



La Caverne d'Opale

LE 13^È TRÉSOR

Ahoy!

From love tunnels to epic four-dimension journeys, dark rides are a huge part of the themed entertainment industry. Cutting-edge technologies have been used for almost a century to enhance the global experience, from old fashioned bus-bar alimentation to trackless, multiple ride systems combination or new video projection techniques.

Countless efforts have been made on the field of interactivity. but we feel it often resumes to shoot at screen, change scene, and shoot at another screen. Now is the time to climb a new step, and create a specific adventure for guests in real-time thanks to our main innovation, the "Ride Director".

Because the only thing cooler than witnessing a group of singing pirates looking for a treasure is to become this group of pirates with your friends and your family on an unpredictable journey, we are pleased to present to you :

La Caverne d'Opale

LE 13^È TRÉSOR

Attraction Storyline

In the 17th century, during the golden age of piracy, the river "Opale" was crossing the land right nearby. It allowed the crew of the "Iridescent", whose Captain house was located right in your theme park long before it opened to easily access the ocean.

Countless battles, treasure hunts and the weight of the years shrunked the crew to only 12 sailors and their captain, "Claude a la Barbe Grise". When he gave up the ghost, his companions gathered for a last time to split the last riches. In accordance with the tradition, a 13th part was dedicated to their lost comrades, sealed in a chest locked by 12 keys and hidden.

But without their captain to maintain the unity, many arguments exploded about the equity of the split, and the cohesion of the former crew was shattered. Willing to be able to leave the treasure cache without becoming a target of their now former crewmates, the sailors decided to break the Iridescent and build 12 makeshift rafts with the materials.

Like a demonstration of wrath of their late captain, disappointed to see his crew shattered because of the greedyness he spent years to fight, a gigantic storm rose and hit the area. It was so powerful that the riverbed was moved miles away from here, and the crew disappeared forever. The 12 parts of the treasure brought by the sailors sanked to Davy Jones locker. The cache of the 13th part was never found.

A few years ago, one of the makeshift rafts was discovered right here. The "Barbe-Grise Museum" was built to give a tribute to the Iridescent crew and expose all the informations gathered about the 13th treasure to its guests.

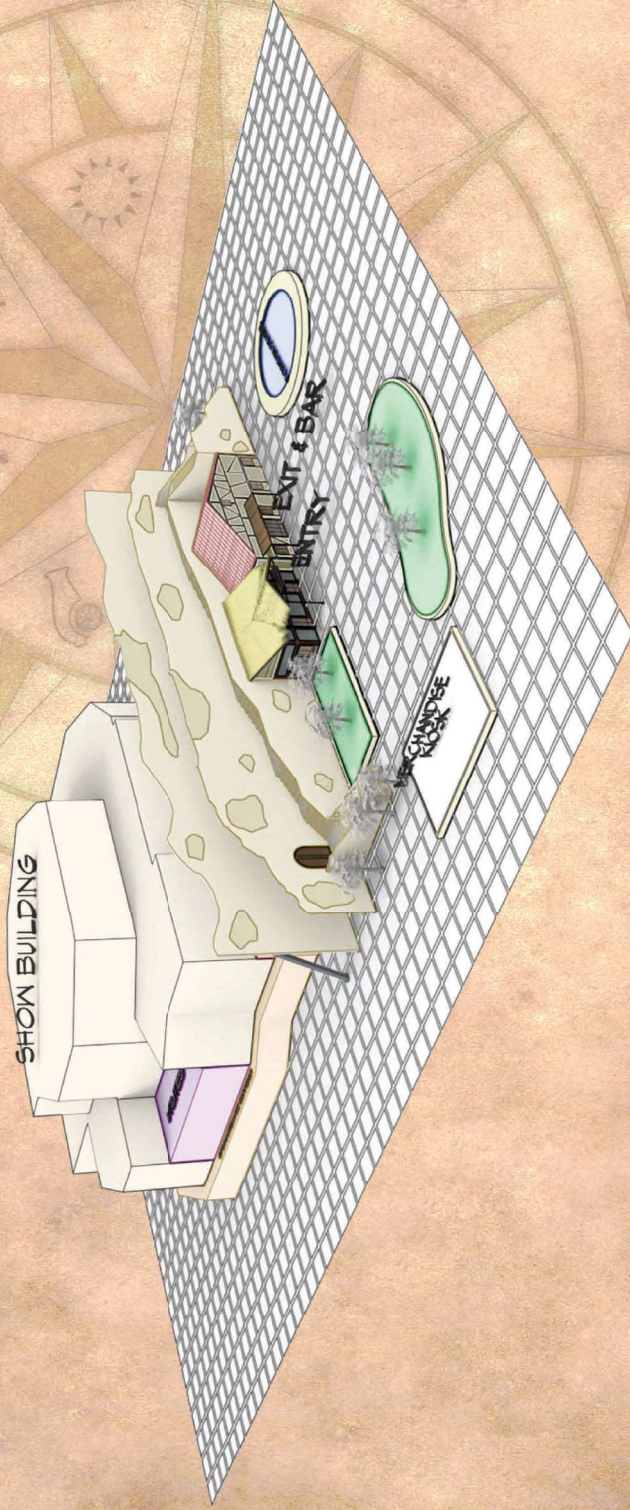
Will you be able to solve the mystery?

