

Expedition: Wonder

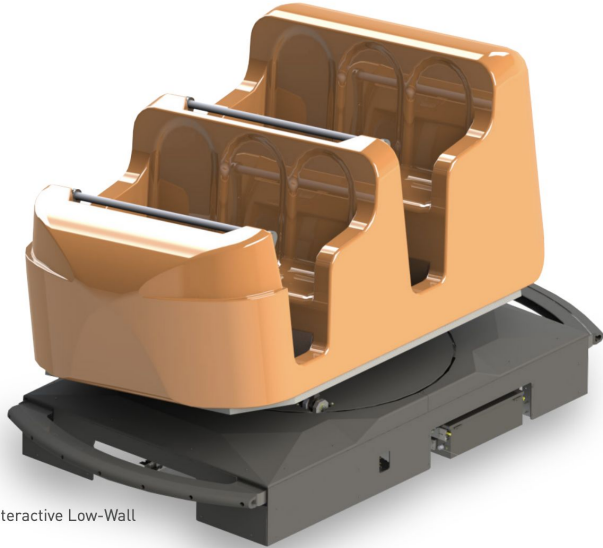
A dark ride journey through the Seven
Wonders of the Ancient World



The Story

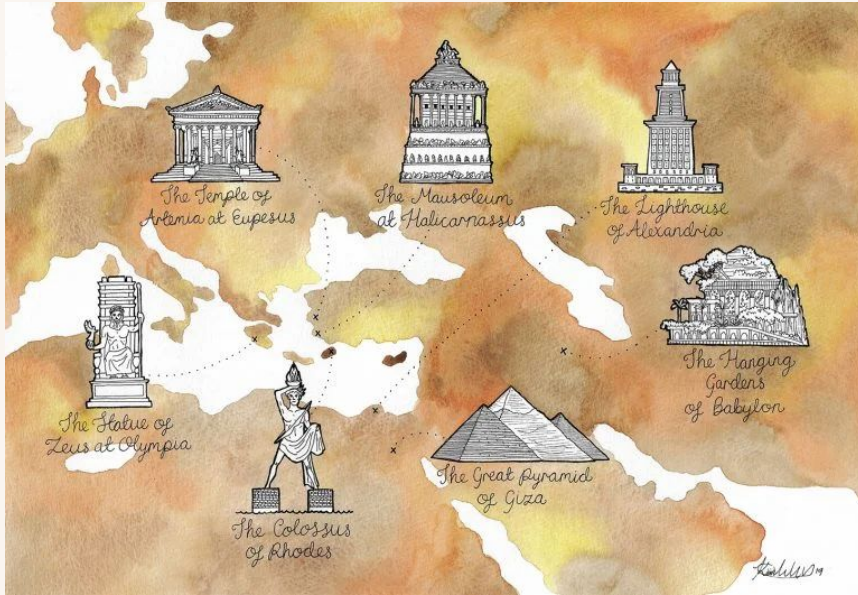
The Museum of Ancient History is debuting their newest exhibit, putting pieces of the Seven Wonders of the Ancient World on display. Thanks to the museum caretaker, you've been given a special preview, and she has promised to show you the Wonders in a way you've never seen them before...

The Ride



The tracked dark ride will take guests on a whirlwind journey through the Ancient Wonders, with a combination of practical and digital sets bringing these monuments to larger-than-life. The motion base of the ride vehicles allows rotation, tilting, sweeping movements, tight maneuvers, and enhancement of environments both real and simulated.

The Seven Wonders



Expedition: Wonder will take riders all over the ancient world, offering breathtaking views of the legendary monuments. Narration from the museum caretaker will enhance the scenes, expanding on the history of these magnificent structures. This tour isn't just educational, multiple thrilling moments and awe-inducing effects will leave riders feeling like they've actually visited these legendary locations.



Queue

The queue will take guests through the Museum of Ancient History as the museum prepares to open their newest exhibit. Guests will learn about the Seven Ancient Wonders through interactive displays as the scene is set for what they are about to experience on the ride. In the pre-show, the caretaker will let guests know that she will give them a sneak preview of the exhibit, and opens a secret door that guests exit through into the Wonders Wing of the museum.

Queue & Station



After entering the Wonders Wing, the guests can see that it is not quite ready to open, with some scaffolding still up and tarps over objects. The guests head into the construction area and board their tour vehicles. Museum staff help guests board the vehicles and dispatch them on their private tour.

Ride Experience

After leaving the station area, the ride vehicle turns the corner and stops in front of a huge painting of the **Hanging Gardens of Babylon**. The caretaker narrates through the ride vehicle speakers and the vehicle turns around to see she has joined them in the room. As she remarks how you can almost hear the waterfalls through the painting, guests turn back around to see that the painting has vanished, and they can actually see the Hanging Gardens beyond the frame, at the exact angle that the painting was depicting.



