



## **Ride System & Attraction Overview**

# Ride System



## State of the art ride system.

Chaos Institute - Human Trials, is an immersive thrill ride attraction, based on a completely new – state of the art – ride system. The ride is divided into two distinct parts. The lift tower holds interactive dark ride scenes with different mini games, themed as trials, that's played using a simple button controller on each seat.

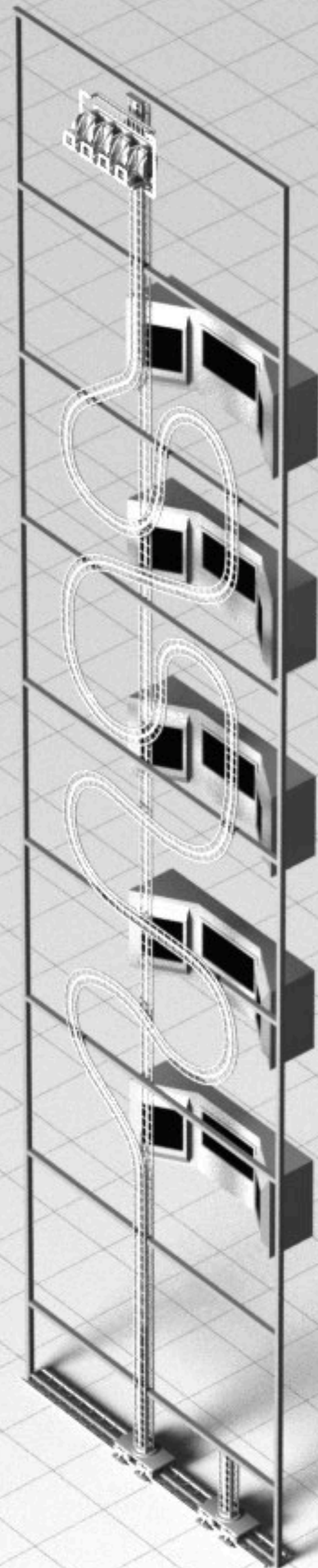
**Ride type:** Vertical mouse coaster with interactive dark ride lift.

**Ride experience:** Lift with five separate dark ride scenes. Scenes contain mini games and story elements. Thrill sequence – a hybrid of a spinning coaster and a drop tower.

