



SABOTAGE

The RISE of



EFEL
CORPORATION

ATTRACTION CONCEPT BY: BENJI TODD & HECTOR CAIAZZA

DIFFERENTIATOR

SABOTAGE

IS A ONE OF-A-KIND

The RISE of



Immersive gaming experience that utilizes the queue as an active play space. It brings **game play**, storytelling, team building, technology and a variety of scenarios to traditional dark ride platforms.

HOW IT WORKS

The queue is a 45 – 60-minute experience that introduces **GAME PLAY**, asking guests to build teams, explore their world and interact with the characters both indoors and **outdoors**.

It presents tasks which challenge guest to work together to change the outcome of the ride.

As you start your game play, your time is logged, creating a virtual reservation for the ride. Each guest's progress is tracked by ride operators and monitored for minimal time waits at the ride platform.

WE GOT GAME

Rather than hold people in lines for hours, **SABOTAGE** will engage and delight guests in a themed world, through **GAME PLAY**, story and character development, until it's their time to enter the ride.

BENEFITS

- Immersing the guest in the story and the characters before their ride will provide context and anticipation
- Creates an active queue experience
- Team building exercises build problem solving skills
- Executed challenges change the RIDE scenarios and affect the FINAL OUTCOME
- Ability to change the content keeps the attraction fresh
- Built in retail and food and beverages purchases during game play increases profit



DIFFERENTIATOR



AEONXP

GAME PLAY TECHNOLOGY

AEONXP

With technology like [AEONXP by Falcon's Creative Group](#),

“we can build endless variables that effect the end ride sequence while developing stories and giving the guest endless scenarios of ride outcomes!”

HOW IT WORKS



HOW IT WORKS

CAPACITIES

GAME

OPTION A WITH 30,000 sq ft. GAME SPACE

45/60 Minute GAME Experience

1,520 gamers/hr

F & B 2 Major Facilities
3 Minor Facilities

OPTION B WITH 48,000 sq ft. GAME SPACE

90/120 Minute GAME Experience

3,040 gamers/hr

F & B 4 Major Facilities
5 Minor Facilities

RIDE 57,000 sq ft.

