

# BLACK PANTHER VIBRANIUM HEIST

***Black Panther: Vibranium Heist* is a thrilling adventure where guests venture deep into the mines of Wakanda as they explore the Vibranium caverns and escape the evil forces of Ulysses Klaue in this innovative roller coaster experience. This is a personal project and is not affiliated with The Walt Disney Company or Marvel Studios.**

QUEUE: As the guests enter the new Wakanda area in the Africa section of Animal Kingdom, they see the looming presence of Mount Bashenga (fig. 1), and the imposing panther statue at the mouth of the cave.



*Fig. 1 - Mount Bashenga*

As guests walk under the statue, they navigate some short tunnels and make their way into Shuri's Lab (fig. 2), the main queue area. In the context of the ride, guests will take on the role of volunteers for the Wakandan International Outreach organization, as established by Shuri at the end of *Black Panther*. Guests are there as representatives of their hometowns, and are in Wakanda to tour the mines and see how Vibranium could be useful in their city.



Fig. 2 - Shuri's Lab

As guests wait in line, they marvel at the impressive Wakandan technology such as Kimoyo beads, the various Black Panther suits, and schematics for the Royal Talon fighter ships. This area of the queue will be very spacious and well-lit, with large rooms and high ceilings. This will allow the feel of the lab to be bright and clean, which will be optimal for displaying theming elements, and will also contrast with the dark tunnels of the mine.



Also playing on various monitors throughout the queue is a briefing on Ulysses Klaue (pronounced “Claw”), the black market arms dealer, and an educational demonstration of Vibranium from Princess Shuri, detailing its qualities and uses. The last room will feature a demonstration on the Maglev train system, and how the sonic stabilization system for Vibranium works. Guests exit the queue through a hallway that leads to a vehicle bay. This vehicle bay is at the entrance to the mines, with a hole in the wall showing the vast caverns that await inside. It is here that guests are grouped into parties and enter their vehicles.

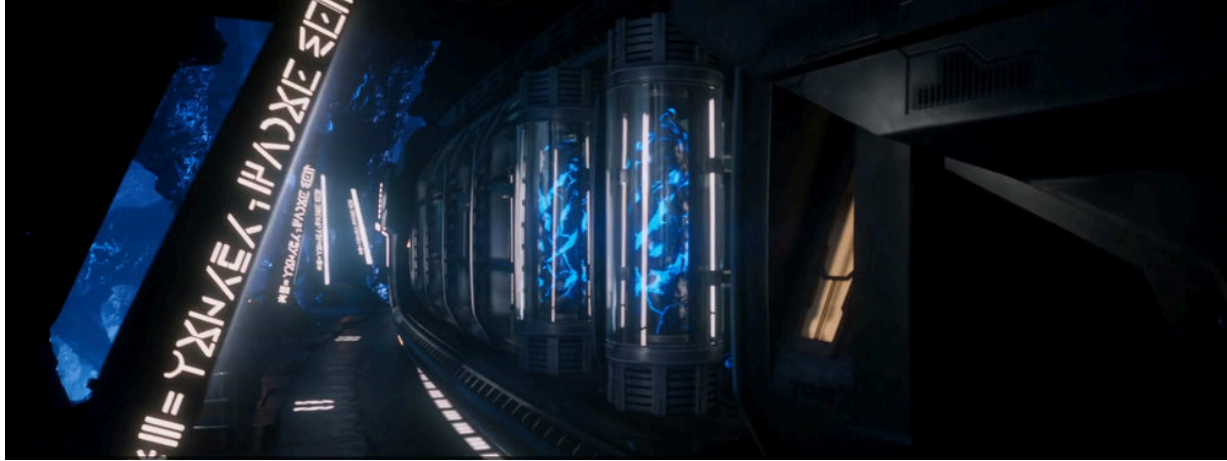
***RIDE EXPERIENCE:*** (Note: **bold text** indicates practical effects): This state of the art dark ride will use the Dynamic Attractions Dual Power Coaster vehicles (fig. 3), used here as Vibranium Transport Units.