**Ride duration:** Aprox 4 min

**Capacity:**  
4-6 pax/vehicle  
8 vehicles/tower  
1-3 towers

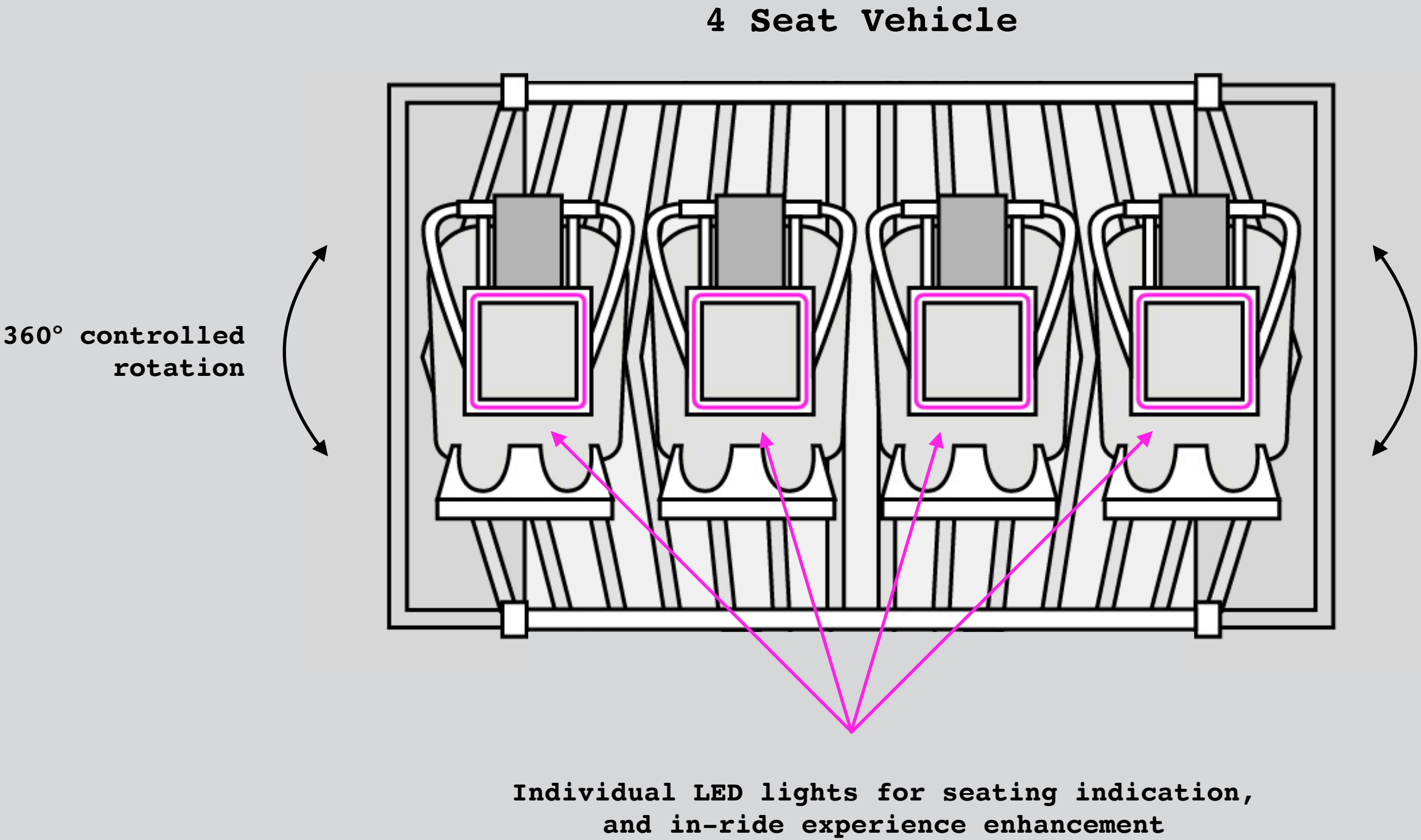
**THRC:** 550–825 pph/tower





# The Vehicle

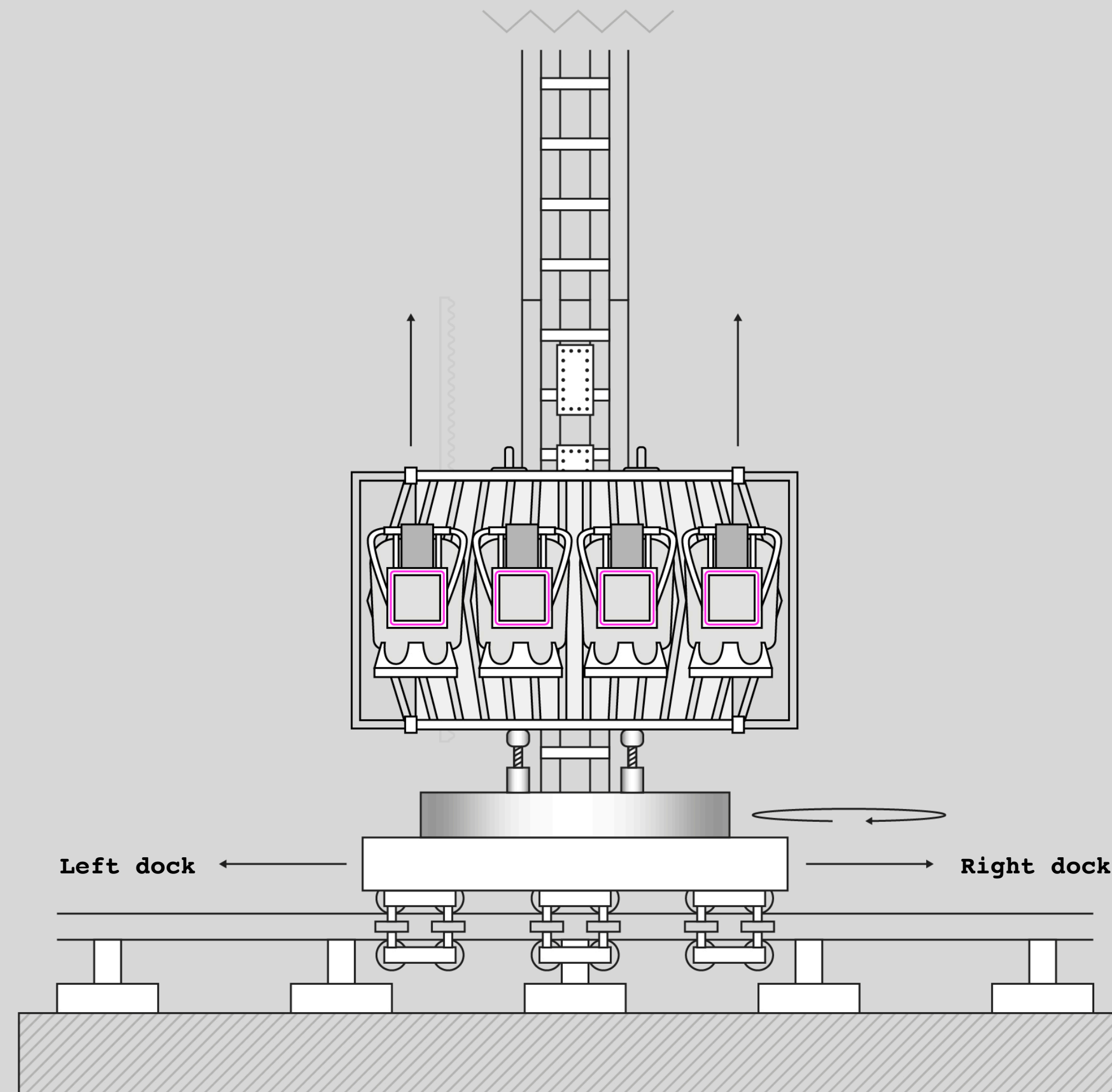
The standard version is a four seat vehicle with a rear track module that can rotate 360° in a programmed sequence. LED lights on every seat is used for seating but also enhancing the ride experience for both spectators and riders. During ride the lights together with mirrors, will remind every player of their playing color.