3 Minute Ride Experience

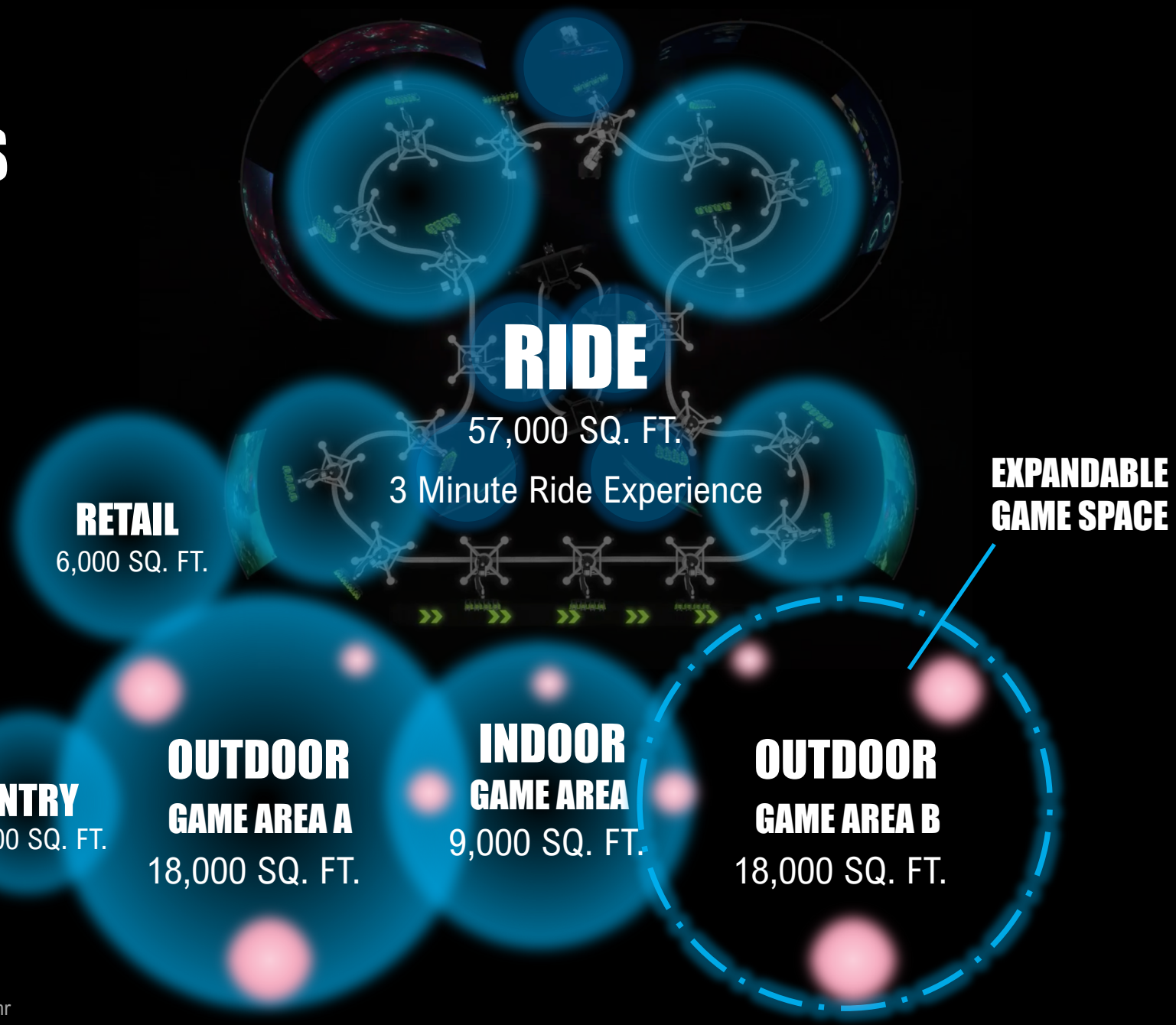
1,520 riders/hr

ENTRY
3,000 SQ. FT.

**OUTDOOR
GAME AREA A**
18,000 SQ. FT.

**INDOOR
GAME AREA**
9,000 SQ. FT.

**OUTDOOR
GAME AREA B**
18,000 SQ. FT.



RIDE

57,000 SQ. FT.

3 Minute Ride Experience

RETAIL

6,000 SQ. FT.

**EXPANDABLE
GAME SPACE**

CAPACITY COMPS

The Amazing Adventure of Spider Man = 2,160 riders/hr
Harry Potter and the Forbidden Journey = 3,430 riders /hr



ONCE UPON A TIME ...

QUEUE



...there was an E.F.E.L. Corporation™
that wanted to help people.

They didn't plan to be evil, but over time
EVIL slowly crept in.

BACK STORY

It started with a

GREAT BIG IDEA

What if we could provide enough

FOOD FOR EVERYONE?





What if food could be taught to survive harsh conditions, reproduce quicker, yield more crops and

HARVEST THEMSELVES

THAT SOUNDS AMAZING!

Well...with all good intentions, comes **HARD DECISIONS** to make the dream become a reality.



MEET THE MODS

But monkeying around with food is risky business. In this case E.F.E.L. Corp, and their primate brains pushed the boundaries and accidentally created some mutants.



MONKEY-DO
P R O D U C E

MONKEY BUSINESS

Oh, did we mention that E.F.E.L. Corp is run by monkeys who used to harvest crops for Monkey Do; (a company that exploited monkeys to harvest food)?

After a successful lawsuit related to terrible working conditions and no wages, the monkeys were able to go to college and get degrees in genetics, bio-manufacturing, business and marketing!