Ride Experience



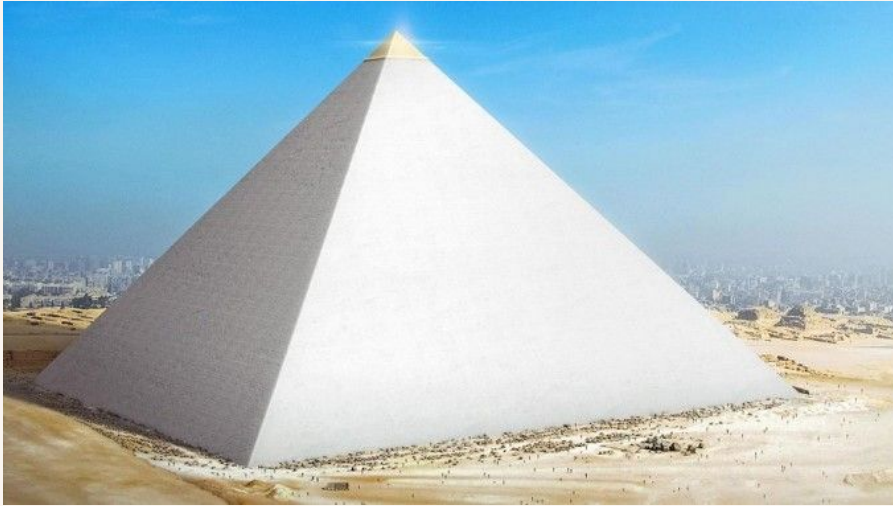
The ride vehicle passes through the massive frame of the painting and into the Hanging Gardens. Riders feel the bumpy cobblestones beneath their vehicle as they pass next to the waterfalls and lush foliage. Natural lighting permeates the room, and the massive scale of the structure is achieved through physical sets that extend into the LED screen background. The caretaker continues to narrate with stories about the Gardens and the ancient Babylonians. The ride vehicle turns away from the structure and through a doorway surrounded by another large frame.

Ride Experience



After passing through the frame, the riders find their vehicle bobbing up and down on the waves. Stormy skies flicker above, and huge ships surround riders on either side of the vehicle. Up ahead is the enormous **Colossus of Rhodes**. The riders will hear about its construction, and about life on the island of Rhodes. Guests will feel the wind and light rain of the storm as the massive base of the statue gets closer. While they can't see the full figure due to the storm, the occasional lightning strike will illuminate its silhouette. The ride vehicle passes between the feet of the statue into the dark.

Ride Experience



After a moment of darkness, the sounds of the waves fade away and the sun rises on ancient Giza. Riders find themselves at the corner of the **Great Pyramid**. They are surrounded by sand dunes, and as they crane their necks upwards, they can see the Pyramid as it originally appeared, coated in white limestone. As the ride vehicle follows a path around the Pyramid's corner, riders can trace the line of the pyramid upwards, as forced perspective combined with projection technology complete the pyramid at the top, including the glimmering gold capstone.

Ride Experience



The ride vehicle passes behind a sand dune and emerges inside the **Temple of Artemis**. They admire the interior as the caretaker tells them of its history as well as its demise. Suddenly, flames overtake the Temple, and riders feel the heat of the licking fire on their vehicle. The flames subside as the caretaker lets them know that the temple was rebuilt... before it was destroyed again by the opposing Ostrogoths. A giant hole is blown in the wall of the Temple, and the ride vehicle enters inside.

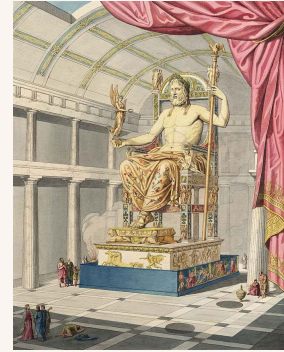
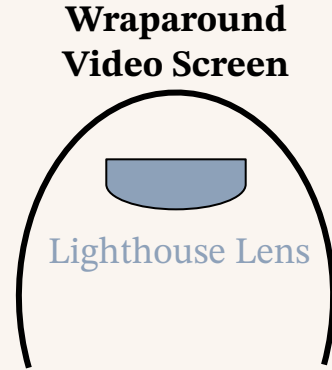
Ride Experience



Riders find themselves in darkness again, but not for long. They are at the top of the **Lighthouse of Alexandria**, peering out over the ancient city in the nighttime. The giant lens disc that reflects the flames is directly in front of riders, with the flames obscured but clearly lighting up the other side of the slowly rotating disc. Practical columns arranged in a semicircle surround riders, and a massive wraparound screen sits behind the columns, creating the illusion of the massive vista. As the disc turns around fully and exposes riders to the massive light, riders are temporarily blinded as bright light shines on the vehicle. In the blink of an eye, they are now in an Olympian temple.

How Will This Effect Work?

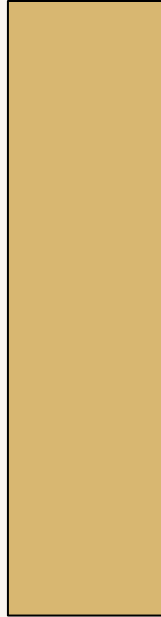
Transporting riders from the top of an Alexandrian lighthouse to the middle of an Olympic temple in only a few seconds isn't easy, but it is achieved through a relatively simple method. Here are all of the components of the scene.