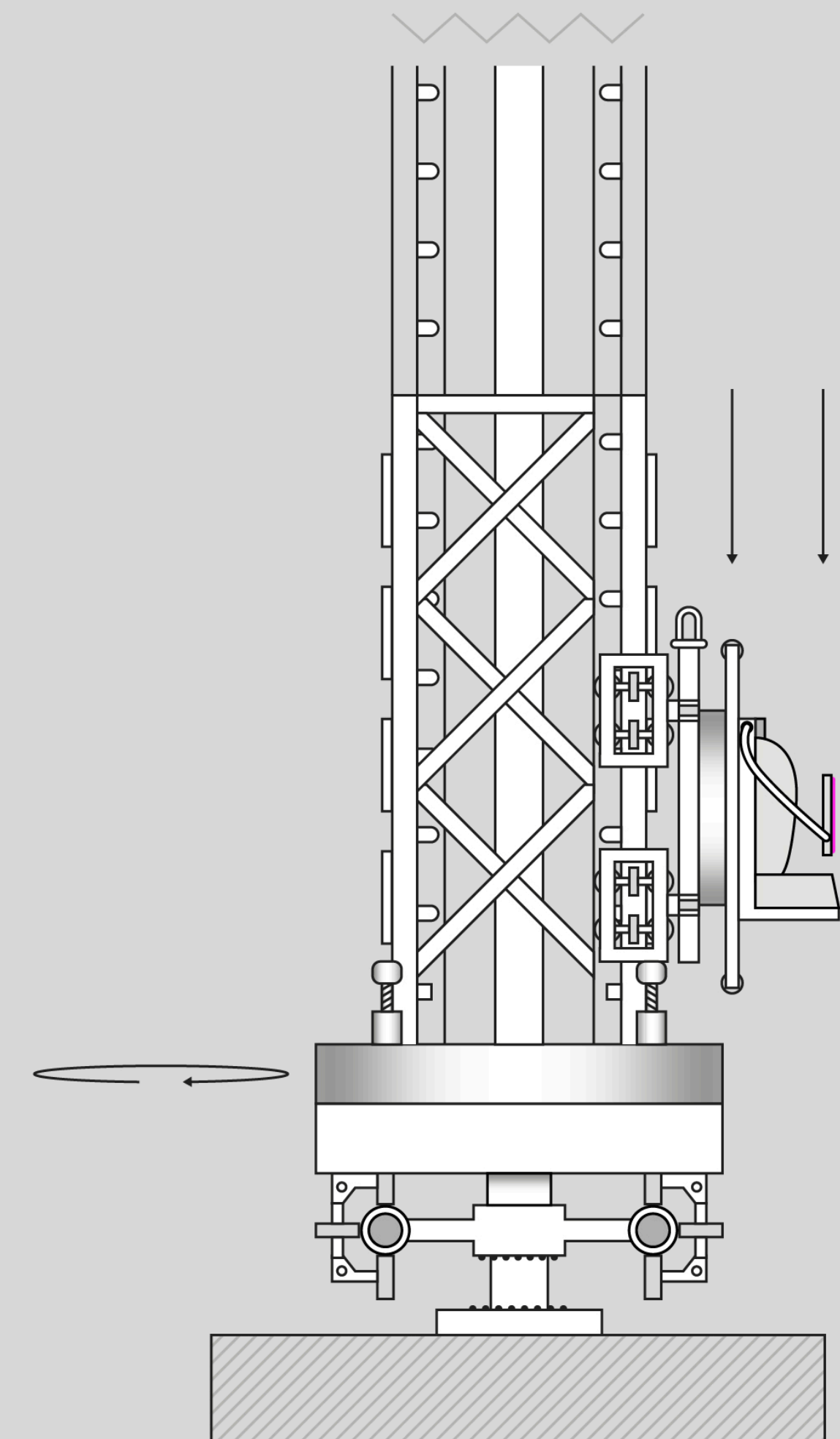
## Station Track Modules

Every tower has two load and offloading docks as well as two vertical station modules. The modules have front facing and back facing vertical tracks attached to a turntable. The horizontal track enables the modules to transport the cars to their specific load and offloading dock, on the left or right of the main track.

After loading a car with new volunteers, the module travels to the elevator track in the middle. At the same time another car travels down on the back facing track of the module. The turntable spins 180 degrees so the returning car is now facing towards the station. The returning car travels to its load/offloading dock.



Front view

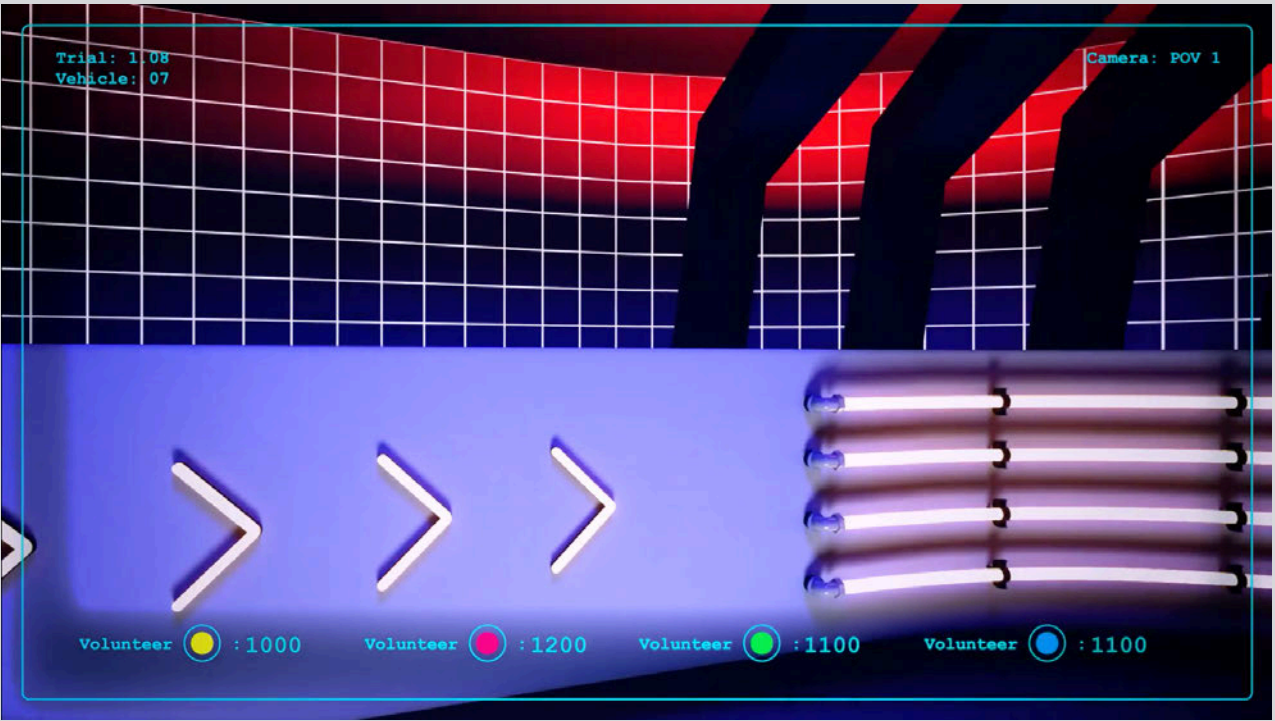
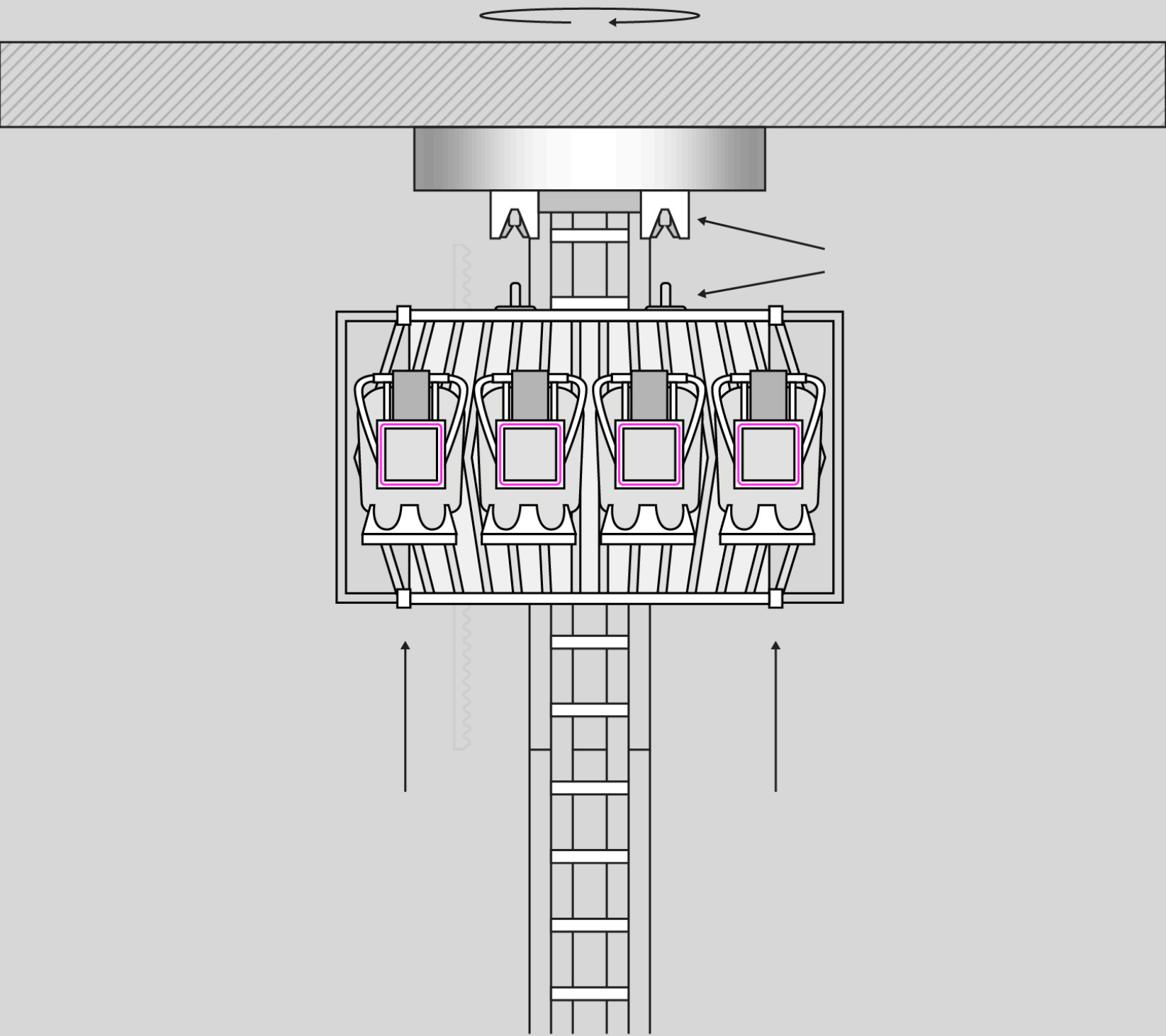