Fig. 3 - Dynamic Attractions Dual Power Coaster vehicle

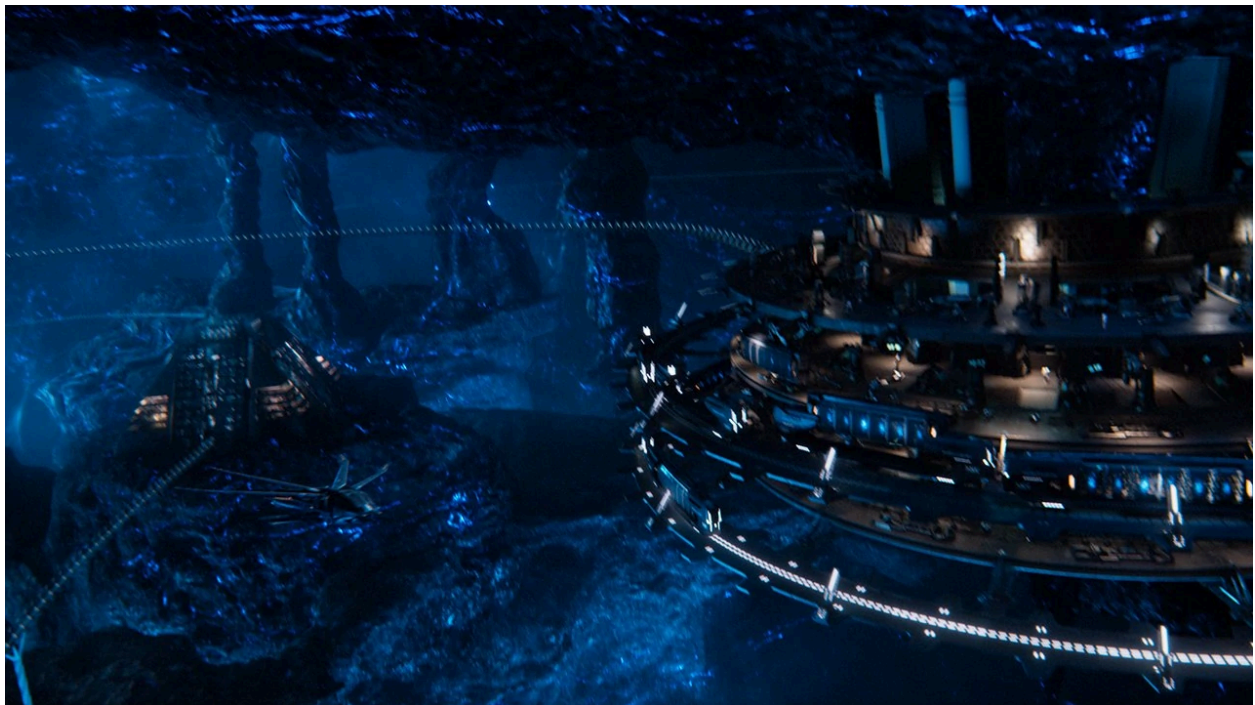
*These vehicles are best suited for this ride because they are able to tilt, spin and even drift like a dark ride vehicle, but also be maneuverable in the way of a roller coaster. The vehicles will seat eight riders, in two rows of four.*

On the front dashboard, and on the back of the seats in Row 1, there is a small screen and speakers to either side that will transmit the audio. Once the lap bars come down, the vehicle heads out into a transport shaft, the tunnel walls glistening with **Vibranium** (fig 4).