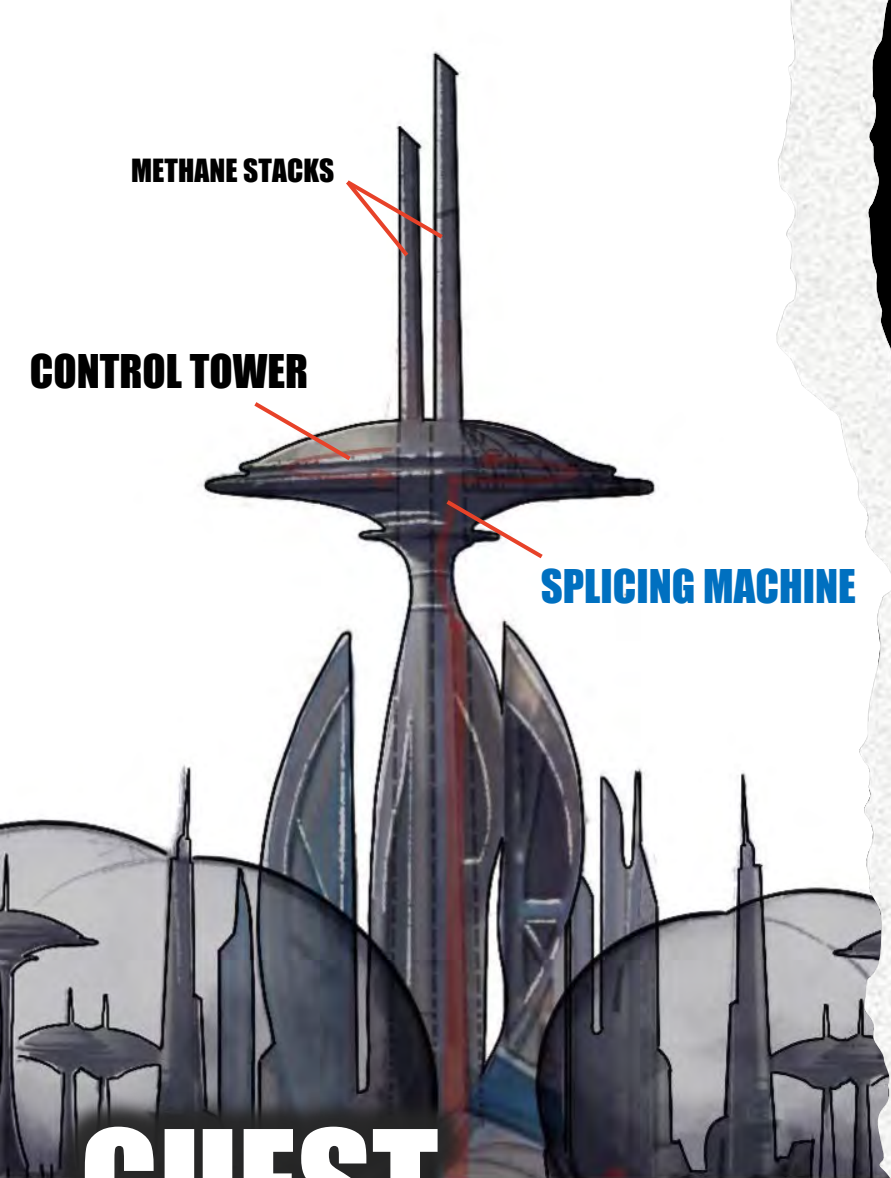
GUEST EXPERIENCE

We enter E.F.E.L. Corp as visitors on a tour of their AMAZING Biodome facilities.

We enter the queue areas which look like 2 large biodomes.

Scattered throughout the biodomes are mazes of crops, tall towers and support buildings.

QUEUE



GUEST EXPERIENCE

BE THE HERO! – (duh)

MAIN OBJECTIVE:

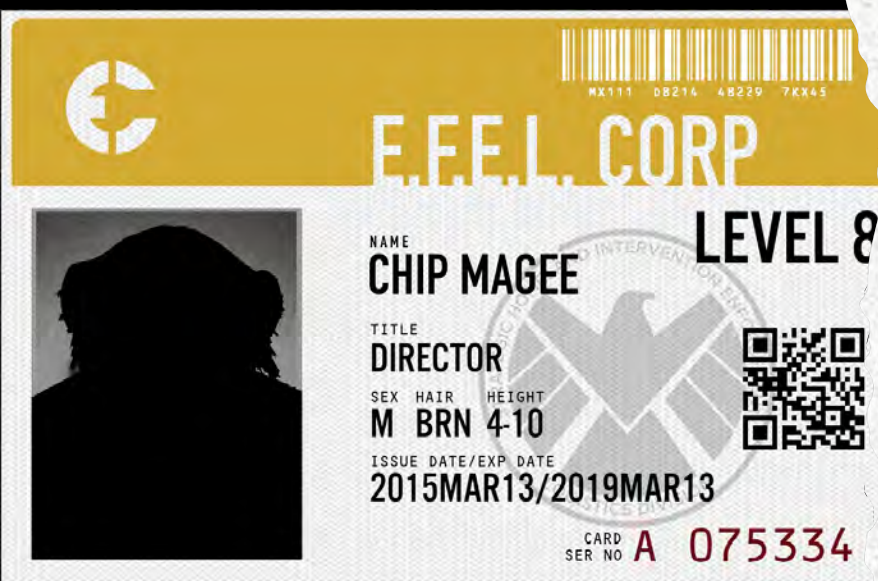
Get to the center of the super secure facility to find the “kill” switch and **STOP** the EFEL Monkeys from creating rogue plants and animals by

DESTROYING THE SPLICING MACHINE !

FIRST, we need to Build our MOD Team

SECOND, Use the MODS unique skills to get to the Splicing Machine and destroy it

GUEST EXPERIENCE



STEP ONE:

- GET SECURITY CLEARANCE & DISAPPEAR FROM THE TOUR

GUEST NARRATIVE

While in the queue, we are gathered into groups of 4 by our tour guides. Our tour guides carry an ID card that opens facility doors. We notice an extra ID card on a nearby counter. Our first mission is to grab it without being noticed. Lasers and proximity sensors prevent us from accessing the card. We need to find a way to get the card, as it provides us necessary QR codes for our Game Play.



GUEST EXPERIENCE

STEP TWO:

- TEAMMATES! – DEFINE ‘EM AND FIND ‘EM

GUEST NARRATIVE

After accessing the card and sneaking away from the tour guide, we start to unlock back of house doors. We're looking for one that leads to the Tunnels. Our Security Card also provides us necessary QR codes for our Game Play





BUILD YOUR TEAM

4 HUMANS and 3 MODS

- (1) Brain
- (1) Brawn
- (1) Zombie



Brawn Brain Zombie Brawn Brain Zombie

**GUEST
EXPERIENCE**



MEET THE MODS

BULLY-STIX (BS for short)

Test Subject BS is a massive rage head bull with a short fuse of a temper. He has been contained in a special part of the E.F.E.L Corporation facility under constant guard where he does bench presses all day (not a squats guy).