Side view

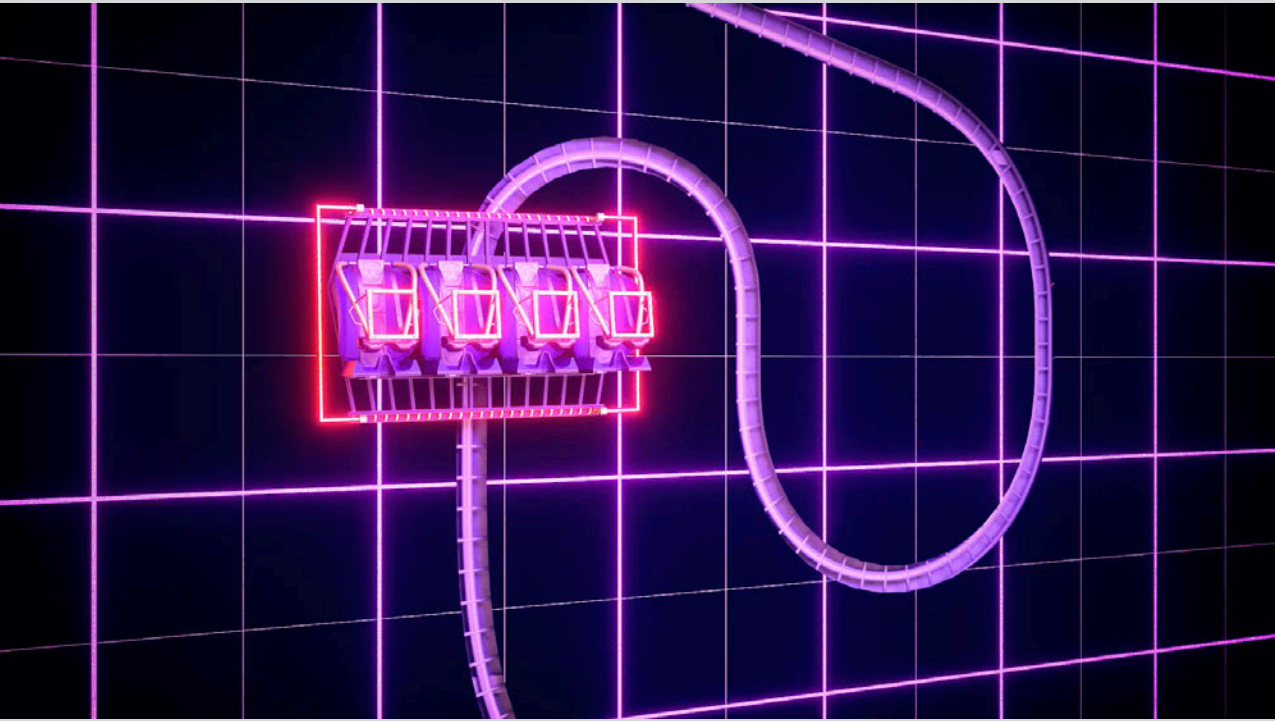


# The turntable twist

When you arrive at the top of the tower, a unique turntable system will switch the vehicle onto the drop track, embarking the guest on their final trial, being a hybrid experience between a drop tower and roller coaster.



Top of the tower in the final dark ride scene. Guests will now experience that the ride suddenly rotates 180°. A big screen counts down from 5 and on 1 drops the vehicle down into darkness.



The vehicle drops, stops and rotates on the winding downhill track.



Final show scene and the vehicle stops at the result analysis station. The trial score is displayed on the screens. But before the volunteers have time to fully read something happens that drops the vehicle down for a last surprising thrill before it rotates back to the station

# Backstory



## The chaotic backstory

Chaos theory explains that in all states of randomness, patterns can almost always be found. Pattern is the entity that makes something predictable. And by discovering these patterns – in situations that we tend to view as completely irregular – we can predict an outcome before it's occurred. We already use chaos theory to predict weather, stock markets and many other fields. But what if we can use it to predict and control future history? That is the purpose of the highly debated research at Chaos Institute. But after years of computer simulations they have now reached the point where they can't continue unless they begin testing on human subjects.

The infamous institute will therefore, for the first time ever, open their doors to anyone daring to volunteer...