Attraction Overview

La Caveme d'Opale - Le 13e Tresor is a Free-roaming Interactive Ride Experience, or F.I.R.E. It also has splash battle components that can be turned on when the weather allows it.

After completing an optional series of quests inside the park as an alternative to a waiting line, guests will be able to board a raft and chose their own adventure from a central decision hub.

To ensure a smooth experience, the attraction will be under the supervision of an AI called the Ride Director, synchronizing Ride & Show Control and pacing the experience.



The attraction will be located on a small fortified village from the XVIIIth century.

The show building will be conveniently located behind a rampart acting as a visual barrier.

Guests will penetrate into the old house of Claude a la Barbe Grise, which has been transformed into a museum. His home had a secret passage in the back allowing to pass through the fortified wall and access the Opale river.

Attraction Overview



THRC : 1500 guests per hour
4 Load/Unload

Dispatch interval : 14,4s

Ride duration : Approx 5min15

Type of vehicle : trackless vehicles on 3 driven wheels rolling on a surface covered by 5cm of water

Number of vehicles : 22 rafts welcoming 6 standing guests

Total size of the building : 3300m²

The Ride Director

The very basis of dark rides is that guests go from scene 1 to scene N. We've seen efforts to try to overcome this but the guests are still not in position to make decision that will really affect their experience.

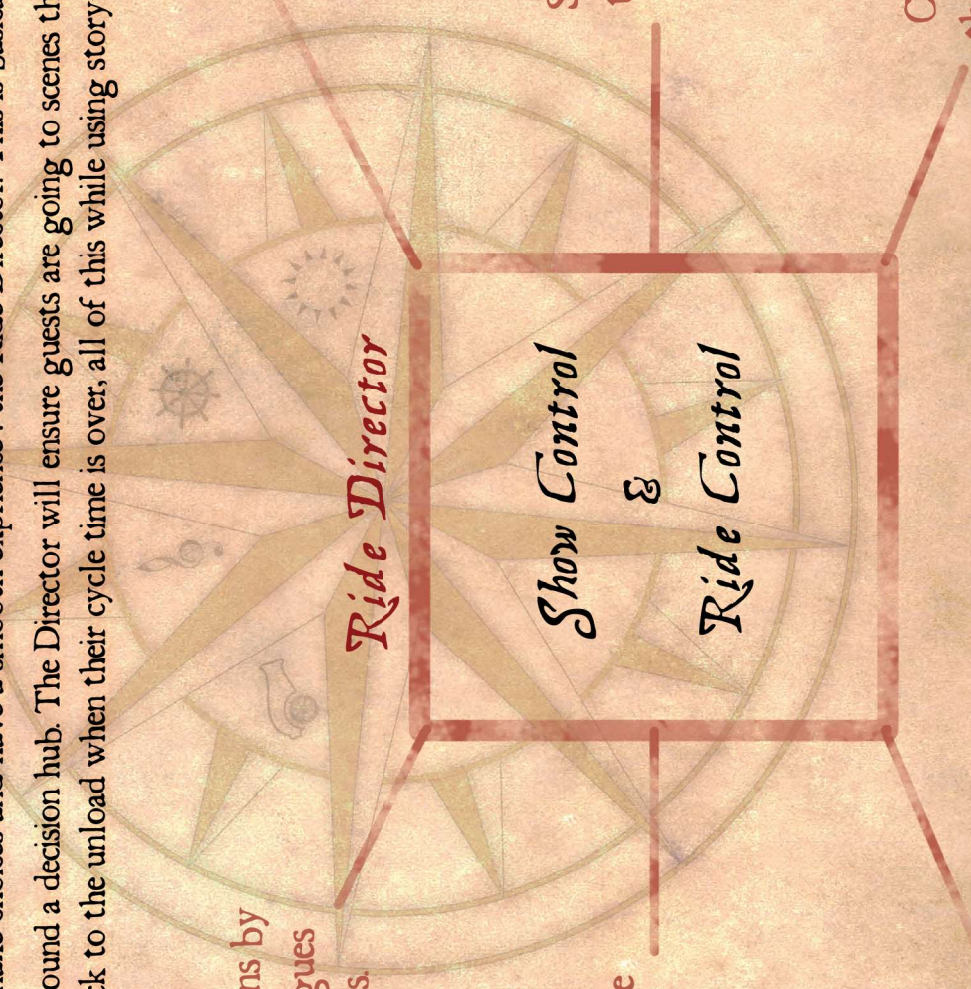
For the Caverne d Opale, we would like to offer guests choices, and the possibility, or at least the illusion that they have an impact on their own sequence of action. This means we have to escape from the classic scheme where the Ride Control gives the pace of the attraction while the show control acts as a slave and triggers effects when the vehicle is in position. To achieve this, we are introducing a new entity that will master the Ride Control and the