CHARACTER TYPE - **BRAWN**

BIG MUSCLE - BIG HEAD/STUBORN - NO COURAGE

SKILLS: Smashing things

AGILITY: Not agile at all, trips over his own two hoofs



MEET THE MODS

BROCTOPUS

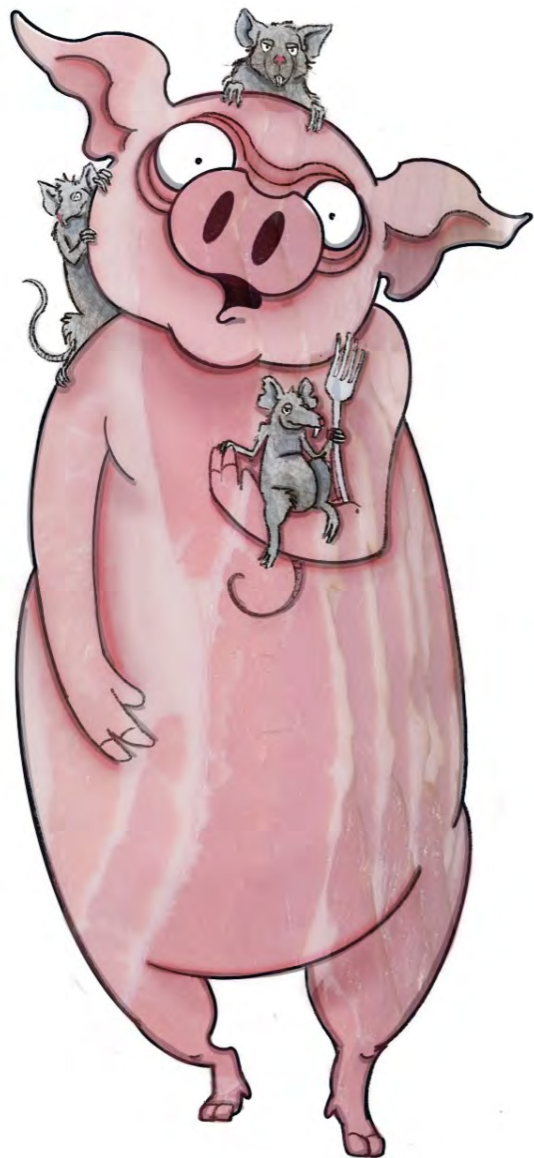
What started with the intention of allowing the broccoli to self-harvest, legs were added to an octopus. When the octopus DNA and the broccoli were mixed, it became one of the most intelligent mods with a knack for escape.

CHARACTER TYPE - **BRAIN**

ALL BRAIN, AND NO SPINE, SASSY KNOW IT ALL

SKILLS: Highly intelligent, problem solving

AGILITY: Very agile can climb through tiny spaces



MEET THE MODS

PORK BELLY

Who doesn't love bacon? Nobody, that's who! That's why E.F.E.L. Corporation needed to make it faster. They did it by developing a pig that cures while it grows. The good news is it smells more smokey every day. The bad news is the pig's brain gets 'cured' too. Eventually it becomes a brainless zombie.

The mice that roam the halls of E.F.E.L. Corporation began commandeering these rouge Pork Bellies to get around the corporation faster.

CHARACTER TYPE - ZOMBIE

NO BRAIN - NO FEAR - 3 blind mice are in charge

SKILLS: Can't die

AGILITY: Slow, bump into things a lot!

