



STRANGER THINGS

RACE TO THE GATE

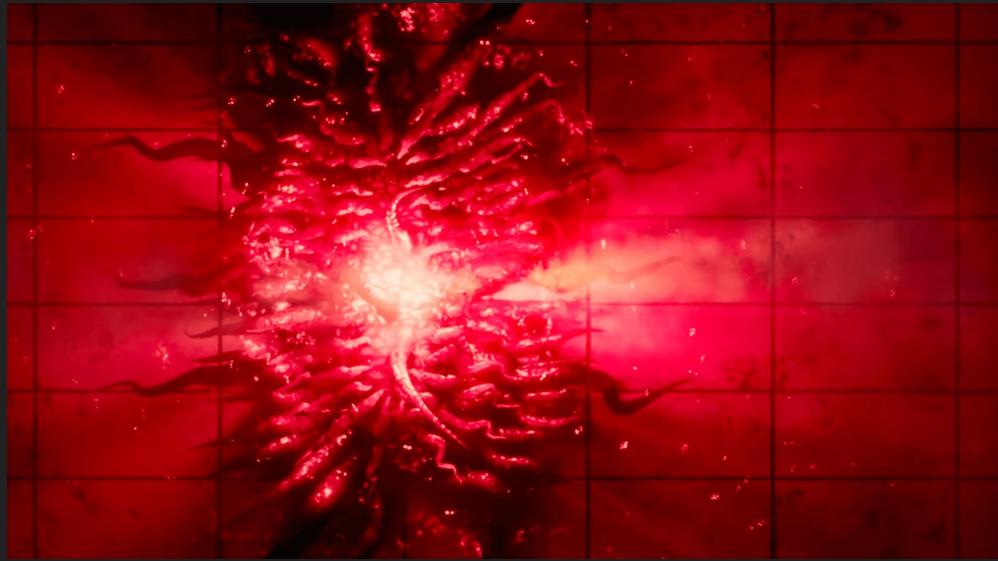
LOGLINE

Stranger Things: Race to the Gate is a next-generation roller coaster experience that blends the high speed coaster ride with state-of-the-art track features and dark ride scenes and storytelling to immerse riders into the world of the Upside Down.



THE GATE HAS REOPENED.

After the valiant efforts of Eleven to close the Gate inside of Hawkins Lab, it has re-emerged. The Upside Down is once again seeping into our world, and it is up to you to stop it before it spreads further.



You'll have to commandeer state-of-the-art vehicles inside of Hawkins Lab to make your way to the Gate and close it for good. Your vehicles have been fitted with undercarriage electromagnets which will repel anything from the Upside Down back through the portal. Unfortunately, this will require you to get into close contact with the creatures of the Upside Down who are terrorizing Hawkins Lab, and may even result in a face-off with the Gate directly. Are you up for the task?

RIDE TECHNOLOGY

This ride will utilize Intamin's Multi Dimension Coaster, with rotating ride vehicles. This will allow for the most amount of storytelling to take place, and will be perfect for ride integration with the set. These vehicles give the ability for a dark ride/roller coaster hybrid attraction, tailor made for the Stranger Things IP.

MDC 2x2 SPINNING CARS

CAPACITY - 4 RIDERS PER CAR

MOTORIZED SPINNING

FREE-SPINNING

LAP-BAR RESTRAINT DESIGN



[Click here for video demonstration](#)

RIDE EXPERIENCE

Chapter One: Welcome to Hawkins Lab

The outdoor facade and queue line take guests inside of Hawkins National Laboratory. During this time, guests learn about the experiments that took place inside the Lab via archival footage.



Canonically, this ride experience takes place between seasons 2 and 3 of Stranger Things, so this area of the queue features information about the experiments done on Eleven and the other children, but also offers foreshadowing about One and Vecna for fans of the show to look out for. The indoor queue takes guests exploring through various rooms of the lab including the Rainbow Room, Eleven's room, sensory deprivation tanks and the group testing room seen in season 4.

RIDE EXPERIENCE

Guests board their ride vehicles inside the control room of Hawkins Lab. Hawkins Lab technicians check their safety restraints, wish them luck, and send them off inside the Lab. Chief Hopper will accompany the riders via onboard audio.