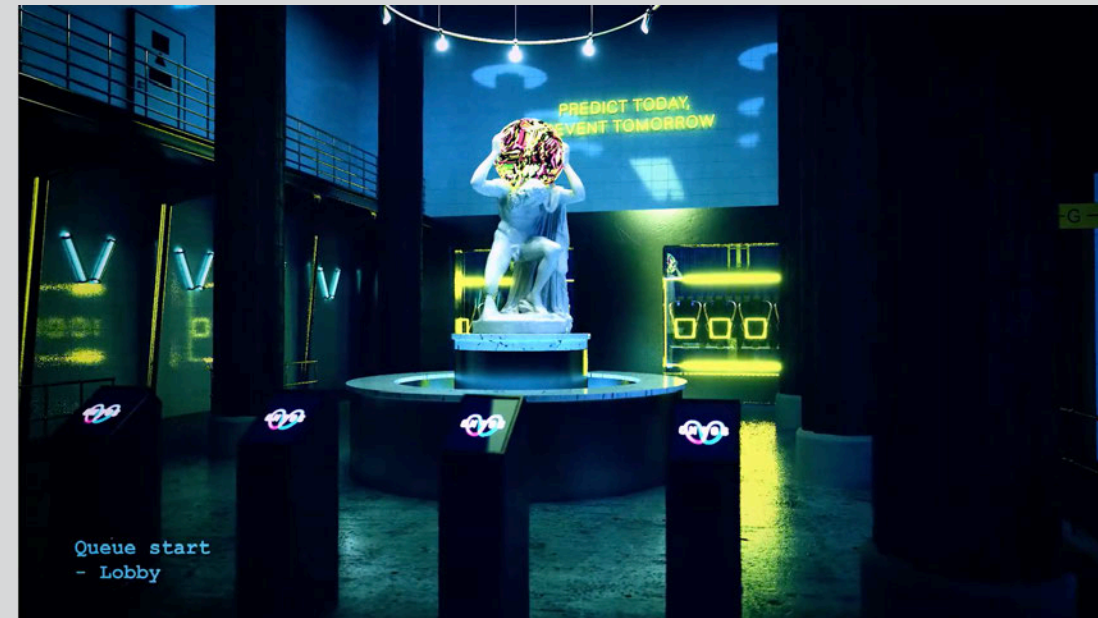
# Storyboard



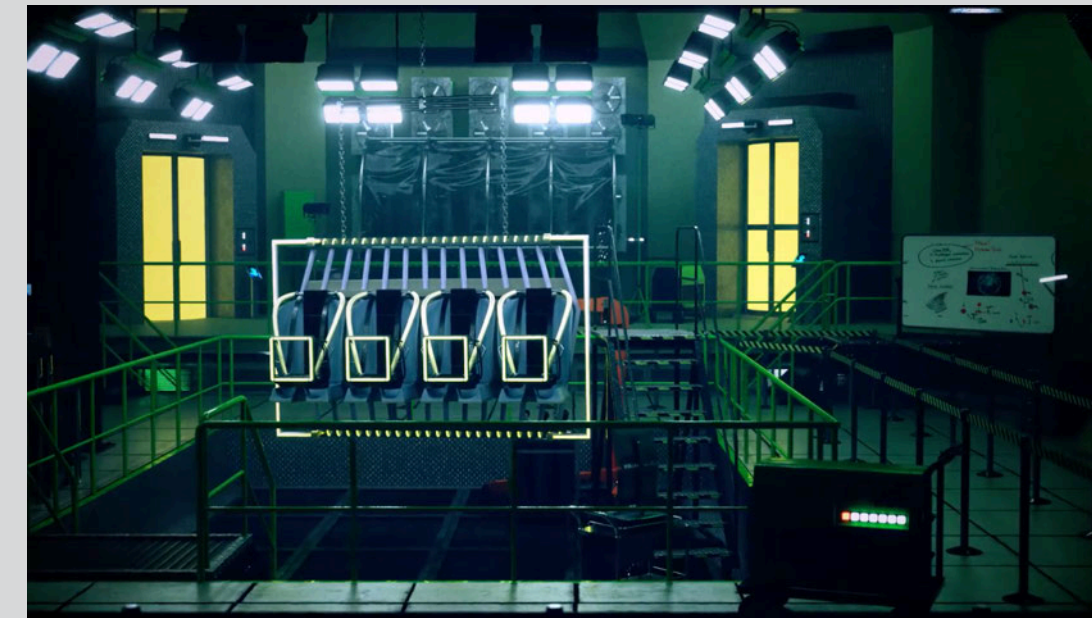
# Attraction Storyboard 1/3



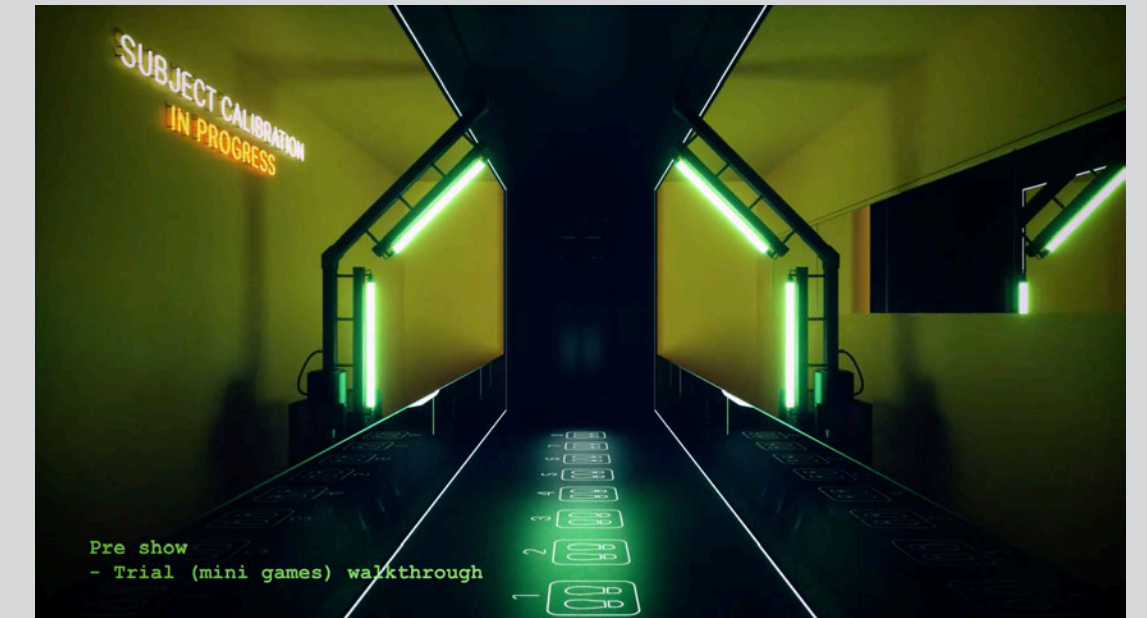
**1. The Institute Exterior.** The show building has a small land footprint and relies more on height than ground area. Its height is just below the limit for mandatory flight beacons, allowing full control over visual impact. Queue starts right after the security gates and runs through the courtyard, and in through the main entrance.