MEET THE MODS

FOWL GAME

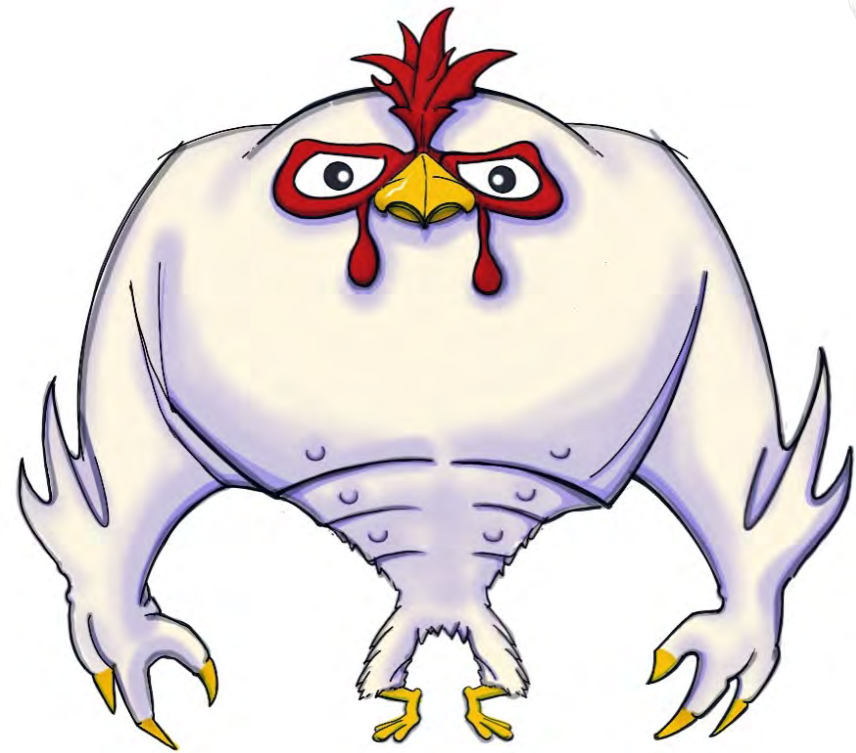
Modified to have extra breast meat, Fowl Game has a massive amount of upper body strength and produces milk!

CHARACTER TYPE - **BRAWN**

ALL MUSCLE AND NO MORALS, WILL DESTROY ANYTHING IN IT'S WAY

SKILLS – Can lay eggs and serve milk – (all in one breakfast)

AGILITY: Swift, powerful





MEET THE MODS

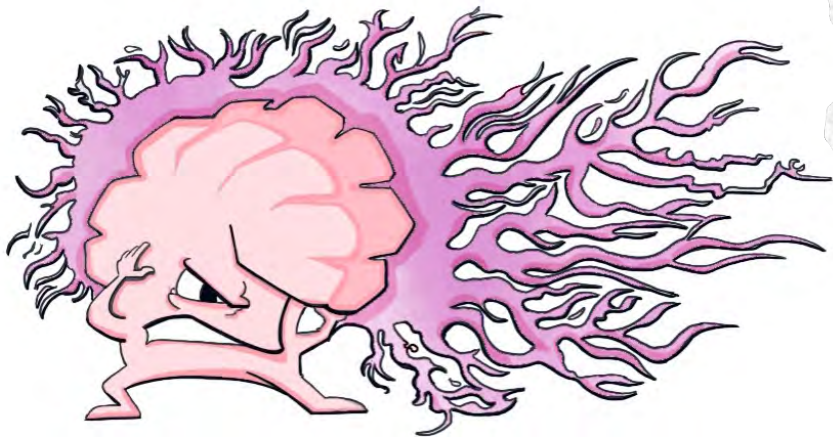
ELON KINESIS

After implanting Elon Musk's Neuralink chip into cauliflower, Elon Kinesis was born. With the ability to move objects with his brain waves, Elon has a BIG brain but a BIGGER Ego.

CHARACTER TYPE - **BRAIN**

BIG BRAIN = BIG EGO - DAREDEVIL WHO THINKS HE'S IN CHARGE

SKILLS: Can move objects with his mind, code writing
AGILITY: Slow, dog walks at own pace – highly frustrated and angry





MEET THE MODS

ROMA ROUND (aka. BEEFSTAKE)

After being modified with a hornworm, Roma was originally designed to transform, grow wings and harvest itself after its metamorphosis. Since the design failed, Roma is now an animal/vegetable cannibal who roams the biodomes at night eating and destroying crops.