Statue of Zeus

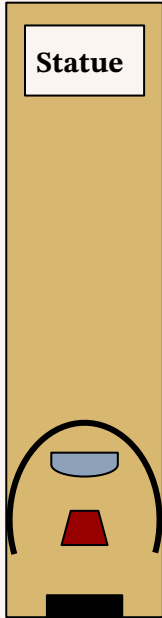


Ride Vehicle

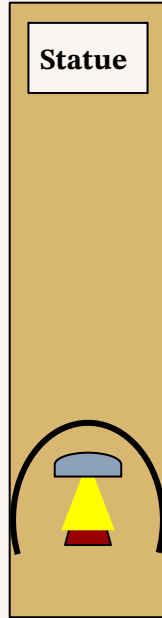


Full Scene

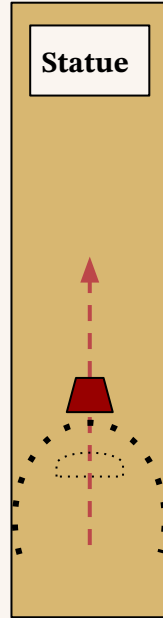
Vehicle enters hallway with video screen descended, room is dark. Vehicle stops.



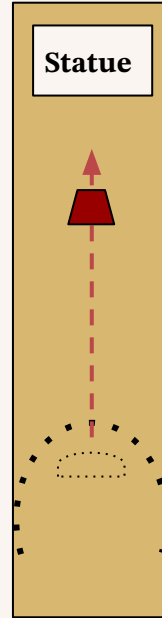
After video scene, lighthouse light shines on guests, lights flash to full blackout



Screen and light rapidly rise into the ceiling, vehicle advances in darkness



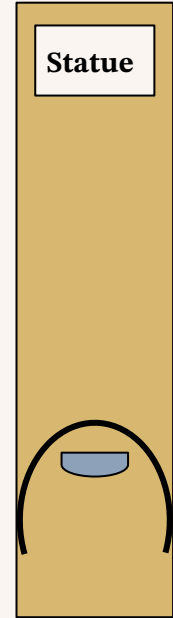
Overhead lights come on to reveal full set, vehicle continues advancing



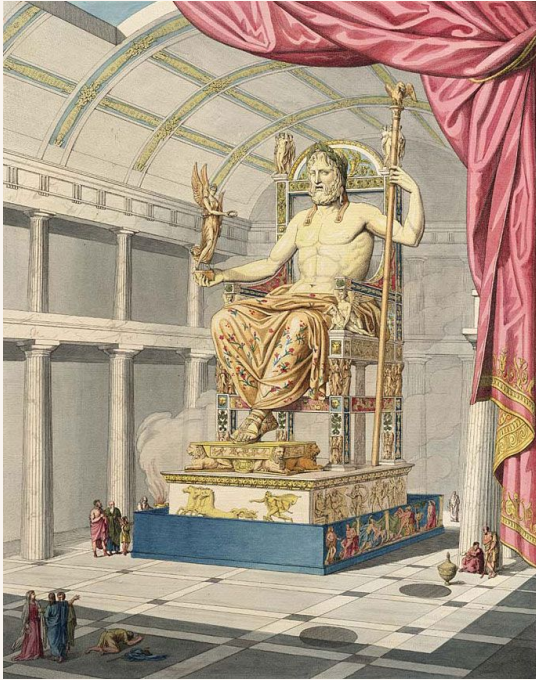
Vehicle exits room



Screen and light descend, ready for next vehicle



Ride Experience



After the sudden transformation out of the Lighthouse, riders will be awestruck at the magnitude of the temple they are now in as the **Statue of Zeus at Olympia** stands before them at the end of the hallway. This will be the largest physical set piece on the attraction, built to scale at 41 feet tall. The ride vehicle will be moving continuously forward towards the statue, slightly tilting up as it goes, allowing riders to take in the scale of the statue. The vehicle closes in on the base of the statue, and turns to the next scene, entering through the last doorway to the final Wonder.

Ride Experience



Riders now find themselves on a hillside in ancient Turkey, looking over the city at the **Mausoleum at Halicarnassus**. This is the only Wonder that riders will not see close-up, they are observing from a distance as projection mapping creates the illusion of a picturesque city in the distance, with the Mausoleum towering in the center. Slowly, the ground beneath the vehicles starts to rumble, as narration from the caretaker informs riders that the Mausoleum was destroyed in an epic earthquake. The earthquake grows stronger, and pieces of the Mausoleum begin to crack as the structure collapses.

Finale & Exit



The riders barely escape the earthquake and seek cover in a cave, moving forward to find themselves back in the museum. The caretaker is there to welcome guests back to the Wonders Wing and hopes they have enjoyed their journey. As the vehicle turns into the exit station, the caretaker slowly disappears, but through the on-board narration tells riders to keep their expedition a secret. Riders exit the vehicles and through a completed room of the Wonders Wing, with giant paintings of the scenes they have just experienced. They exit through the museum gift shop, where they can take home historical mementos.