship pieces [Lighting Effect targeting] and delivering physical responses [Show Action Equipment Pieces]!

Shooting the masts makes them creak and fall toward our vehicle before catching itself on an outcropping of rock! Hit the anchor to make it fall to the ground!

We finally get to the location of the chest, but it's gone!

DORIAN (V.O.)

A treasure hunter must have moved the chest closer to the city while excavating! We need to swim on and find that chest!

As the waves of minions intensify, Dorian appears ahead of us, motioning us to follow him!

DORIAN

More shadows have been released since last we met! We need to regroup! Follow me in here!

SCENE E/F: Sea Cave/Dead-End

We move into a narrow, cramped sea-cave. Undersea fissures vent lava [LED], which turns quickly to rock [Set Pieces]. The rock has veins of red hot lava running through it [LED]. We approach a dead-end! Dorian, between us and the cave wall ahead [Lighting Effect], begins to swim off as he addresses us.

DORIAN

Use your zappers on that wall, see if you can blast a way out. I'm heading back to see if there's another way.

Sliding into the coral-lined labyrinth of the sea-cave, holes in the walls and ceiling suddenly come alive with territorial MORAY EELS and deceptive ANGLERFISH [mix of Lighting Effect and physical SAE (5) targeting]. We rack up points by targeting these aggressive cave-dwellers who emit fearsome cries as they emerge towards us! When struck by zappers, they wail and retreat!

As we blast the front wall [Lighting Effect targeting], pieces of it chip away quickly until a large portion falls away. To our surprise a giant goblin-shark [1 Show Action Equipment Piece] emerges from the hole towards our pod [SAE]! Pelting it with our zappers as it surges forward, the pod starts moving backwards as we hear Dorian in the speakers!

DORIAN

Follow me out! I think I've found a way!

SCENE G: The Trench

Our pod spins around and moves forward again, entering a walled trench. The apparitions begin pouring over the sides of it [Lighting Effect targeting]! Just when it looks like we may be making headway, more enemies swarm upon us! It's a firing frenzy!

The walls on both sides are lined with more physical targets as well. Underwater fissures spew steam/water and Crabs move across the ground (leg ticklers in seats), and our zappers cause a rock avalanche [Multiple SAE Pieces].

As they pour into the trench [Lighting Effect] from over the top edges, Dorian navigates our escape as he points out an opening in the sheer rock wall!

DORIAN

Keep going! We're almost to Thonis! Quickly, into that tunnel!

SCENE H/J: Thonis

Moving through the short transition tunnel, the end of the passageway opens up on a breathtaking sight as we finally reach the sunken city of Thonis! Even after years of lying in the murky depths, the marine metropolis is breathtaking [3D Projection Screen and Projected Targeting]!

As we move through the outskirts, past crumbling ruins [Media-Mapped Targeting Set Pieces], we fight our way through more of the phantoms, who are also controlling all manner of sea creature!

SCENE K: Battle and Escape

Fighting our way through we see the chest in the distance [Final curved projection screen] lying beside a GIANT POSSESSED SQUID. It's in the middle of the sunken metropolis, wreaking havoc on the ancient city!

We close in, zappers blazing as Dorian leads the way!

The squid rips a piece of a tower from a structure and hurls it at us! We can unload on the debris, trying to destroy it! These pieces are targetable. We can destroy them before they "hit" us. If we don't score enough points however, our vehicle spins a couple of rotations or at least shakes with "impact".

DORIAN

I'll get the top back on the chest! Hurry, target the squid with everything you have!

We shoot at the giant squid, scoring hits on its flailing tentacles. It's a savage fight as the squid lashes out at us, throwing debris and swiping at us with its enormous tentacles!

Dorian swims beneath it, muscling the lid of the chest back onto its proper resting place! As he does, the shadows start dissipating.

After a predetermined time or enough hits, the squid is released from specter control and turns, darting off into the darkness of the deep sea.

SCENE L: Surface

As Dorian bids us farewell, the pod turns and enters a transitional tunnel, where a change of scenery signals our rise to the surface as the voice of Dorian thanks us for our assistance.

DORIAN (V.O.)

The city of Thonis can rest easy, thanks to your courage here today! Remember, as you make your own discoveries, to treat everything in the natural world with respect!

SCENE M: Unload

We roll back into Dorian's dry dock and disembark from our submersible pods. Our total team score is prominently displayed on a LEADERBOARD that also contains the top daily, weekly, and all-time best scores, tempting us to dive once more into the deep blue sea.