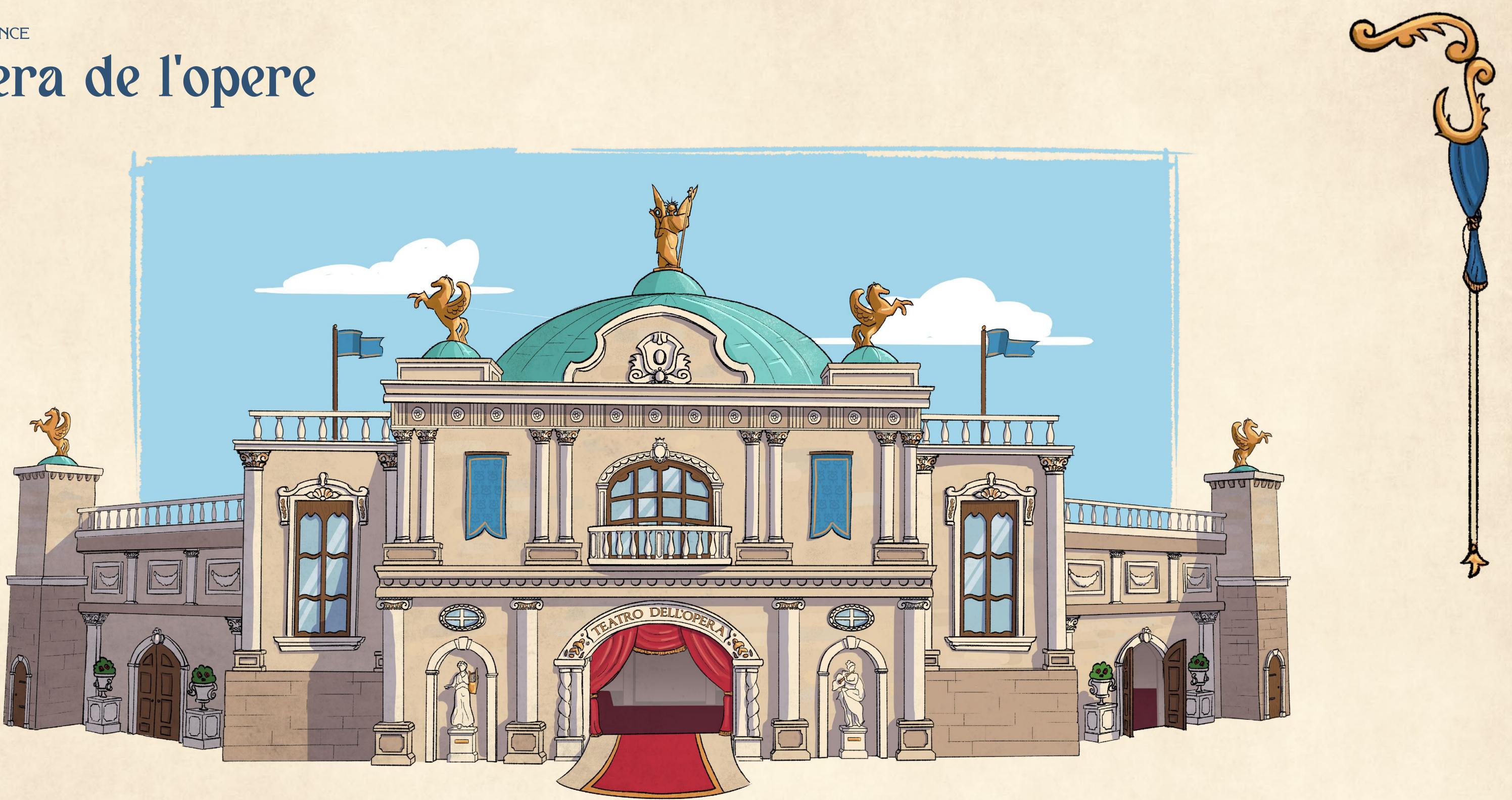


RIDE EXPERIENCE L'opera de l'opere



Hello and welcome to the Teatro dell'Opera. Currently showing L'OPERA DE L'OPERE, a new interactive dark ride that places you at the center of the scene!





