

## Uniek Land Overview

As mentioned in the Project Details, Uniek Land is an immersive and playful family thrill ride, that was created by a family! It will transform guests into “crusaders”, out to assist Mr. Wiz, the inventor of an irreplaceable elixir that was stolen by mysterious Creaturas. The crusaders must retrieve the elixir by figuring out where these Creaturas live, exploring various landscapes using a distinctive trackless dark ride system. Unique animals and sprites are set in realistic scenes, with a touch of fantasy, that will entertain guests. Technology, set design, lighting and sound will come together in Uniek Land to provide guests with a respite from daily life! And here’s how....

While waiting in the queue, guests will be provided shade from mature trees and plants. Some glowing eyes may peer out of a bush from time to time, and even some sprites may be seen! Just before stepping inside the ride station, guests will enter the office of Mr. Wiz and learn about the amazing heal-all elixir he just created but was recently stolen. Mr. Wiz believes Creaturas, peculiar wild mammals, are to blame and asks the guests to become his crusaders to retrieve the elixir.

The “crusaders” will board Mr. Wiz’s concocted vehicles in the ride station and then depart on their journey. Each ride vehicle will seat twelve guests, with the front-left seat situated behind a non-operational steering wheel. The crusaders will begin by going down a short tunnel, with projected images, which will transport them into the incredible Uniek Land. Each vehicle will then veer off to one of two paths (every other vehicle), encountering different lands with varying animatronics. One path will transport the crusaders into a desert, replete with conventional desert landscape and a warm breeze, but it will also possess non-conventional elements, such as a peculiar ostrich whose neck is so long it wraps around a sandstone arch and a pair of llamas having a spitting contest right over the crusader’s heads! The other path will lead into an arctic-like terrain comprised of a fluffy, snow filled landscape with cool breezes, where the crusaders will encounter an extraordinary purple polar bear and a wacky penguin trying to fly aided by the use of a hang glider!

Once at the end of both paths, each ride vehicle will simultaneously arrive at a set of elevators that appear to be fashioned out of wood and ladder material. The crusaders will be quickly elevated, while seated in their ride vehicles, approximately twenty feet. Upon arrival the elevator doors creak open and give way to a place resembling a dim river setting. Each ride vehicle will lock onto a platform,

transforming them into boats, and then each will separately plunge down an approximately fifteen-foot-high waterfall. As the charming river scene curves around a bend, the crusaders pass a sprite motioning the way and then discover an inconceivably formed “beaver”. The water begins rushing and the boat passes quickly through the beaver’s construction site, dropping the boat down a small embankment approximately seven feet.

The crusaders are then transported to yet an even dimmer landscape, that of a marshy swamp comprised of bent trees, flitting dragonflies, and fern tendrils. A sprite becomes visible, still pointing the way, but with apprehension. Suddenly, around a bend, the boat encounters a pod of gators, and once noticed, the gators attempt to thrash the boat. Luckily the boat escapes and docks at shore. Here the ride vehicle will be moved off the boat platform and resume as a trackless dark ride system. The boats will return to the top of the elevator area via a hidden suspended boat return system.

After returning to a trackless ride system, the vehicles will deposit the crusaders into a lush jungle scene with rays of sunlight peeking through. A sign with peeling paint vaguely displays two arrows, each pointing in the opposite direction. With no sprite to help guide the way, each vehicle will go on one of the paths. On one path the crusaders will rush by exotic flowers, some of which emit mists of “poisonous” gases. On the other, an old cave with eerie lighting emitting from its entrance.

Then a clearing is seen ahead, and the landscape begins to give way to a more arid region. Each ride vehicle will then begin to ascend, in a curved fashion, up into the mountains. Along the way there are rocks and sparse shrubs, some of which have small glowing eyes peering out from behind them. A sprite is seen, urging the crusaders to keep climbing the mountainside. A majestic waterfall plunges down the middle of the mountain. Excitement begins to build as the crusaders ascend to the top of the mountain, which is about 40 feet high. Each ride vehicle will simultaneously enter an abandoned and rickety shack located at the top of the mountain. As the ride vehicles pass through, a large Creatura breaks up through the floorboards. His dwelling, where he has hidden the elixir, has been discovered by the crusaders! He turns to attack but the ride vehicles zoom by him, the crusaders retrieve the elixir as escaping, and then exit through an opening of the shack. Each ride vehicle will escape out and then lock onto its own separate platform and end their journey by zooming down some gentle slopes on roller coaster tracks to return the elixir to Mr. Wiz.

Uniek Land is a delightful place for people of all ages and backgrounds to enjoy. Helping, a relatable human trait, inspires people to do good deeds in the real world. Uniek Land is truly special because it not only contains the use of a trackless dark ride system, but it also pushes the boundaries of what's been done before by converting each ride vehicle into a boat and then into a traditional roller coaster, both by the use of ride platforms.

Our family deeply cares about animals, people, and the environment. We regularly participate in programs that help our community and we reduce waste at home by recycling all items, whenever possible. We therefore wanted to thoughtfully design our ride by implementing solar panels, utilizing recyclable materials wherever possible in set designs, and curving some of the scenes to help reduce land usage.

Additional support:

Craig Cartwright – Artist of scene sketches

Jasmine Alexandra – Artist of diagram