Chapter Two: Deep Down Dark

Since the Lab has been overtaken by the Upside Down, creatures and vine roots are in every room. This first section of the coaster focuses on the dark ride element, with riders being caught by surprise with a small dip out of the station into the dark hallways and ravaged Lab rooms.



RIDE EXPERIENCE

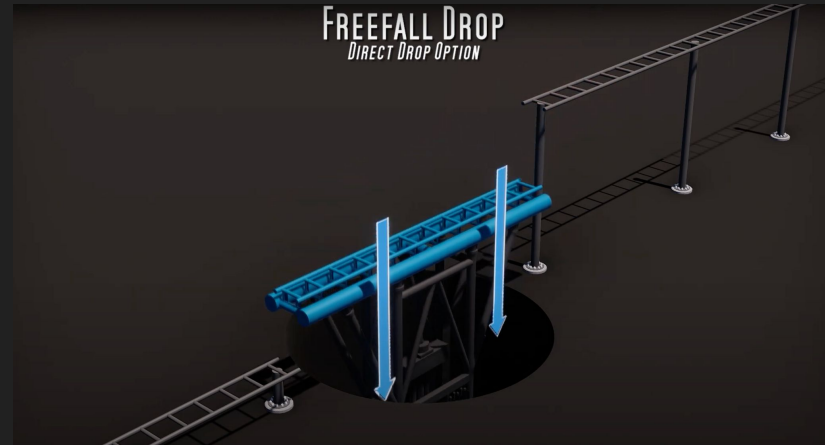
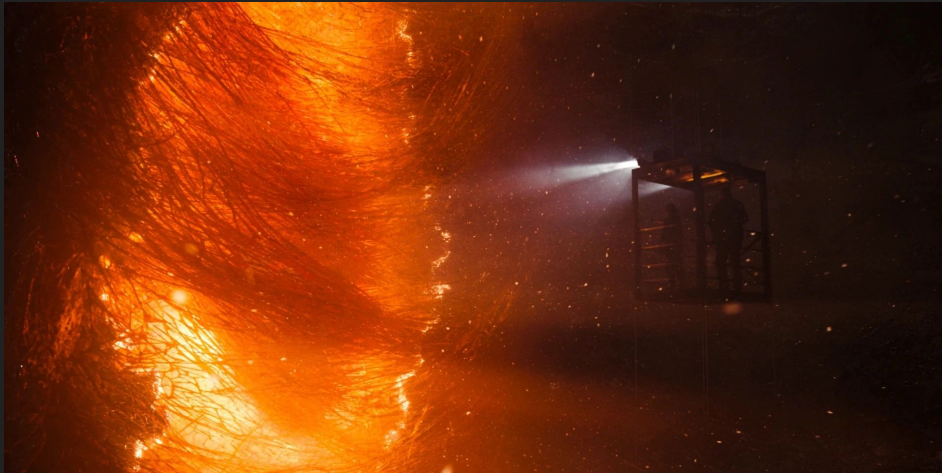
From here, riders experience a horror dark ride with animatronic Demogorgons emerging from portals, as well as Demobats and Demodogs attacking Lab technicians and lunging for the ride vehicle. The vehicles feature movement like sudden turns, small track tilts, and fog blasts to accentuate the environment and scare guests. Then, the first big ride movement happens, a **swingback side drop** into the main room where the Gate is located.



[Click for video demonstration](#)

RIDE EXPERIENCE

Riders gawk as they stare directly at the Gate in front of them as their vehicle slows as they get closer. They won't be able to stop their vehicle from slowly inching forward, as they hear metal creaking and through the speakers Hopper says the Gate is pulling them in. The ride vehicle stops on a **freefall drop track**, and before the drop, the gate opens further just as the guests are about to collide. The lights go out, plunging riders in darkness as the track **drops**.