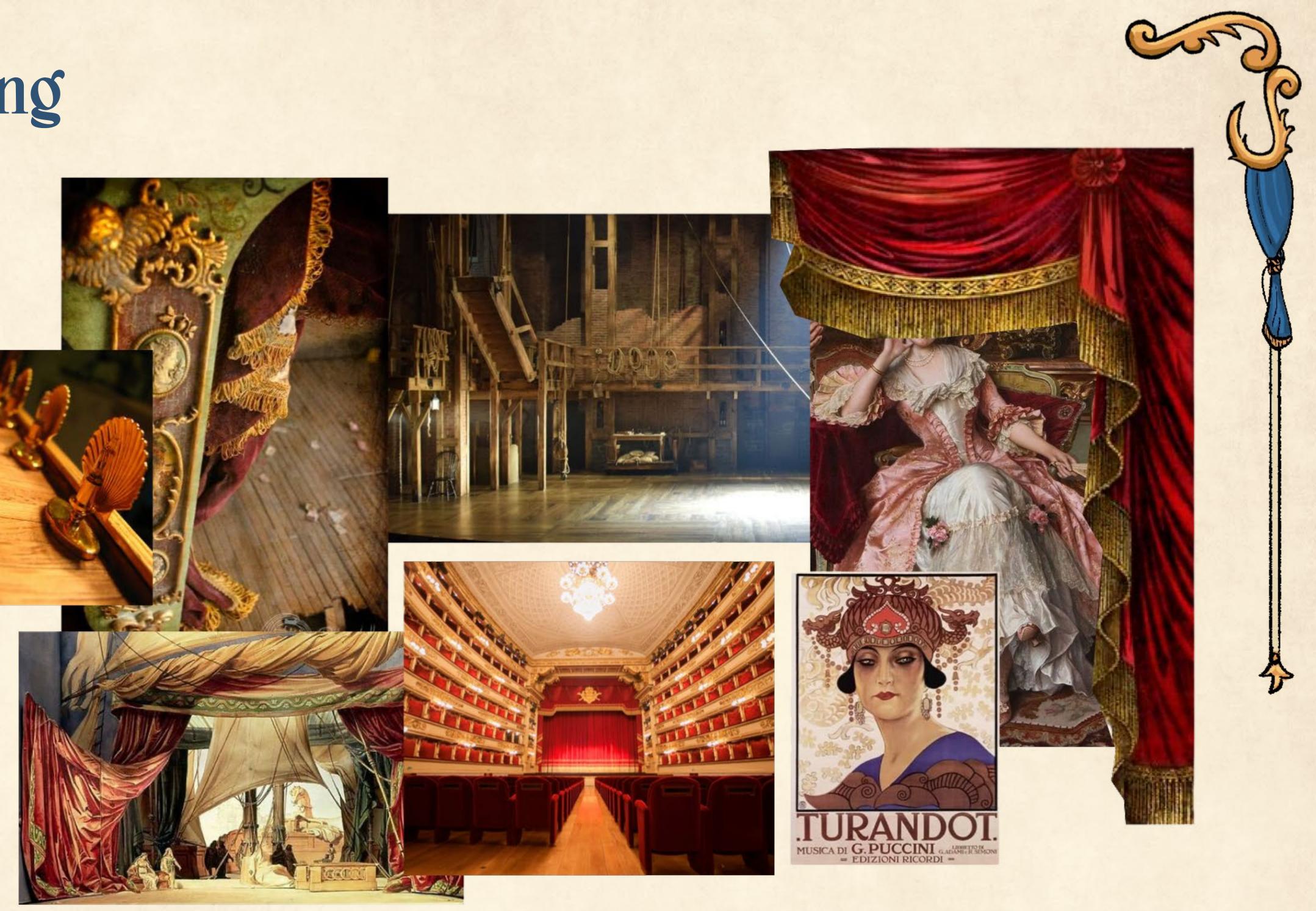
A classic of storytelling

Before theme parks, the opera was one of the most engaging ways to tell a story. Its combination of characters, music, and decor thrilled and enchanted spectators of all ages.