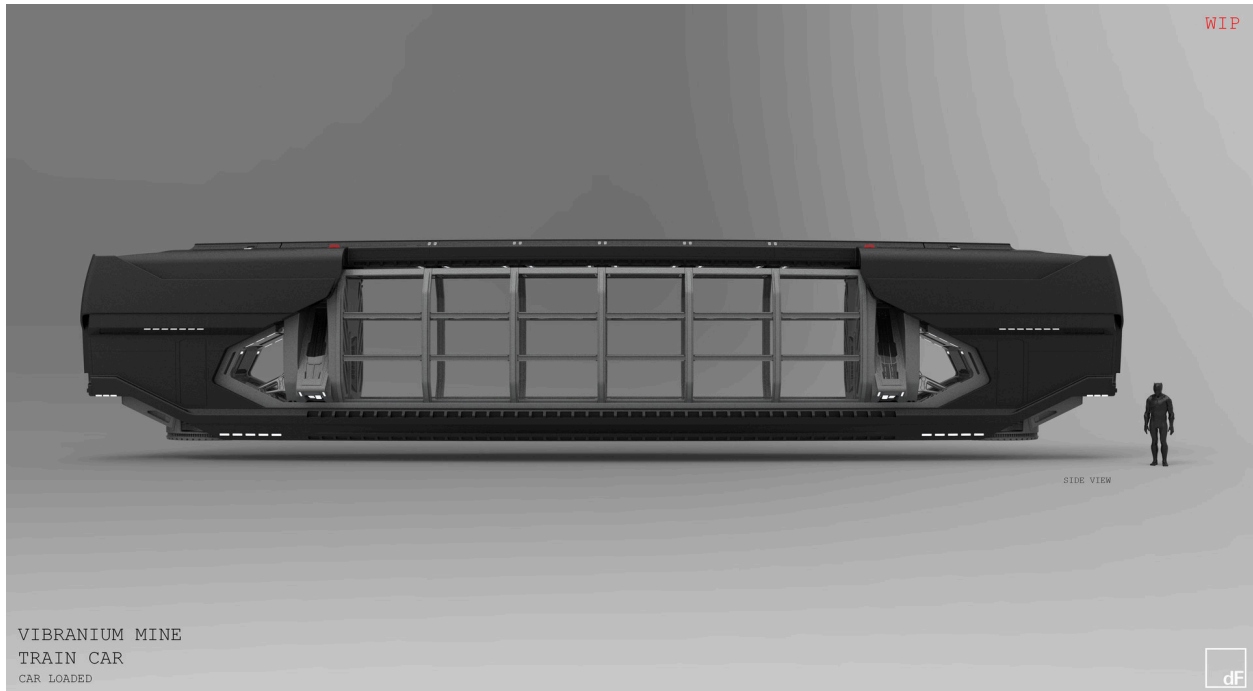


*Fig. 4 - Transport shaft*

The vehicle makes a left turn out of the tunnel and enters the main cavern of the mine, which combines practical sets and digital backing screens to look much larger than it appears (think Shanghai Disney's *Pirates*). The massive walls are lined with Vibranium, which shimmers onto the car and guests, as crisscrossing tracks for the Maglev trains snake through above and below, and in the distance, large mining equipment whirs.



After giving the guests a moment to take in the cavern, the vehicle enters its first show scene: the **loading platform** for the high-speed Maglev trains, which transport the Vibranium for shipment.



A **train car** sits on the loading platform, and its side door opens upward, revealing the Vibranium tubes stored inside. A mounted crane reaches onto the train and takes hold of a Vibranium canister. The claw grabs it and moves towards the ride vehicle, but as the crane moves to load it on, a hole is blown in the ceiling and three masked goons hook the crane and the Vibranium canister falls right into their hands. They load it into a service cart and wheel it towards the Dragonflyer dock, out of guests' view.



At this moment, the ride vehicle **flashes purple** and an audio message from Shuri comes over the vehicle's speakers. She tells riders that she has taken control of the vehicle remotely, as she does during the Korean car chase in the *Black Panther* movie. The vehicle begins to move, and approaches the Dragonflyer dock, following the Vibranium thieves.



As the ride vehicle enters this scene, a Dragonflyer ship emerges from below, and attaches its **cockpit** to the dock, right in front of the guests.



As riders approach closer, Ulysses Klaue emerges from behind the cockpit, appearing by use of Mursion technology similar to that in the queue and ride of *Harry Potter and the Forbidden Journey*.



Klaue notices the ride vehicle and begins taunting guests, aiming a large rocket launcher at them. Before Klaue can get his villain monologue out, Black Panther leaps down from the shadows and directly over guests' heads, knocking the weapon out of Klaue's hands, and begins fighting the goons. As Black Panther is fighting, Klaue **opens the cockpit** of the Dragonflyer, sneers at the guests, and prepares to make his escape.

Before he can, Shuri uses the ride vehicle to overload the electrical system and disable the Dragonflyer. The ride vehicle begins **shaking and flashing blue** to simulate the electric charge. Once it is charged, it releases a blast of sonic energy, which hits the Dragonflyer cockpit, disabling the jet, and causing the cockpit to blow out **steam**. Klaue grabs the Vibranium canister, loading it onto his supply car, taking off down a mine shaft away from the ride vehicle.