CHARACTER TYPE - ZOMBIE

CARNIVOROUS

SKILLS: Can't die, poisonous, nocturnal

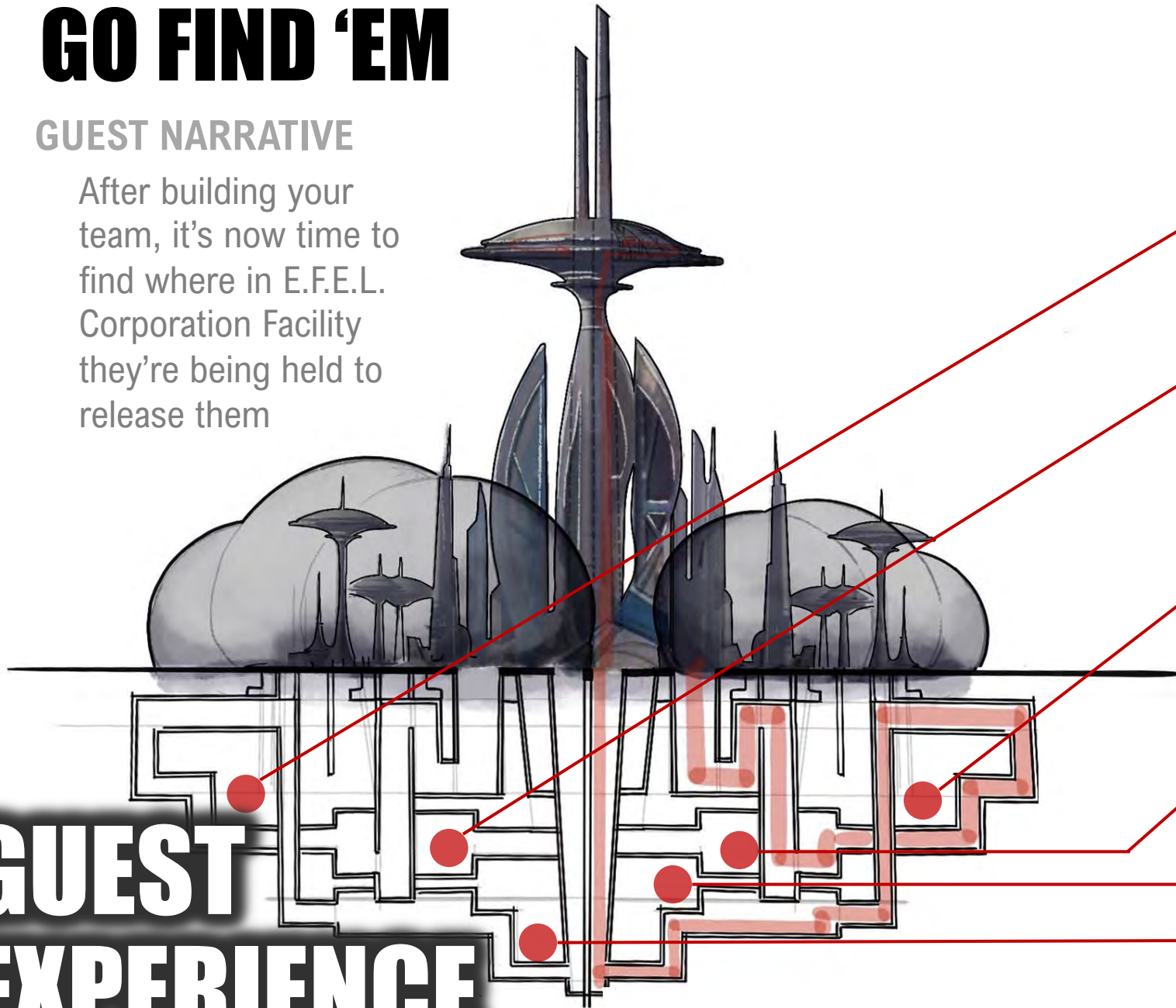
AGILITY: Slow but steady, limp left foot slows him down

GO FIND 'EM

GUEST NARRATIVE

After building your team, it's now time to find where in E.F.E.L. Corporation Facility they're being held to release them

GUEST EXPERIENCE



PORK BELLY



ROMA ROUND



BROCTOPUS



ELON KENISIS



BULLY STIX



FOWL GAME



GUEST EXPERIENCE

STEP THREE:

DEVISE A PLAN to get to the Control Tower and
SABOTAGE the **SPLICING MACHINE**

- CHALLENGE 1 – GET PAST SLUG SECURITY
- CHALLENGE 2 – BYPASS SECURITY CAMERAS
- CHALLENGE 3 – FIND FACILITY BLUEPRINTS
- CHALLENGE 4 – FIND WATER SHUT-OFF VALVE
- CHALLENGE 5 – RELEASE ALL ANIMALS
- CHALLENGE 6 – USE EXCESS METHANE TO CREATE DIVERSION
- CHALLENGE 7 – DESTROY GENERATOR
- CHALLENGE 8 – ERASE MAIN FRAME OPERATING SYSTEM

HOW IT WORKS:

- * Choose four challenges to accomplish before heading to the RIDE
- * Which four you CHOOSE, HOW you accomplish the CHALLENGES, and your MOD TEAM WILL affect the RIDE Story Line



After completing four CHALLENGES

NOW YOU'RE READY TO

DESTROY THE SPLICING MACHINE!

LET'S RIDE!

HOW IT WORKS

RCX Robocoaster G2



19 Ride Vehicles
4 Riders Per Vehicle
3 Minute Ride Experience
12 fps

57,000 SQUARE FOOT FACILITY
1,520 riders/hr



<https://www.youtube.com/watch?v=VIZQG6eqqlg>



RIDE THE RIDE AND **SAVE** THE DAY

GUEST NARRATIVE



We find our way to the attack vehicle. It's a makeshift rocket with four chairs strapped to the outside!