Sadly its great tragedies, epic stories and light-hearted comedies are less known nowadays. With this ride we want to pay homage to the stories of the opera, using contemporary techniques to connect a modern audience with this form of art.







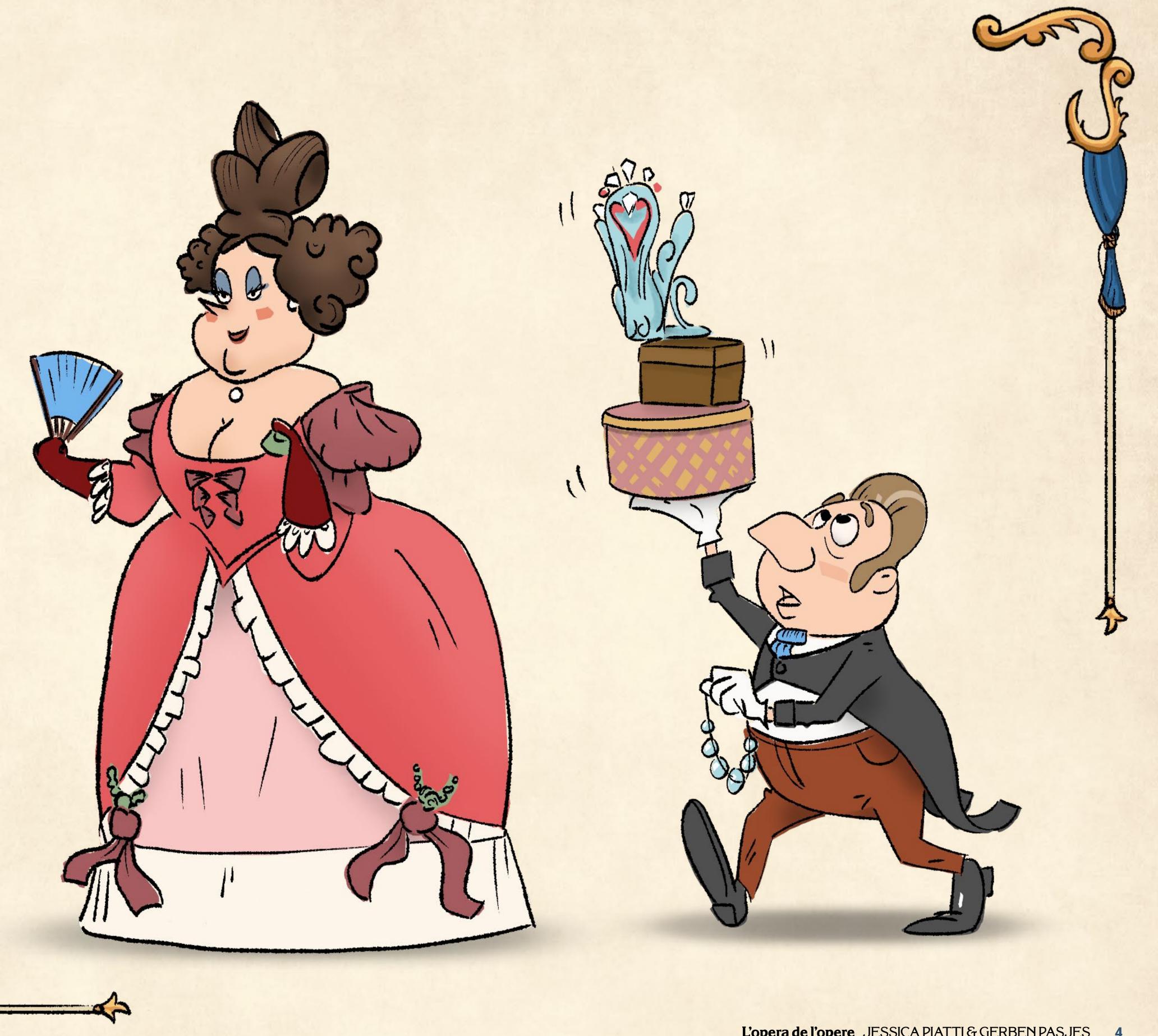
Story concept

After entering the theatre, guests can meet the legendary soprano Donna Giulia. She is getting ready for a one of a kind performance in a wonderful show where the best operas are portrayed altogether. However, Donna Giulia refuses to get out from her changing room without her crown jewels, putting in jeopardy the show's success.

