

# Trials of the Molten Mountain

**Logline:** Trials of the Molten Mountain is a multi-stage attraction that uses outdoor trackless ride vehicles, immersive interactive sets with live actors, and an indoor suspended powered roller coaster to take guests on an epic adventure across the jungle and into the depths of the Molten Mountain.

The adventure begins at a jungle outpost deep in the rainforest. Guests explore the outdoor queue area, walking past crates and rations, featuring world-building props and relics from the expedition company's past endeavors.



This queue immerses guests in the jungle environment, and also sets the stage for the story they are about to experience. Guests discover that the outpost has been established here because it is at the base of a mountain that is said to be home to a giant subterranean temple. Legend says that the ancient settlers left treasures inside as an offering to the deity that they believed resided there as a way to quell his rage. The expedition team has recovered some small treasures, but no one has ventured deep enough to reach the temple itself— until now.

Once guests enter inside the main outpost building, they make their way in groups to the briefing room for the first pre-show. An expedition leader explains to riders that they have found a way to get inside the mountain via an old track system used for transporting suspended mine carts in and out of the cavern. The original expedition group in the 1930s used the carts to load and transport the treasures they found inside the mountain, but the carts often came out scorched and burned from the deity's power.

Lately, similar activity has started again, with loud, earth-shaking noises coming from inside the mountain, as well as fires and clouds of smoke descending on the jungle. In order to investigate (and score some treasure), the current expedition team has retrofitted the cart system to be able to carry passengers, and they need riders to get inside before the deity becomes uncontrollable and razes the jungle.



Now that the guests have been briefed, they are ready to get to the mountain. They exit the briefing room and go outside to the back of the outpost, where they see their transportation: off road vehicles. The expedition leader explains that his team will drive the vehicles remotely, and there are more team members waiting for the riders when they arrive at the mountain.



The off-road vehicles appear similar to the Dynamic Attractions All-Terrain Dark Ride vehicle concept and are essentially a smaller version of the Skull Island: Reign of Kong trucks, capable of operating on a trackless path outdoors. The vehicles seat riders in three rows, and traverse an outdoor path featuring small hills, water elements, and wildlife of the jungle.

During the trek, guests hear the on-board audio which tells them more about the expedition and the trials that await them. The trackless vehicles are capable of driving over rocks and ruins, and depending on which vehicle the guests are in, the vehicle takes a different path, with all of the vehicles arriving at the mountain entrance at the same time.



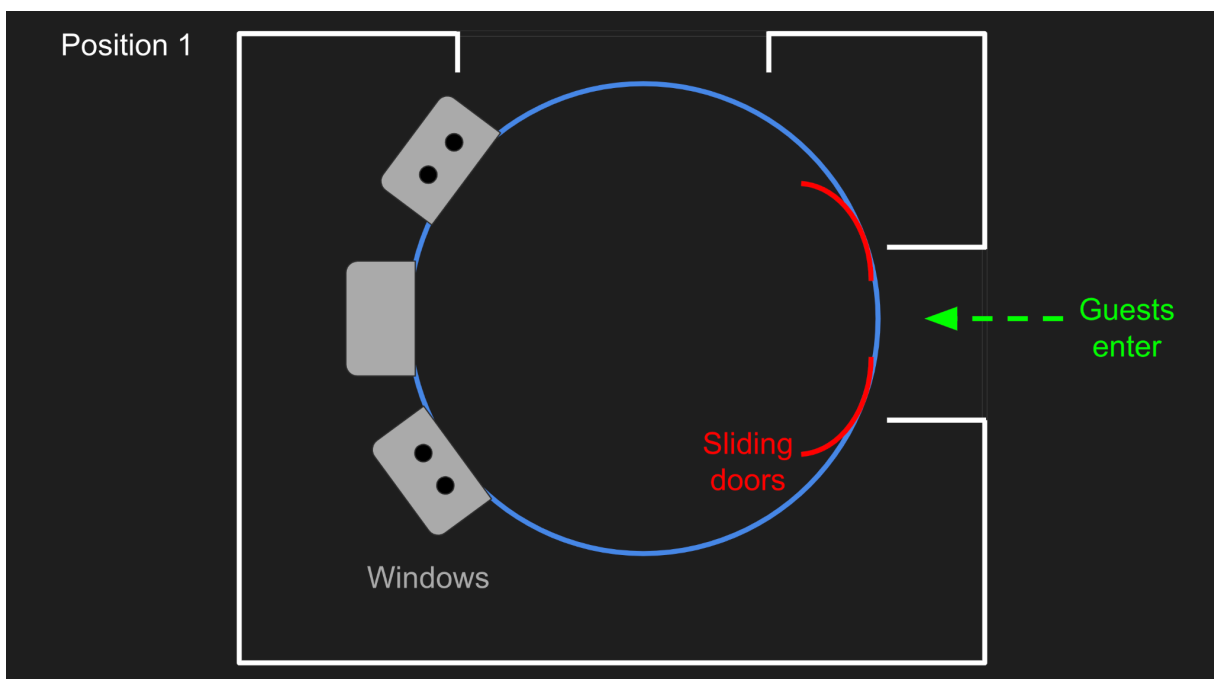
An adventure guide from the expedition company awaits the guests at the entrance, and ushers them inside the first room of the mountain temple. The first room is a long hallway, with symbols etched into large tiles on the floor. The symbols have LED capabilities, and light up briefly before moving on to a new tile. Guests must move as a group to make their way across. If a guest steps on the wrong tile, the tile turns red and a blast of air shoots out, and the guests must return to the previous tile. Once the guests are across, the door slides open to the next room.