Shuri tells riders that Black Panther is on his way and that he is using the guests' vehicle to track Klaue, so they must catch up to him. The chase begins as the vehicle races down the **tunnel** after Klaue. Through **wind effects** and **projection mapping** technology, the **walls** appear as though they are racing by, even though the ride vehicle is only moving at around 20mph. Guests quickly notice the mine shaft is an active one, so they will appear to come close to whacking their heads on **mining equipment**, and occasionally get blasted with **sparks** or **steam** as they traverse the cavern's tunnels.

The ride vehicle approaches a large **hole** in the ground, where a mining zone operates below. There are makeshift **wooden maintenance ramps** in front of the hole, and the vehicle heads right for them. The ride vehicle jumps over the pit in the ground, narrowly making the jump and landing on the other side.



Finally, riders catch up to Klaue, now in **animatronic** form, who has exited his vehicle and is staring at the wall as riders arrive. Despite taunts from Shuri via the vehicle speakers, Klaue has a plan, and uses the Kimoyo beads on his wrist to summon a **Talon fighter**, which is revealed when it **blasts** through the wall behind him, spraying guests with smoke and debris. This is achieved via a false wall effect, similar to the pre-show of *Mickey and Minnie's Runaway Railway*.







Then, riders will face down Klaue as his **animatronic** turns back towards them and opens his **sonic arm cannon**, which powers up as he prepares to blast the ride vehicle.





Just in time, Black Panther jumps onto the back of the ride vehicle (**simulated through a sudden jolt**), and then, via Mursion effects, lands behind the animatronic Klaue on top of the Talon fighter. Klaue tries firing at Black Panther multiple times, but ends up missing him and **blowing holes in the rock wall**, once again sending steam blasts towards guests as their vehicle swivels to follow the action. Klaue charges up his arm cannon again and aims at the ride vehicle, but Black Panther pushes a **service cart** into him, causing him to stumble and fire his arm cannon. The cannon misses the ride vehicle, but **blasts an overhead stalactite**, which falls vertically towards the ride vehicle, achieved practically by use of a wire which guests will not see since they are directly below it.

This causes the vehicle to suddenly drop, via a **drop track section**. As the dust clears, guests look around and see where their vehicle has fallen onto: **the Maglev train track**. The magnetic poles lining the train track **angle down**, and the ride vehicle begins to **shake and vibrate**, simulating the magnetic charge caused by the poles. Riders stare into the tunnel, and see the **headlights of the train** in the distance growing closer and closer.



The vehicle does a rapid 180 degree spin and hits an LSM launch, reaching its top speed of 50mph as it outruns the train on a curved track, similar to the outside section of *Test Track*, and the ride photo is taken as the train gets closer and closer. As the light behind the ride vehicle grows brighter, the vehicle drifts and bumps sideways into an **unloading station**, narrowly missing the Maglev train which whizzes by, now simulated on a screen as a rush of air flows over the guests.

The vehicle comes to a stop under a large platform, and an **animatronic Shuri** gets out of the **simulated ride vehicle** she has been controlling, now just a seat with monitors around it, and the car **disappears**. A **Black Panther animatronic** emerges from behind her, helmet in hand, and the siblings thank riders for the help and wish them well, saying that it might be safer to leave the Vibranium here, and let the Avengers take care of the hometown delivery. The pair end the interaction with a Wakandan salute as the vehicle passes under the room and enters the exit station.

The ride vehicle passes the queue as it enters the exit sequence, and through a cracked wall riders can now see agent Everett Ross interrogating Klaue in a room off of the queue, visible now through one-way glass, whereas from the queue it appeared only as empty chairs. The vehicle pulls out of the exit station and into the loading station, and oncoming guests enter a now-empty vehicle.

**Click here to experience a virtual audio ride-through (best experienced while reading the ride script):** <https://www.youtube.com/watch?v=NGY9du2olaA>

# BLACK PANTHER VIBRANIUM HEIST

Written by  
Shane Joseph

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Riders enter the load station and step up to the boarding platform, where their vehicle approaches them: A Vibranium Transport Unit, a black and gunmetal grey car with two rows of four seats. Riders board the vehicle and secure their seatbelt and lap bar. On the front dashboard, and on the back of the seats in Row 1, there is a small screen and speakers to either side. The ride vehicle heads out into a transport tunnel, the walls lined with sparkling dark blue veins of Vibranium, and a narration begins.