**2. The main hall.** Queue continues through the main hall. The huge atlas sculpture holds a globe in chaos, symbolized through the built in projection. In the back we see big windows from the test laboratory, hinting on what's to come. Test subjects descend from their final trial and rotate back for disembarkation.



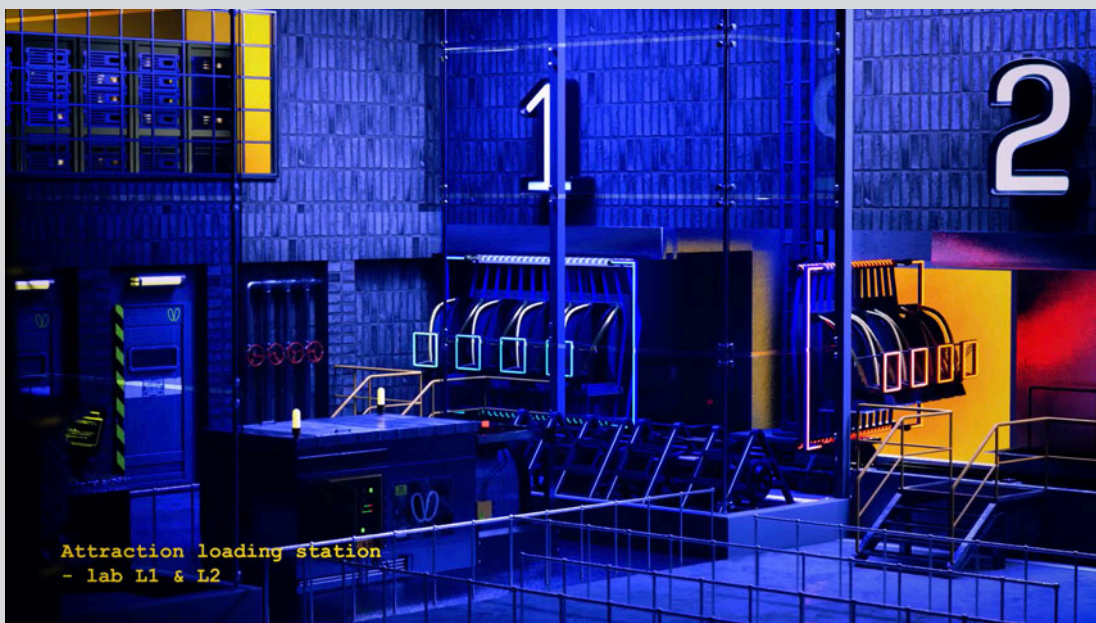
**3. R&D department.** The queue travels down a corridor and in through a set of doors to the R&D department. This densely themed room has a clear center with a trial vehicle hanging above the repair pit in the middle of the room. All around the area, theories and experiments of Chaos Theory can be found and unlocked. Scattered are also hints from the trials you are about to experience in your experiment. In the back of the room, thick chamber doors lead volunteers to their final test calibration.



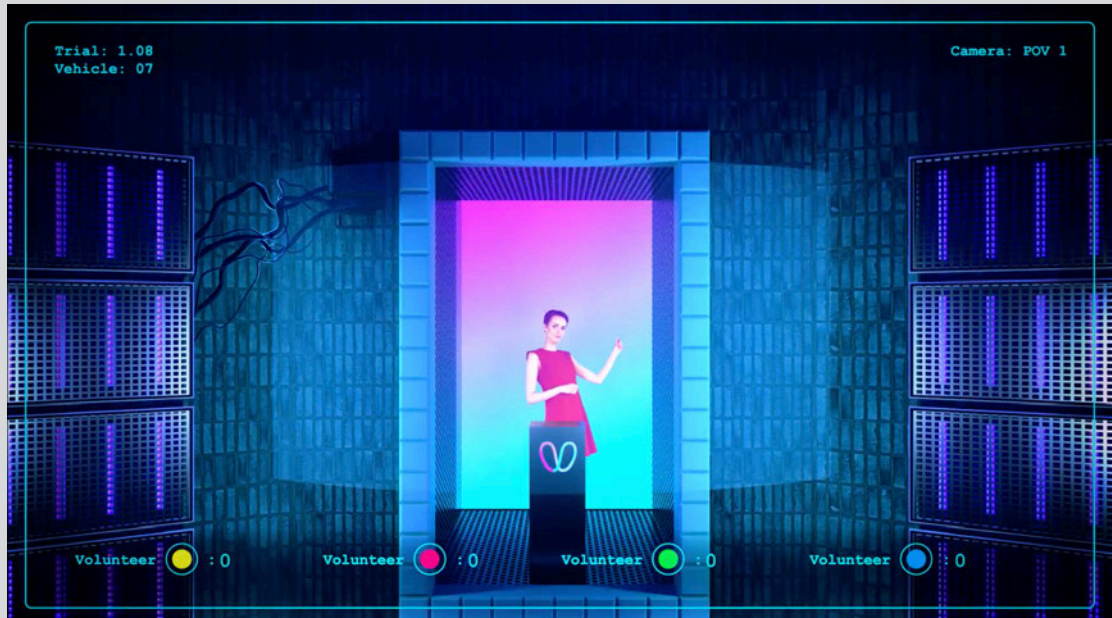
**4. Calibration chambers.** Groups of 8 are lead through the doors of to the calibration chambers and positioned on their assigned marks. The huge, Xerox inspired, test subject scan lights up and moves down the room, adjusting all parameters of the following experiment. Meanwhile a voice instructs all volunteers on how the test will work and how they are to proceed once in the lab.