The second room requires teamwork, there are three different enclosed shrines each containing a unique looking idol, and images carved into the walls of the chamber, featuring dozens of carvings of different idols. Half of the guests must

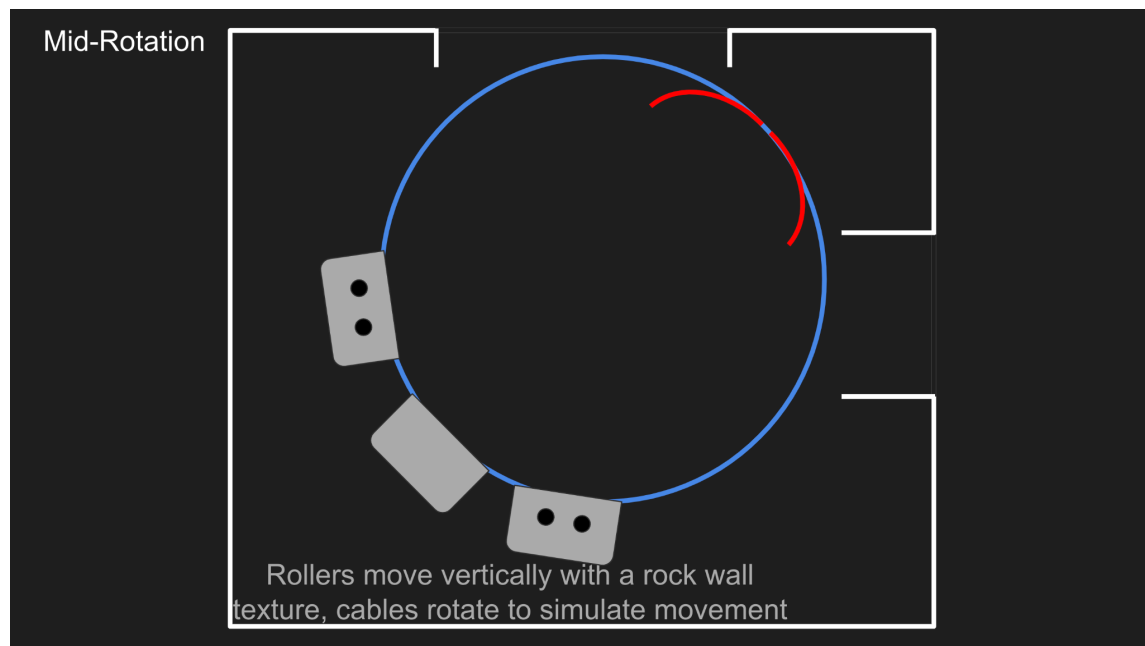
enter the shrines while the other guests are on the outside and have to press the buttons on the walls of the corresponding idols, relying only on the spoken descriptions from the guests inside the shrine. The guests inside the shrine must place their hands on the idols at the same time as the guests on the outside are placing their hands on the carvings on the walls. The idols inside the shrines can change if the game needs to go on for longer, and to allow replayability for returning guests. After the correct idols have been pressed, the door opens to the next room.