Guido, factotum and the clumsy servant of the soprano, has to find her jewels. He asks the guests to help him search for the lost jewels in the backstage. Guido and the guests look everywhere, disturbing the cast who are rehearsing famous operas like the Aida and Carmen.

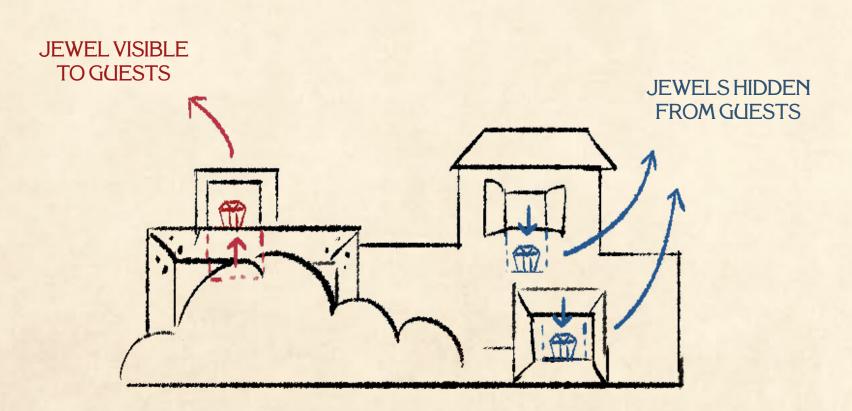
After finding all the jewels, Guido delivers them to Donna Giulia, just in time for the opening aria. Now you can sit back and enjoy the show!





A classic system with a new twist

The ride system is based on the well-beloved Omnimover system combined with a shooting system. To keep the guests' attention to the story, we've hidden only one jewel per room. At the end of each room, guests are rewarded with a different scene depending on their success.



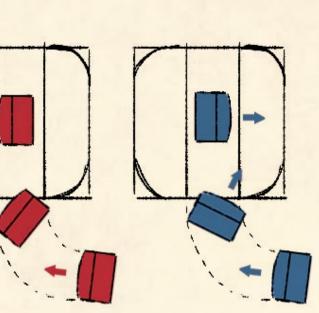
HOW TO ENGAGE YOUR GUESTS?

The jewel system is designed to avoid repetition. In every room there is 1 jewel, but the position of it varies from time to time. There are a number of possible locations for the jewel in each room, but only one is visible to guests. After a while the visible jewel changes, surprising returning riders.

AN INTELLIGENT SYSTEM

What happens if the guests fail to find a jewel in the room? The ride system recognises it and will rotate the vehicle towards a specific side in the transition room. There Guido, freed from distraction, shows you he managed to find the jewel himself. If guests have found it themselves the vehicle rotates to the other side where Guido will thank guests for the help.