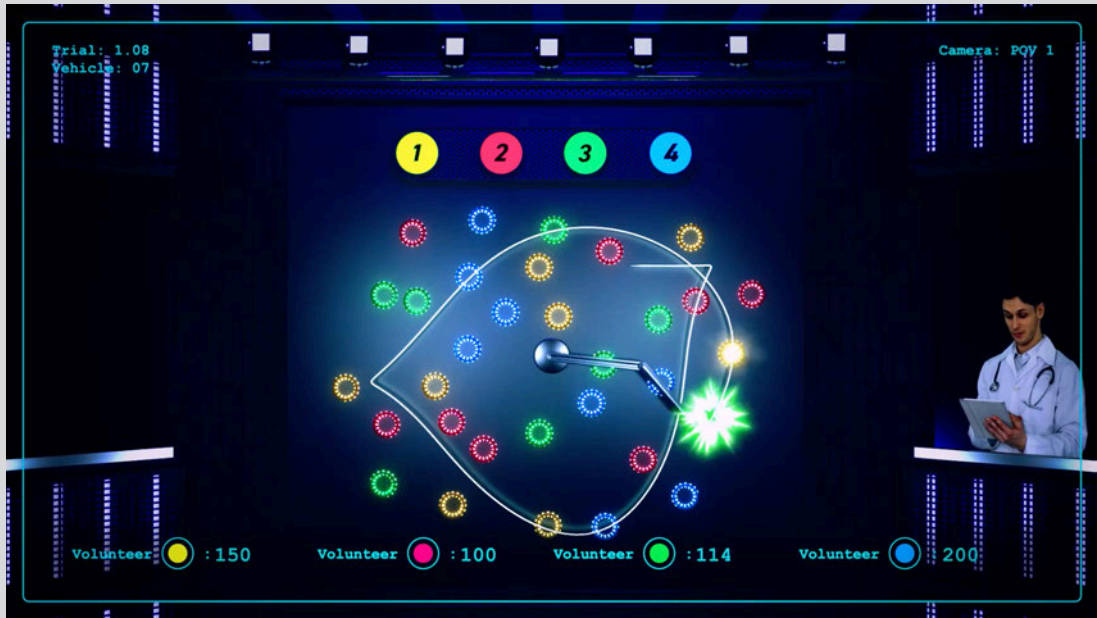
# Attraction Storyboard 2/3



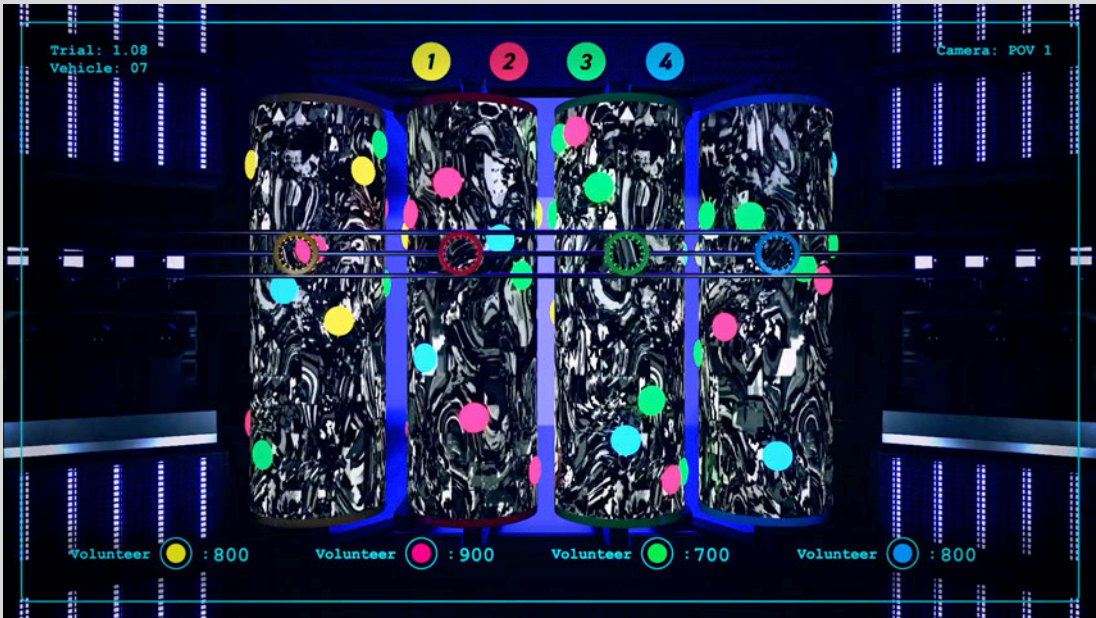
**5. Test Laboratory - Loading station.** This room is high tech with huge servers buzzing from the rooms on the second level. Generators, pumping electricity to the experiment. And when each vehicle ascends the lift, the amount of energy used, makes the entire room blackout for a quick second. Here each volunteer walks to their assigned loading dock and boards the vehicle.



**6. Final Instructions.** The institute's AI-persona awaits each vehicle for final instructions. A hologram illusion on transparent mesh appears in front of her, showing final instructions for how the mini like trials are played. She explains how each subject has its own assigned color, and every time that color matches, they should press the button to score points.



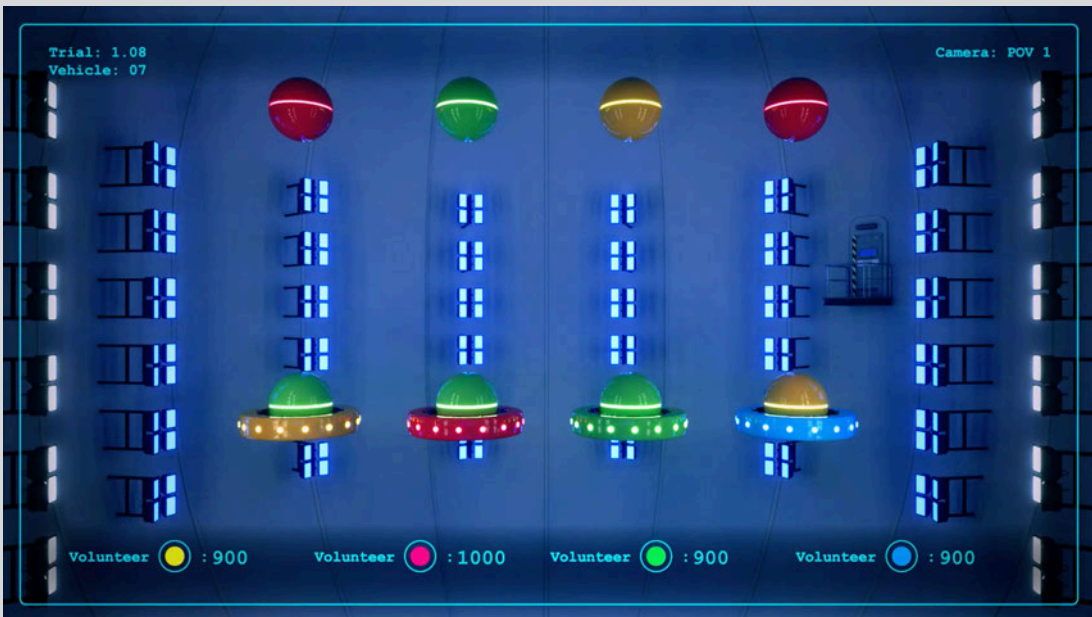
**7. Trial 1 - Double Rod Pendulum.** The double rod pendulum is one of Chaos Theorie's, most common displays of so called deterministic chaos. Here the pendulum has turned into a high paced mini game. Every time the pendulum travels over your assigned color, you need to press the button to score points. Hologrammatic displays show scientists observing the trials from the observation booths.