Show Control to ensure every guests can make choices and have a smooth experience : the Ride Director. This is basically an IA fine tuning the ride in real time. The attraction scenes will be organised around a decision hub. The Director will ensure guests are going to scenes they are allowed to discover; do not create back-ups and go back to the unload when their cycle time is over; all of this while using story-driven subterfuges.

Extend or reduce the scenes durations by cutting or adding additional dialogues and animations to avoid backups.

Fine tune the vehicles speeds in the decision hub to avoid backups.

Triggers special effects in the decision hub to force decision, slow down vehicles or close a path. Each effects should be justified by the story.



Tune the difficulty level of the scenes if guests are having a hard time or winning too easily.

Slightly change the vehicle trajectory to avoid show effects on the ground, other vehicles, or set them on the path of an event.

Change the destination availables on the treasure map to direct the vehicles to empty scenes or areas.

The Ride Director : example

Step 1 : The vehicle is heading to a direction where it has no available activity, or will arrive way too early to its next scene if it continues on this trajectory.

Step 2 : The ride director must intervene to ensure a smooth adventure for this vehicle, or for another one :

- it starts the sharks animatronics
- it takes over full control of the ride vehicle, and tilts it backward to enhance the "emergency stop" effect
- it changes the standard music to a dramatic one to underline the presence of a danger

Step 3 :

The vehicle is deviated
The rudder is re-activated

Dramatic music fades to the standard

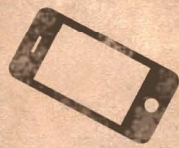
Guests can continue their adventure but will have to take a different course to reach their destination.

Time has been earned to avoid a backup, or the vehicle is now set on a path where it has available activities!



Queue line and mobile game

After the Covid-19 crisis, we feel guests might not want to be parked in a covered queue line with 3 other people by squared meters for long hours. But with every problem comes a storytelling solution : as we implied in the lore that the location of the ride used to be the repair of the pirates a long time ago, the park can become the playground of a hunt. Guests desiring to inquire about the mysteries of the Iridescent will be able to help the museum to fill "WikiPirates" and travel through the park to solve enigmas before a ride vehicle is available for boarding. These enigmas will have a direct link to the show scenes.



Guests start the game on their mobile phone

Only guests who completed their side quests and succeeded in the ride trials will have access to the treasure room.

If guests decide to experience the ride again, they will be given a different selection of scenes if possible.

They will be asked to choose their emblem, crew name, party size and an available time slot

A selection of quests will be given to them, that they can complete before or after boarding. Quests will be solved by taking specific targets in photography or entering an answer in the app.

Example : take a picture of an awesome skeleton guitar player statue at a precise timing... Like when you hear a guitar solo in the BGM.

The app and the ride will sync before boarding by RFID or by scanning a QR Code, allowing the ride director to select scenes directly related to their quests. In this case, a mandatory passage at the Skeleton Concert!

When the time comes, guests will direct themselves to the museum to ride the attraction.

For guests who do not wish to play the mobile game, the opportunity to skip the hunt and ride the attraction will be granted. The ride director will automatically chose the selection of scenes before boarding, but will prioritize the groups who have mandatory scenes to visit.

However, the time slot reservation will be required for everyone. These guests will be grouped with other parties to fill the boats.

The Treasure

The main advantage of our lore is that it retcons the whole location where the ride stands to become a playground linked to it. Therefore, the treasure room can be located right next to the ride, or in a totally different land of the theme park to increase the "treasure hunt" effect.

Once the guests have completed the mobile game and the ride, they will be given the location of the treasure room. After checking in with an operator, they will be granted access. After pulling a serie of torchlight in the right order, the hidden stone door leading to the chest will unlock and slide, opening the path. The treasure, still locked by the 12 keys of the Iridescent crew will be waiting in front of a screen celebrating the achievement of the guests, and offering a photo opportunity to brag about!