GUESTS FOUND THE JEWEL



GUESTS DID NOT FIND THE JEWEL

THE CANDLE HOLDER

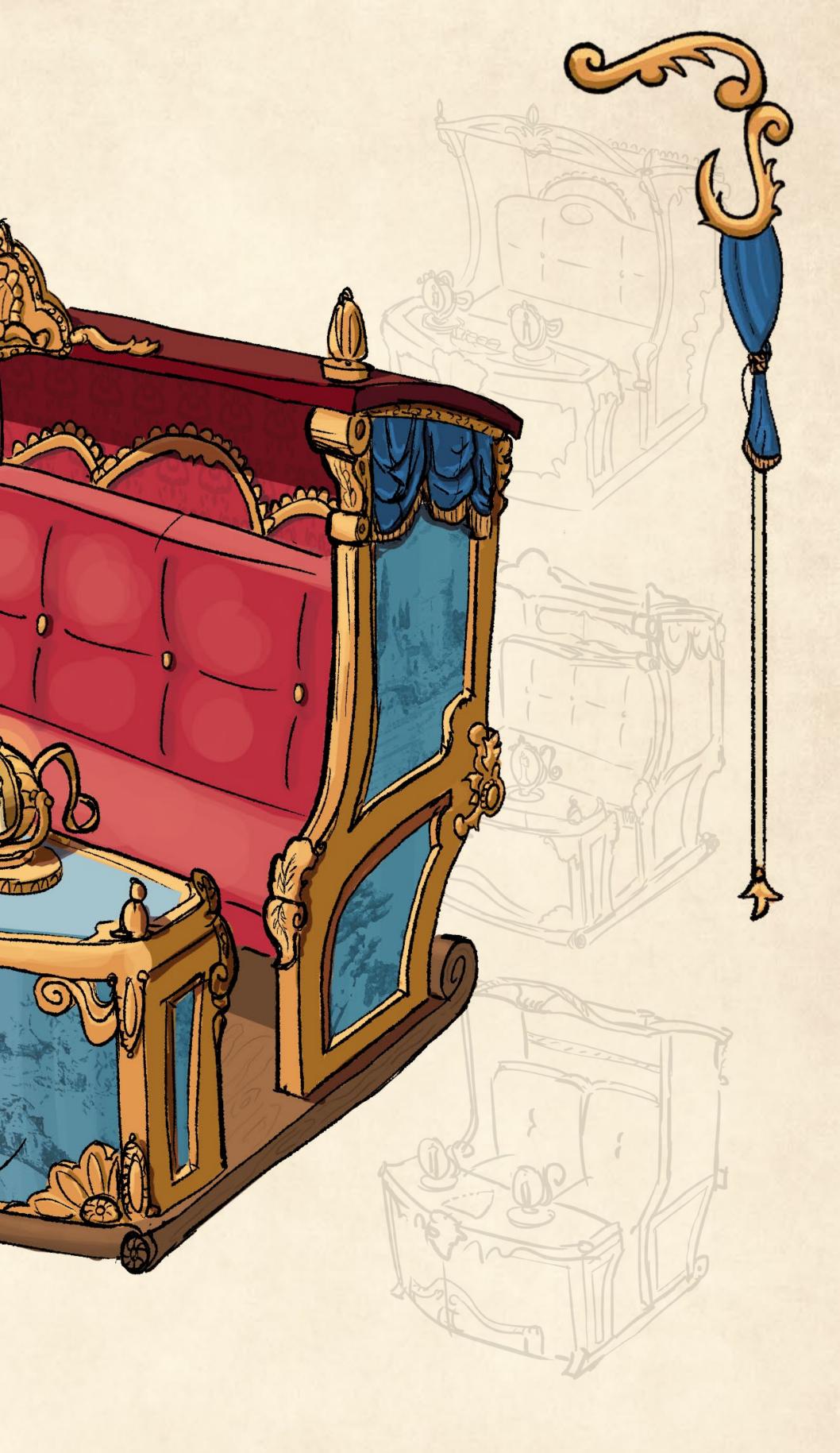
The shooting pointer is inspired by stage lights commonly seen at the front of the stage. With the gimbal system guests can point in any direction to hit the jewel.