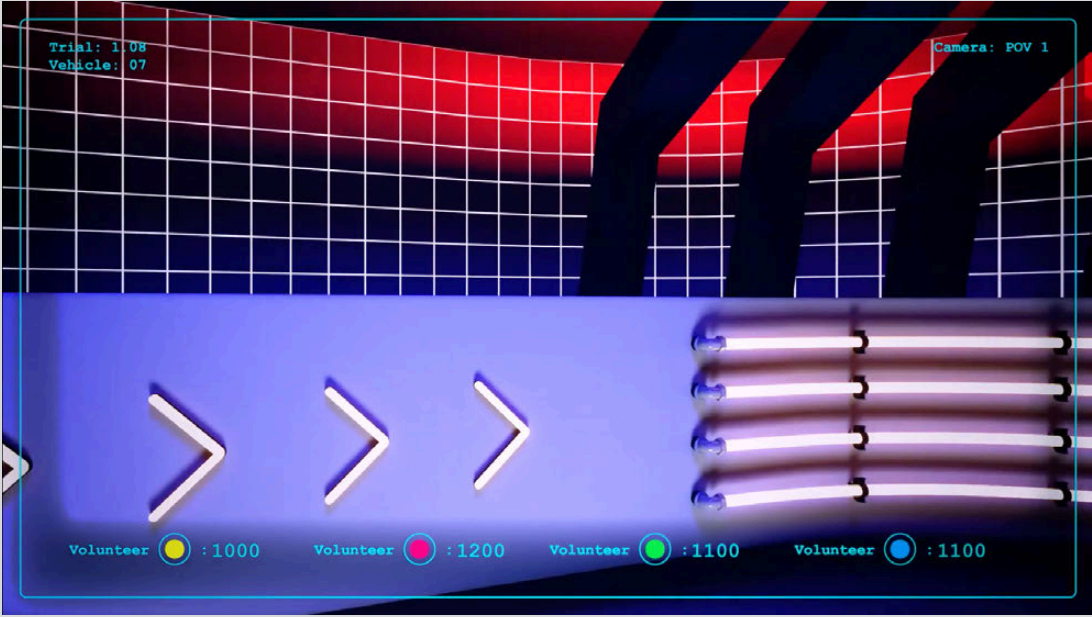
**8. Trial 2 - Random Pattern Tubes.** A metal jalousie opens up, and four huge spinning tubes emerge from the room behind. They start spinning meanwhile a horizontal contraption moves up and down. When your colors meet, press the buttons, to score points.



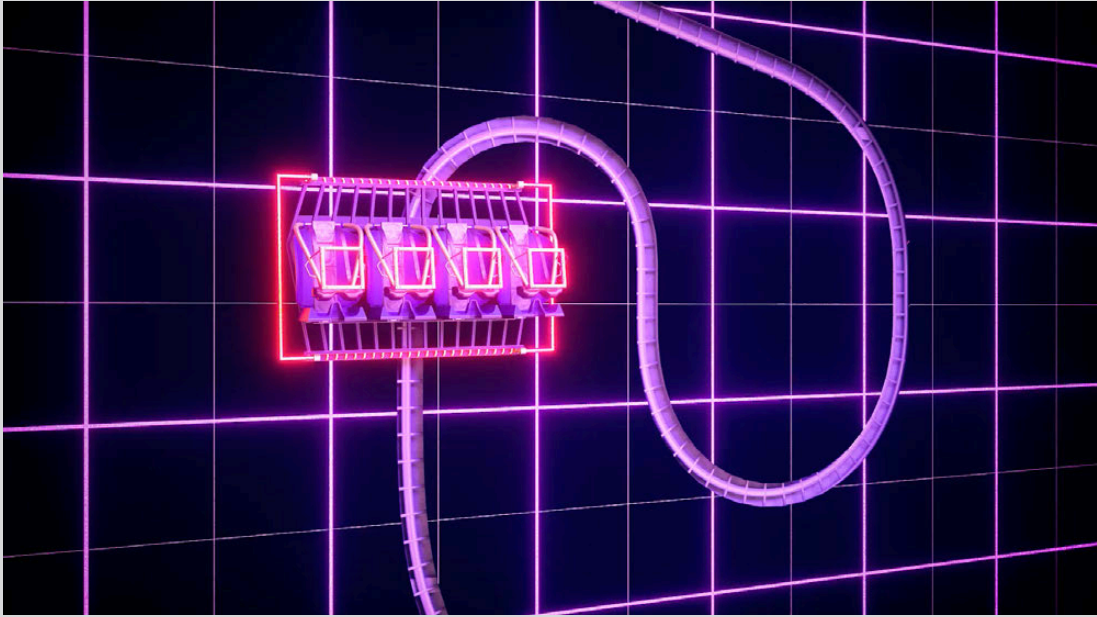
# Attraction Storyboard 3/3



**9. Trial 3 - The falling orbs.** The final test creates, through screens, clever optical illusions and mesh projections, the illusion of a huge space with orbs falling increasingly faster through the floating indication rings. Press button when colors match to score points.



**10. Turntable sequence - final test prep.** At the top of the tower you will enter a huge control room. Scientist intensely work behind the control station, preparing you for your final chaos test - the physical one. When your vehicle has come to a full stop it will, through the turntable mechanic, suddenly rotate 180 degrees and without guests knowing, latch onto the drop track. A big screen counts down to one, dropping the vehicle into darkness and into the last but most intense test of them all.



**11. The final test - Thrill ride sequence.** The vehicle is now traveling through the unique vertical coaster. Loud music and blinking lights enhance the experience. The cars have a pre programmed pivot function, increasing the thrilling sensation.



**12. Trial score and oops...** After the final test, the vehicle descends into a room where big screens summarize the test performance and announce who scored highest. But in the middle of the summary, a butterfly flies in through the room and lands on the big red dispatch button. The vehicle abruptly drops down, out of the room for a final short surprise thrill, leading them back to the station. This is an easter egg reference to the Butterfly Effect, an idea heavily associated with Chaos Theory.