The Raft

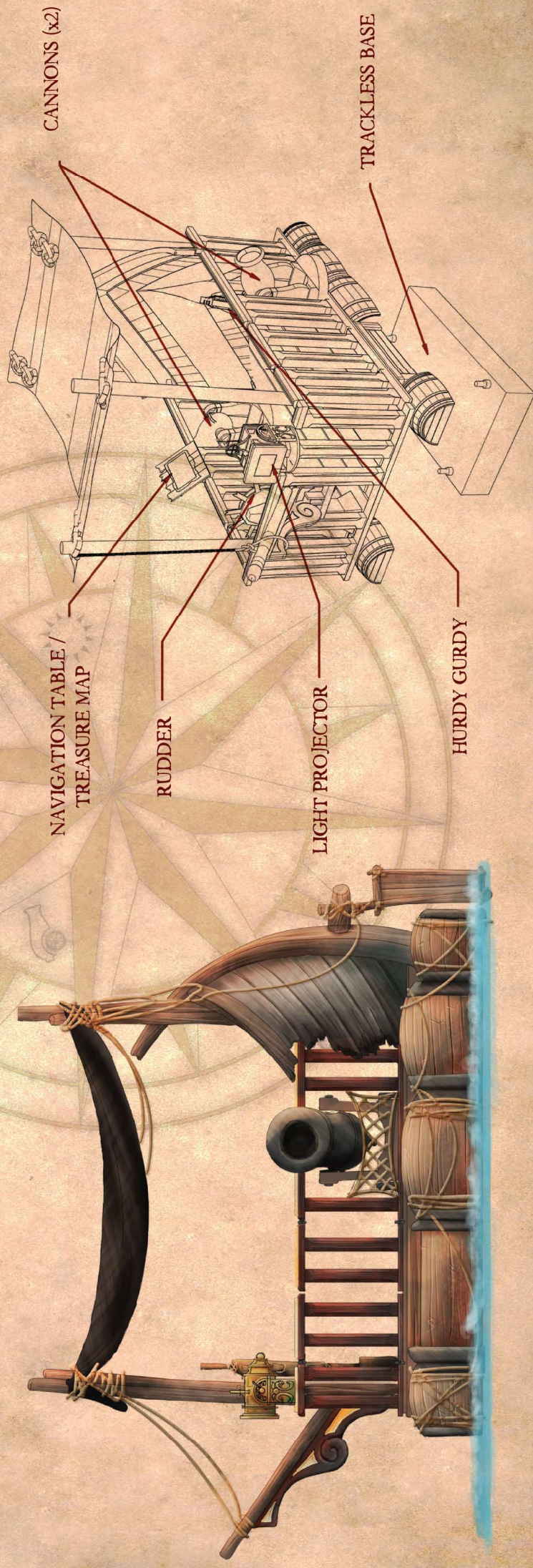
The raft has been designed as if it was built with parts from a bigger ship, as described in the attraction lore.

We wanted to avoid the classic interactive dark ride where guests spend their time shooting at various targets and offer more various possibilities. Therefore, guests will be able to direct the raft, light their environment, play music and get their objectives via different items located on their

makeshift boat

As guests will be standing in the vehicle by group of six people maximum, we had to surround the guest compartment with a 1.10m guardrail.

The trackless base will allow the vehicle to roam into the show building, and to tilt the guest compartment to simulate a small swell.



For more informations about the ride vehicle, open the attached file "03 - Ride Vehicle.jpg"

The Layout

1 Guests will take place on the raft in one of the 4 load-unloads. The Ride operator will ask them to take a pose in order to get a souvenir photography. The flash will be synchronised to a light black-out in the whole room, allowing the vehicle to enter the show building seamlessly.

After a small tutorial scene allowing them to familiarize with their equipment **2**, they will enter the "Caverne d Opale" **3** which acts as the decision hub of the adventure. Their treasure map will indicate them the scene they are able to access in order to solve the 13th treasure mystery. Red points are the effects ride director can trigger to pace the experience. A maelstrom will be located in the center of the room to deter vehicles passing through the center.

6 Show scenes are located around the decision hub. They have variants to allow replayability. Once guests have done 3 of them, they will go to one of the two identicals final scene where they will know if they are worthy enough to find the treasure. **4**

They will then go back to the load-unload, disembark before going through the gift shop and the bar.



For detailed informations about the scenes, open the attached file "04 - Ride Layout with Commentaries.jpg"

Scene Example



Guests are facing the Skeleton Rock Band in Sc.07 and have to clap in rhythm to win.

The Treasure map

The treasure map will help the guests to locate themselves into the attraction. It will also provide hints to help them succeed inside the show scenes/trial rooms.

Time left. Can be slowed down or accelerated slightly by the Ride Director if needed.

Map and location of the guests

List of quests associated to the map. Availability is decided by the Ride Director depending on the mobile game quests done by the guests prior to the adventure and the quests of other players in the attraction.

Jaage of "Worthiness". Players have to fill it to access the final treasure room by succeeding in trials or finding secret hints.

Free space to show contextual hints.