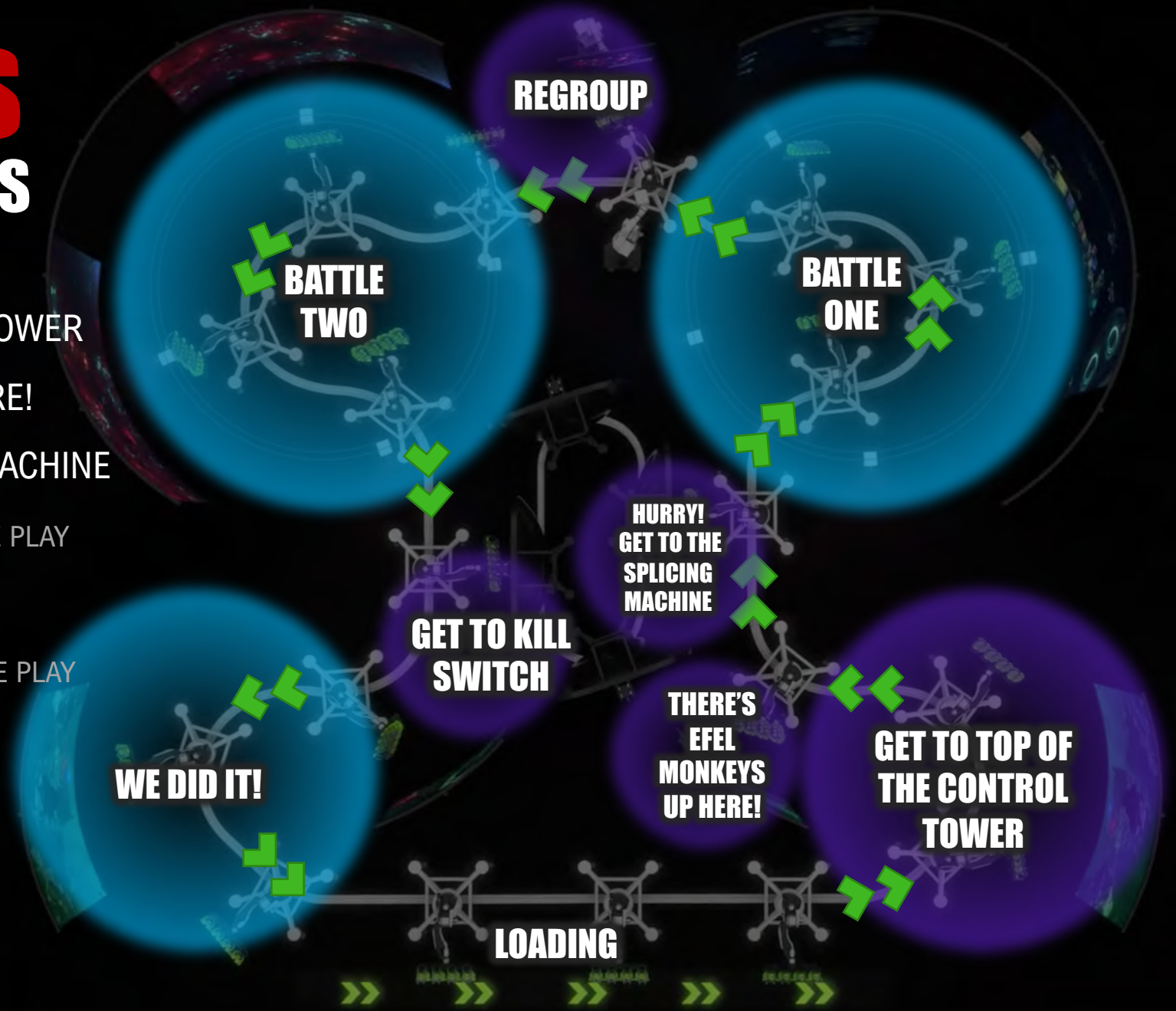
We need to light the fuse and make our way to the top of the Control Tower to battle the E.F.E.L. Monkeys and destroy the splicing machine!

HOW IT WORKS

SCENES

- ONE** STRAP IN - LOADING
- TWO** GET TO TOP OF THE CONTROL TOWER
- THREE** THERE'S EFEL MONKEYS UP HERE!
- FOUR** HURRY GET TO THE SPLICING MACHINE
- FIVE** BATTLE ONE – VARIABLE FROM GAME PLAY
- SIX** REGROUP
- SEVEN** BATTLE TWO – VARIABLE FROM GAME PLAY
- EIGHT** GET TO THE KILL SWITCH
- NINE** WE DID IT! - or did we?

-  STANDARD CONTENT
-  VARIABLE CONTENT





GET TO TOP OF THE CONTROL TOWER

GUEST NARRATIVE:

Our team of four jumps onto a conveyor belt and as we are strapped into seats, we are attached to the side of a rocket! All we need to do is light the fuse and we're heading to the top of the Control Tower! Shot like a bat out of hell, we ascend the tower.

We weave and bob our way through a matrix of cables and pipes leading to the Control Tower.