NARRATOR

Welcome, volunteers! On behalf of the entire Wakandan International Outreach Organization, I would like to proudly welcome you... to Mount Bashenga.

The vehicle makes a left turn out of the tunnel and enters the main cavern of the mine, which combines practical sets and digital backing screens to look much larger than it appears (think Shanghai Disney's *Pirates*). The massive walls are lined with Vibranium, which shimmers onto the car and guests, as crisscrossing tracks for the Maglev trains snake through above and below, and in the distance, large mining equipment whirs.

NARRATOR (CONT'D)

Today, you will get to see firsthand how our Vibranium is mined and distributed.

After giving the guests a few moments to take in the cavern, the vehicle enters its first show scene: the loading dock for the high-speed Maglev trains, which transport the Vibranium for shipment.

The vehicle comes to a stop in front of a Maglev train car sitting in the platform, and its storage wall opens, showing the Vibranium canisters inside.

NARRATOR

The first step is loading the Vibranium canisters onto your transport unit. The loading process will begin momentarily.

A mounted crane reaches onto the train and takes hold of a Vibranium canister, moving it towards the ride vehicle.

NARRATOR (CONT'D)

Our Maglev trains are equipped with only the best security measures, so you can rest assured-

Suddenly, **BOOM!** A hole is blown in the ceiling and three masked goons hook the crane and the Vibranium canister falls right into their hands. They load it into a service cart and wheel it towards the Dragonflyer dock, out of guests' view.

The radio goes static, and then shuts off. At this moment, the vehicle flashes purple and an audio message from Shuri comes over the vehicle's speakers.

SHURI

This is Princess Shuri, I've taken control of your vehicle remotely. I've called for backup, but for now I'm going to need you to be my eyes and ears.

The vehicle begins to move, and approaches the Dragonflyer dock, following the Vibranium thieves.

3

INT. DRAGONFLYER DOCK

3

As the ride vehicle enters this scene, a Dragonflyer ship emerges from below, and attaches its cockpit to the dock, right in front of the guests.

SHURI

How did they manage to take control of a Dragonflyer? Who are these guys?

As riders approach closer, Ulysses Klaue emerges from behind the cockpit.

SHURI (CONT'D)

That's Klaue! He's coming this way. Hang on, I'm going to figure something out!

KLAUE

Well, well, well, look what we have here! A couple of goody-two-shoes volunteers. Never was much for charity work myself, typically leaned more towards the thieving side of things. Anyway, enough talk! Time for you to go away.

Klaue takes out a very large rocket launcher.

KLAUE (CONT'D)

And remember kids, this is the  
reward for working for free!

Suddenly, Black Panther leaps down from the shadows, directly  
over guests' heads.

BLACK PANTHER

Get away from them!

He knocks the gun out of Klaue's hands, and begins fighting  
the goons. As Black Panther is fighting, Klaue opens the  
cockpit of the Dragonflyer, sneers at the guests, and  
prepares to make his escape.

KLAUE

That's my cue!

SHURI

No! Klaue still has the Vibranium.  
Hold on tight, I'm going to use the  
transport's energy source to  
overload the power to that jet.

The ride vehicle begins shaking and flashing blue to simulate  
the electric charge.

SHURI (CONT'D)

Fasten your seatbelts everybody. Oh  
wait, you don't have any. Well,  
just hold on!

Once the vehicle is charged, it releases a blast of sonic  
energy, which hits the Dragonflyer cockpit, disabling the  
jet, and causing the cockpit to blow out steam.

KLAUE

Argh, that's not good!

Klaue grabs the Vibranium canister, loading it onto his  
supply car, taking off down a mine shaft away from the ride  
vehicle.

SHURI

We have to follow him! My brother  
will track your location and make  
his way to us, but for now we must  
get to Klaue!

She maneuvers the ride vehicle after him, and into the active  
mine shaft.

4 INT. MINE SHAFT

4

Guests quickly notice the mine shaft is an active one, so they will appear to come close to whacking their heads on mining equipment, and occasionally get blasted with sparks or steam as they traverse the cavern's tunnels.