In the final room, text carved into the walls reads “One stays behind” and “A sacrifice is demanded” with a stone box in the center of the room. The adventure guide goes first to “check it out” but gets trapped inside. Steam shoots out the cracks of the box, and the door slides open to reveal the guide has vanished. New words appear on the wall, “Your sacrifice has been accepted,” and the entire wall opens up to allow the guests to proceed, now without their guide.

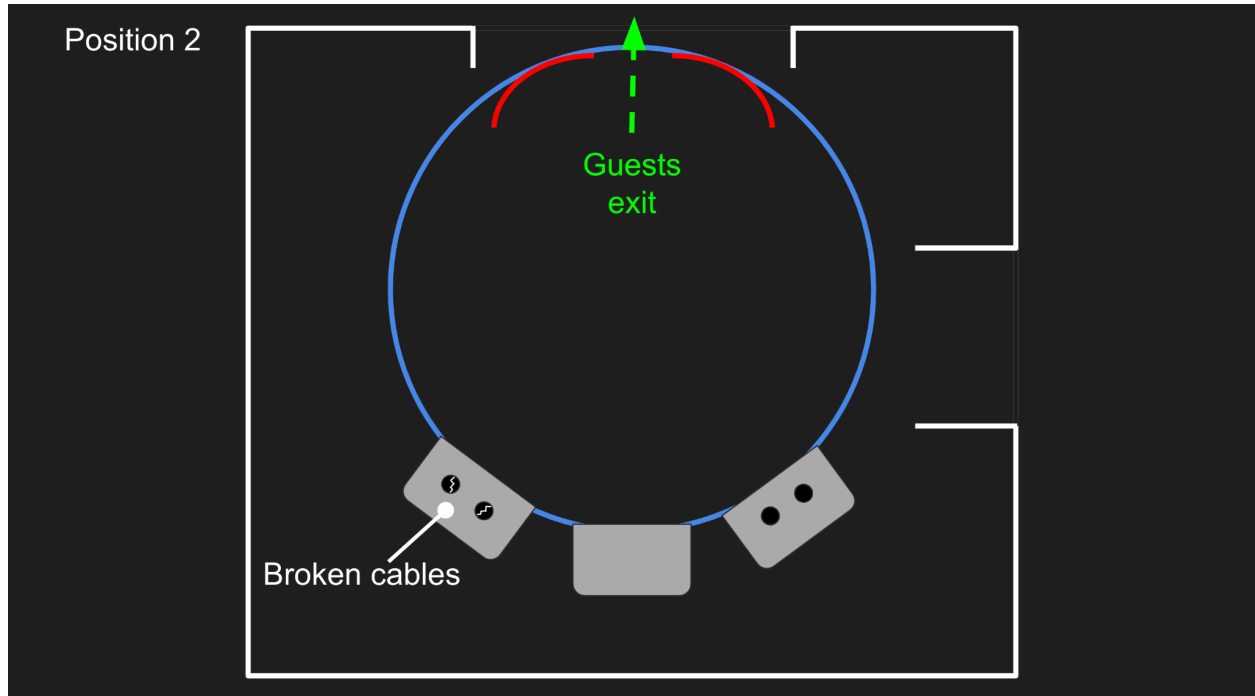
After the wall opens up, guests walk into the next room where the environment noticeably changes, and it’s clear that the previous team made it this far because crude light features line the walls and metal grates are placed on the floor for guests to walk on. After this short corridor, guests enter into a large circular service elevator. There are 3 windows that allow a view past the back of the elevator, at the rock wall beyond. In the outer two windows, guests can see the cables that lift and lower the elevator.