BEASTIE BOYS PLAYING AS WE LAUNCH!
"I can't stand it, I know you planned it..."

IT'S

SABOTAGE





GUEST NARRATIVE:

WITH A LOUD ROAR

we get to the top of the Control Tower. We swoop into the control room where we are greeted by droves of E.F.E.L. Monkeys!

All EYES are on us.

We are smack dab in the middle of the chaos. Monkeys in yellow hazmat suits surround us and are all looking our way. Some are still working on experiments, but most of them look as if we we should NOT be here.

They begin to start communicating to each other in high pitched calls

WOAH!

THERE'S E.F.E.L. MONKEYS UP HERE!



HURRY

GET TO THE SPLICING MACHINE

Guest Narrative:

THEY'RE ON TO US!

We must hurry now. We can see the Splicing Machine in the center of the room. It looks like there's another splicing in progress! We must STOP it NOW!



BATTLE ONE

- VARIABLE FROM
GAME PLAY

GUEST NARRATIVE:

WATCH OUT!

There's an E.F.E.L. Monkey with a Ray-Gun pointed directly at us! WAIT, what do we see in the shadows? It's the silhouettes of the MOD SQUAD! They are here to help us get to the KILL SWITCH! Just as the E.F.E.L. Monkey is ready to shoot us, we see Elon Kinesis telepathically move the gun off target! The laser beam shoots out across our path as our rocket makes a hard left. We barely pass under it as a faint smell of burnt hair becomes apparent! Eeek!

BATTLE TWO

- VARIABLE FROM
GAME PLAY

GUEST NARRATIVE:

THAT WAS CLOSE!

But we aren't out of the woods yet. More E.F.E.L. Monkeys are on our tail! Thankfully, the MOD SQUAD is here to help. We can see Roma Round heading right towards us, and he's armed with smaller Zombie Tomatoes that he's throwing at the E.F.E.L. Monkeys.



**ONE LAST QUICK MANOUVER TO
GET TO
THE **KILL**
SWITCH**

GUEST NARRATIVE:

As Roma Round created a diversion, we now have a straight shot at the **KILL SWITCH!**

LET'S GO!



GUEST NARRATIVE:

Just as we are heading toward the kill switch one of the E.F.E.L. monkeys throws a banana at us! Elon Kenosis again uses his powers to send us into a 'Neo from the Matrix' mind bending spin around the banana peel right towards the kill switch. We all lean to the right as we try to reach and pull the lever toward the off position, completely ignoring the "DO NOT TURN OFF" warning label; shutting down the Splicing Machine!

HURRY

HIT

THE KILL SWITCH!



WE DID IT!

or did we?

GUEST NARRATIVE:

WE KILLED THE POWER

It should be shut down, right?! Just as we begin to celebrate our victory, we see a faint spark of energy coming back to the the Splicing Machine. Where did that come from? The power is off... we need to figure out what happened.

HOW IT WORKS

FIRST YEAR VARIABLES

PLAY AGAIN

AND

CHANGE THE OUTCOME



8 CHARACTER
Combinations

6 Characters – (one of each)

+ **70** CHALLENGE
Combinations

8 Challenges – (pick 4)

= **560** CONTENT
Combinations

3 VARIABLE SCENES

17 DIFFERENT ENDINGS

HOW IT WORKS

YEAR TWO and BEYOND

REFRESH REMARKET

CONTENT IS EASILY CREATED or UPDATED
YEAR AFTER YEAR

- UPDATE CHARACTERS
- ADD NEW SKILLS
- ADD NEW AGILITIES
- ADD NEW CHARACTERS
- ADD NEW PLOT LINES



Benji Todd – Senior Designer

Benji joined Hotopp in 2014 as a designer; but his professional career has spanned decades. His rolls have included architectural engineering technologist, illustrator, Concept Artist, 3D modeler, and even hair and make-up artist. Having worked for a variety of companies in different fields Benji gained skills that not one separate career could offer. He uses these skills every day to develop solutions, adhere to deadlines, and work collaboratively to achieve project goals.



Hector Caiazza – Creative Director

Hector joined Hotopp to lead its Seattle design team in January 2017. No matter what the attraction, from rollercoasters to retail, from animal exhibits to expos, Hector directs the experience from a Guest’s Perspective. His leadership style is highly engaging and effective, with the understanding that thoughtful design leads to strong emotional moments and overall connections with guests, and ultimately with brands. A “whole-brained” leader, Hector has the unique capability to conceptualize compelling experiences, and at the same time, speak effectively to financial and operational stakeholders with regard to capital expenditures and corporate directives. As an experienced and respected themed attraction and set scenic designer for the likes of Disney, Warner Brothers, SeaWorld, Busch Gardens, Ripley’s Entertainment, Bluegreen, and The Black-Eyed Peas, his work stands out with a unique voice.

THANK YOU

FOR YOUR CONSIDERATION