SHURI

Watch your heads!

The ride vehicle approaches a large hole in the ground, where a mining zone operates below. There are makeshift wooden maintenance ramps in front of the hole, and the vehicle heads right for them.

SHURI (CONT'D)

Brace yourselves!

The ride vehicle jumps over a pit in the ground, narrowly making the jump and landing on the other side. Finally, riders catch up to Klaue, now in animatronic form, at a dead end.

5 INT. DEAD END

5

Klaue has exited his vehicle and is staring at the wall as riders arrive.

SHURI

Give it up, Klaue! You're cornered!

KLAUE

Another lesson for you: when you've hit a wall, make your own doors!

Klaue uses the Kimoyo beads on his wrist to summon a Talon Fighter, which is revealed when it BLASTS through the wall behind him.

KLAUE (CONT'D)

Now, where were we?

Klaue turns back to the riders and he opens his sonic arm cannon, which powers up as he prepares to blast the ride vehicle. Before he can fire, Black Panther jumps onto the back of the ride vehicle, and lands behind Klaue on top of the Talon fighter.

KLAUE (CONT'D)

Agh! What the-?



Klaue tries firing at Black Panther multiple times, but ends up missing him and blowing holes in the rock wall, once again sending steam blasts towards guests as their vehicle swivels to follow the action.

KLAUE (CONT'D)  
Here, kitty, kitty!

Black Panther dodges more shots as he motions to the ride vehicle.

BLACK PANTHER  
I'll keep him occupied, get out of here!

KLAUE  
Oh, I don't think so!

Klaue charges up his arm cannon again and aims at the ride vehicle. Black Panther pushes a service cart into him, causing him to stumble and fire his arm cannon, missing the ride vehicle but blasting a huge overhead stalactite.

BLACK PANTHER  
No!

KLAUE  
Good riddance, volunteers!

The stalactite falls vertically towards the ride vehicle, causing it to drop via a drop track section.

6 INT. TRAIN TRACKS

6

As the dust clears, guests look around and see where their vehicle has fallen onto: the Maglev train track.

SHURI  
Is everybody okay? We have to get you back to-

The magnetic poles lining the train track angle down, and the ride vehicle begins to shake and vibrate, simulating the magnetic charge caused by the poles.

SHURI (CONT'D)  
Oh no, the train!

Riders stare into the tunnel, and see the headlights of the train in the distance growing closer and closer.

SHURI (CONT'D)  
Hang on tight!

The vehicle does a rapid 180 degree spin and hits an LSM launch, reaching its top speed of 50mph as it outruns the train on a curved track, similar to the outside section of Test Track, and the ride photo is taken as the train gets closer and closer.

As the light behind the ride vehicle grows brighter, the vehicle drifts and bumps sideways into an unloading station, narrowly missing the Maglev train which whizzes by, now simulated on a screen as a rush of air flows over the guests.

7

INT. EXIT TUNNEL

7

SHURI

Whew, what a rush!

The vehicle comes to a stop under a large platform, and an animatronic Shuri gets out of the simulated ride vehicle she has been controlling, now just a seat with monitors around it, and the car disappears.

SHURI (CONT'D)

That was a close one!

A Black Panther animatronic emerges from behind her, helmet in hand.

BLACK PANTHER

(to Shuri)

I feel like we've been saying that too much lately.

(to riders)

Thanks for all your help and your bravery out there. I couldn't have done it without you.

SHURI

And they couldn't have done it without me, so you're welcome!

BLACK PANTHER (TO SHURI)

Shuri, that's enough. Without their efforts, that Vibranium would have fallen into Klaue's hands.

(To the riders)

Now, let's get that Vibranium back to base, I think we should let the Avengers handle the home delivery. But after your heroism today, you are welcome back to Wakanda anytime.

SHURI

Just try not to get into too much  
trouble!

BOTH

Wakanda Forever!

8

INT. UNLOADING STATION

8

The ride vehicle passes the queue as it enters the exit sequence, and through a cracked wall riders can now see agent Everett Ross interrogating Klaue in a room off of the queue, visible now through one-way glass, whereas from the queue it appeared only as empty chairs. The vehicle pulls out of the exit station and into the loading station, and oncoming guests enter a now-empty vehicle.

# TRACK LAYOUT