The doors slide shut, closing guests in, and the elevator moves downward. This is achieved with textured rollers that are built into the elevator windows, set back enough to give depth to the wall when looking out the windows. The rollers move simultaneously, selling the effect that the elevator is moving down. In reality, the elevator is just a circular turntable that slowly rotates 90 degrees over the course of a few minutes. It jolts at first to hide the beginning of the rotation. The illusion of the windows as well as rumbling beneath the floor will distract riders from the slow turning motion.



Shortly into the descent, guests see two of the cables grind and then snap, and the elevator jolts and pitches slightly forward as the rollers speed up and air flows in. This jolt is really to mask the motion of the elevator stopping at its end position, aligned with the exit door. The air gets stronger, and the walls move upwards faster, making it seem like the elevator is free falling. The elevator is on a motion platform, so it can pitch and tilt slightly. Eventually, the other cables are heard screeching and the elevator slows and stops. The doors open and guests enter the ride station.



The ride station is in a large cavernous opening, with expedition guides organizing guests into rows and boarding them onto the vehicles. The ride is a Mack Rides Inverted Powered Coaster, so riders will board the suspended coaster car in rows of four. After the guides check riders' restraints, the vehicles pull out of the station, and riders begin winding through narrow tunnels around a series of show scenes with old mining equipment and supplies from previous expedition crews; many are very charred and burned.



This section starts off slow, and riders hear the sound of a winch, as though they are being pulled along on a cable pulley system. The ride vehicles rotate backwards and begin to descend an incline. The cable sound slows, and riders hear a metallic release and cable unspooling, simulating a traditional roller coaster lift hill. The vehicles are still facing backwards, and drop down the incline into the large cave. The vehicles rotate forward again, and the riders see the massive cavern, all lit from a giant opening at the bottom.



Riders finally see where the heat and loud noises have been coming from: a mouth of a volcano inside of the mountain. The ride picks up speed now, twisting and turning over the mouth of the volcano as guests peer downwards at the lava bubbling up and steam filling the cavern.

Because the roller coaster is electrically powered the whole way through, the vehicles can speed up and slow down without needing to stop on a mid-course brake run or an additional launch track. This creates a unique ride experience that has riders always guessing what's coming next. The on-board audio will further immerse riders into the experience. Since the vehicles are suspended under the track, riders have their legs dangling and nothing beneath them, getting them even closer to the action happening below.



The trains go down a spiral helix towards the cave floor. As the riders get closer and closer to the volcano opening, they see cracks in the ground, and lava spilling over the top, and spreading to cover most of the cave floor, achieved through projection mapping. The track is banked so that the riders are facing the floor, looking down straight into the opening.





Through practical water bursts accompanied by themed lighting, lava spurts will blast up from the ground around riders. Then, the expedition leader comes over the on-board audio and tells riders that the volcano is about to erupt, and they need to get out of there as fast as possible. It's too dangerous to cross over the opening again, so riders will have to use the emergency evacuation system. The ride vehicle passes over a destroyed version of an identical vehicle on the ground as the train pulls into a section of straight track and comes to a stop.

The train is now inside of a mine cart maintenance bay, with a wall on either side of the vehicle. Then, after a brief show scene of sparks and powering up to get the system started, the ride vehicle is lifted vertically upwards on an elevator lift system similar to other Mack coasters.



Halfway up the lift, riders hear the lift powering down as the vehicle comes to a halt. The volcano blasts higher and higher towards the ride vehicle, when finally a lava burst hits the control panel, and the vehicle starts ascending again as the lava fills the cave. At the top of the lift, the train reverses and goes down a backwards drop as riders hear a loud blast and see smoke and orange light through the hole they just came from.

During the drop, the ride vehicles rotate forward again and go outside the structure, completing an outdoor low to the ground helix. The vehicle then pulls into the exit station, and riders disembark the vehicles.