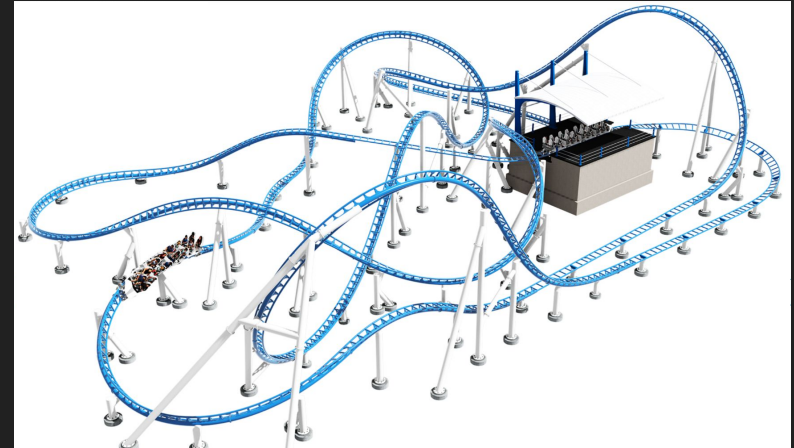
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RIDE EXPERIENCE

Chapter Three: Upside Down

After the drop, riders catch their breath and look around to see a dimly lit copy of the room they were in, but now in the Upside Down. Riders scream as the train quickly launches backwards, underneath where they had just pulled onto one level above. This portion will be a free spinning coaster experience through the Upside Down.

This section takes place under a massive figure of the Mind Flayer, with riders swiftly dodging in and out of the legs of the spider-like creature. Halfway through this section, Hopper comes over the speakers again and says to hold on, help is on the way. Just like with Vecna in the series, Hopper plays 80s music to bring riders closer to our dimension.

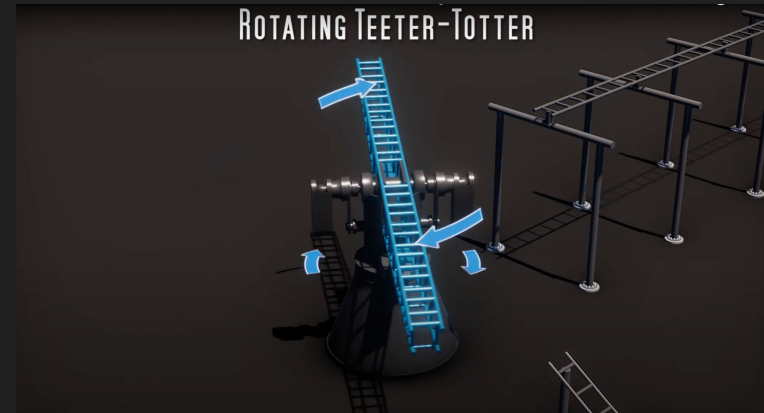


Sample layout for indoor section

RIDE EXPERIENCE

Riders pull into an Upside Down version of the ride's station, where they boarded the vehicles. The trains stops for a few moments, giving them a chance to think the ride may be over, but it is now revealed that the track they are on is a **rotating teeter totter** segment. The head of the Mind Flayer appears from above and gets closer to the vehicle as the track locks into the tilted position.

The coaster train plunges backwards down the drop, and at the bottom, riders find themselves in a lab room that is overtaken with an Upside Down forest. Riders are face to face with an army of creatures, and even the Mind Flayer itself. Just as it looks like riders are doomed to remain inside the Upside Down, their savior emerges: Eleven.



[Click for video demonstration](#)



RIDE EXPERIENCE

Chapter Four: Rescued

In this extensive show scene, an animatronic Eleven fights off the creatures of the Upside Down as riders are caught in the middle of the battle. The ride vehicles rotate and tilt, allowing the riders to focus on their surroundings. In the heat of the showdown, Eleven extends her arm towards riders and tells them she is sending them back, and needs everyone to concentrate. Then, the track performs a **bungee lift**, and guests are thrust up and down as the music rages, steam pours out, and the lights flash and black out once again.



[Click for video demonstration](#)

RIDE EXPERIENCE

When the lights come back on, riders find themselves in an identical version of the room they were just in, but with the lights on, no vines, and no creatures. Eleven remains, and thanks the riders for their help in closing the gate once again. She extends her arm and gives the train a small push backwards, as it falls down a small drop and into the exit station. After riders exit, the train rotates around forward again and advances into the entrance station, ready to be boarded by oncoming riders.