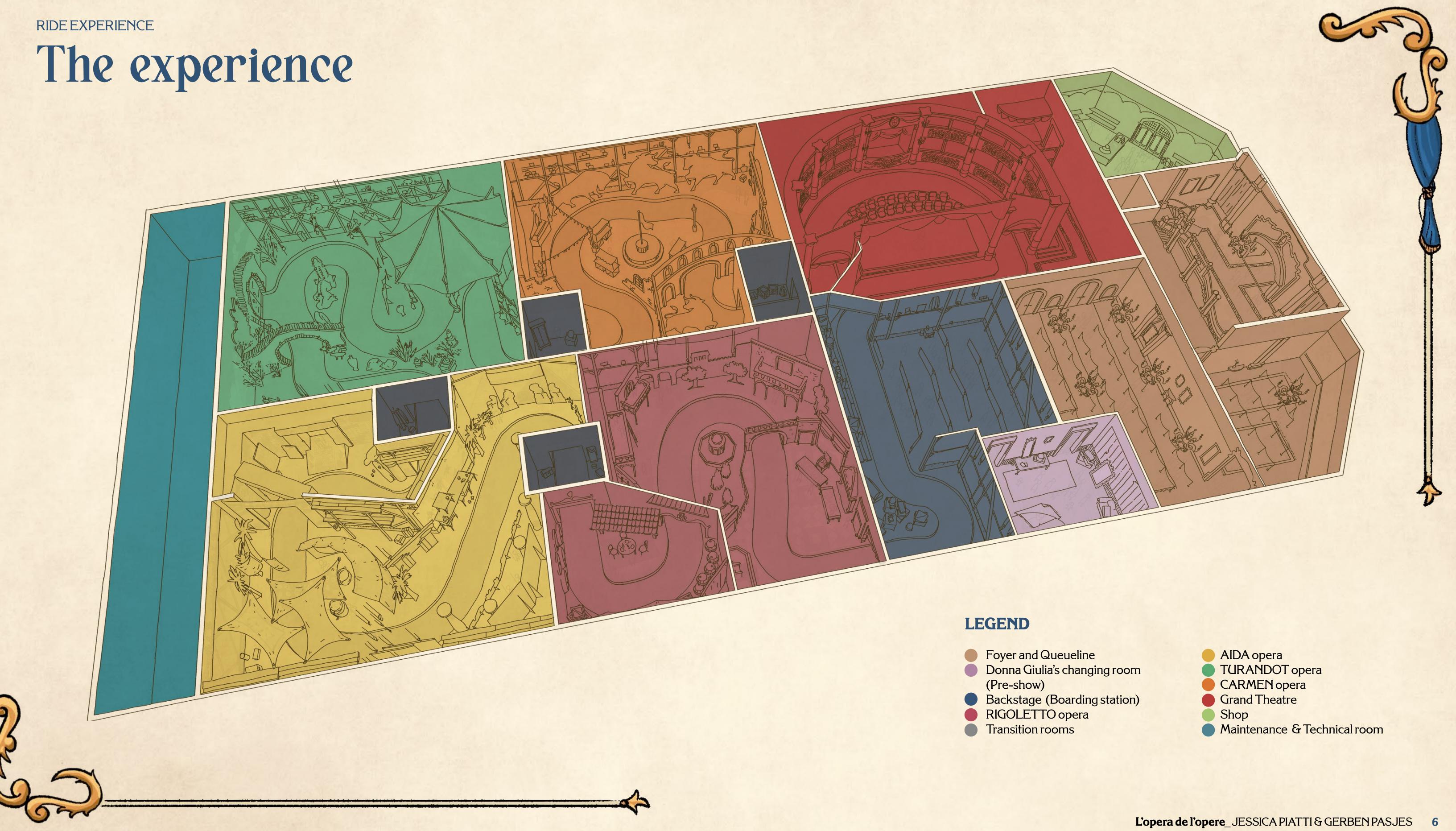
THE JEWELS

When guests find the jewels, they start to shine on the dashboard.

LOOK & FEEL

The vehicle is designed to look like a giltwood and painted sedan chair from the 1800s. It can host a maximum of 2 adults and 1 child, or 2 children and 1 adult.







The experience



03. THE BACKSTAGE

Here starts the adventure for Guido and the guests. This part of the theatre is called the *prop warehouse* and guests see different props and costumes stored for the show. After they board the litter vehicles Guido explains to them how the shooting system works by finding the first jewel, hidden between some luggage.





02. DONNA GIULIA'S CHANGING ROOM

This room functions as the pre-show where the guests meet the soprano. However, when entering the room, Donna Giulia is hiding behind a divider. Mirrors, brocades and expensive cloths are spread around the space. Her servant Guido hurries into the opulently decorated room. After the show, Guido will ask the guests for their assistance.

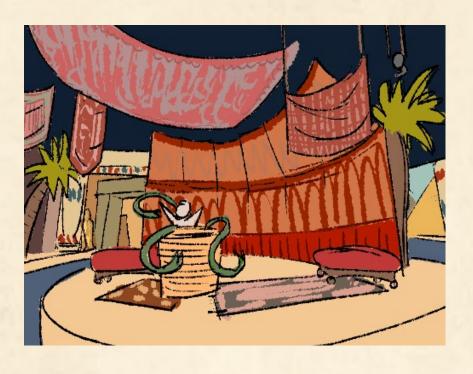


01. FOYER & QUEUELINE

The foyer welcomes guests in the theatre, where the richness of decor and the regal staircase transports them to the past.

Most of the queueline is set in salons of the theatre; elegantly decorated spaces where guests wait before a performance. While they wait, guests learn that they have been selected to meet the famous soprano Donna Giulia before the opera starts.

RIDE EXPERIENCE The experience



05. AIDA

Next guests enter ancient Egypt, where a returning army from the south plays a march. They then pass into the Nubian camp where Guido is trying to find the jewels in a giant wicker basket, but it's full of snakes! Guests then enter the temple where Radames and Aida are singing their last song.





renaissance Italy. They will be greeted on... but it is Guido getting abducted by mistake! The scene then changes into a tavern where the two main actors are

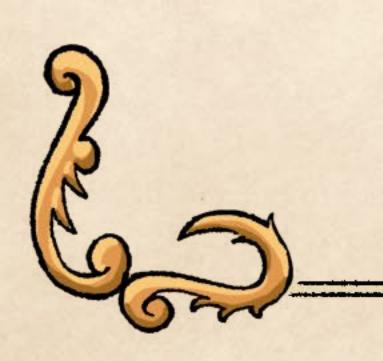
RIDE EXPERIENCE The experience



06. TURANDOT

Upon entering the lush garden decor of ancient China, guests see a giant gong, where a mysterious prince beats it three times. Further down the garden, guests enter princess Turandot's pavilion where she sings about her change of heart. Meanwhile, Guido tips over a cabinet of Ming vases!





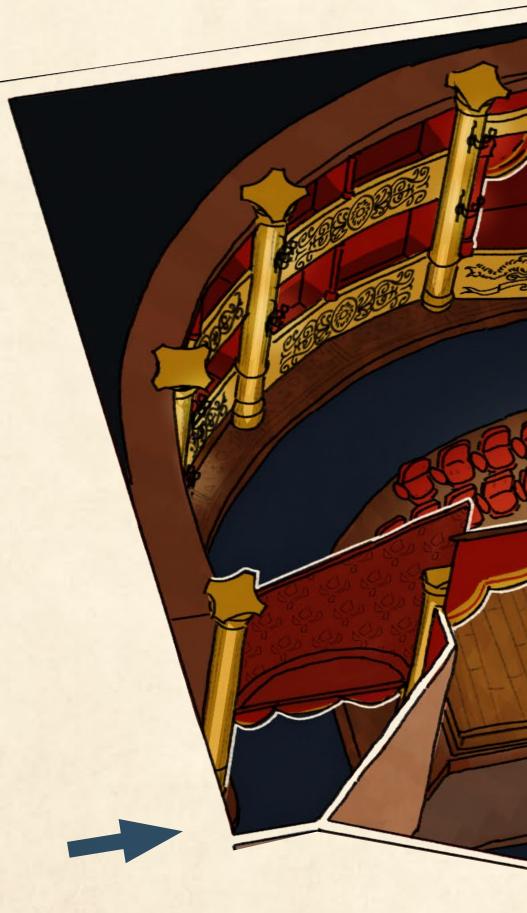
Guests find themselves in a tobacco factory full of art nouveau posters. The vibrant market plaza in the middle of Seville is full of gypsy dancers. They are celebrating the corrida, which takes places in the arena behind them. Guido comes too close to the bull and gets stuck

The experience



08. GRAND THEATRE

Time for the grand finale. Guido thanks the guests for having found all the soprano's jewels. Now Donna Giulia is ready to perform! Guests enter the main hall of the theatre, where she is center stage singing the aria of the Queen of the Night, officially opening the L'OPERA DE L'OPERE.





10. GUIDO

An exhausted Guido sleeps in a corner of the theatre.

09. DE-BOARDING

The quest has been accomplished. Guests can go to the shop or choose one of the available private boxes in the gallery to view more of the show.





11. SHOP

The shop is located in the old ticket office, where you can find memorabilia inspired by the opera era. Listen to Mozart's latest LP or groove to Puccini's newest track.



