

INTO THE MOUNTAIN Attraction Matrix

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LINE #	PROGRAM COMPONENTS	DESCRIPTION	QUANTITY	TYPE OF COMPONENT	DEMOGRAPHIC APPEAL	FOOTPRINT (SQ. FT)	INSTANT CAPACITY	THRC
1	Attraction Icon							
1.1	Marquee	Sign with the attraction's name at the attraction entrance	1	WEAINE - ATTRACTOR	ALL		N/A	N/A
1.2	Fast Pass Sign	Sign marking the fast lane entrance at the attraction entrance	1	OPERATIONS	ALL		N/A	N/A
1.3	Single Rider Sign	Sign marking the single rider entrance at the attraction entrance	1	OPERATIONS	ALL		N/A	N/A
1.4	Stand-by Sign	Sign marking the stand-by lane entrance at the attraction entrance	1	OPERATIONS	ALL		N/A	N/A
1.5	Safety Warning Sign	Sign showing health and safety warnings, such as a height restriction, expectant mothers and heart and back issues warning at the attraction entrance	1	OPERATIONS	ALL		N/A	N/A
1.6	Wait Time Sign	Sign to display the current attraction wait time at the attraction entrance	1	OPERATIONS	ALL		N/A	N/A
1.7	LakeTown Citizens	Employees welcoming guests and assisting them on their way into the mountain; answering questions and giving directions, always making sure of the guests safety.	3	CAST MEMBERS	ALL		N/A	N/A
2	Lonely Muntain's Base (Exterior Queue)					3,080 SQ FT	770	
2.1	Rocks	Gigant rocks part of the Lonely Mountain's landscape. These will help guide the guests through their journey.	8	SET DESIGN/ SET DECORATION	ALL	213 SQ FT	53	N/A
2.2	Railings	These railing will help guide guests through the Lonely Mountain's landscape (where the rocks have a cap).		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
2.3	Marked Guests Path	Change in the soil, used as guide for the guests to the attraction's entrance		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
2.4	Bolg (Leader of the Orcs)	Big animatronic "ready to fight". Comander of the orcs. He's having a dialog with the others. Appears and disappears in between the rocks. He's looking for the dwarves but also scaping from the elves.	1	ANIMATRONIC	ALL		N/A	N/A
2.5	Orcs	Animatronics "ready to fight". They are having a dialog with Azog and with the others. They appear and disappear in between the rocks. They are looking to catch the dwarves but also scaping from the elves.	5	SOUND	ALL		N/A	N/A
2.6	Legolas and Thranduil (Elves)	Legolas and Thranduil will be talking about how to help the dwarves escape from the orcs.	2	SOUND	ALL		N/A	N/A
2.7	Dwarves	Thorin II Oakenshield, Fili, Kili and some of the other dwarves will guide guests to the inside of the mountain, they know they are being pursued which means they will speak quietly but that does mean they won't use the "dwarven welcoming charm" to welcome the guests to their home. They will also warn guests about what is hidden inside of the mountain.	4	ANIMATRONICS AND VOICE	ALL		N/A	N/A
	Scavenger Hunt	Guests that decide to participate, will go through the halls and rooms decoding, and touching different objects, coins and artifacts to activate sounds, projections, movements and effects.	N/A	BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
3	Dwarves Entrance and Hallway					1,204 SQ FT		
3.1	Balin, Bilbo, Gloin and Thorin II Oakenshield	Dialogue between Balin, Bilbo and Thorin explaining that sounds like "memories through the mountain".	1	VOICES/MEMORIES	ALL, SPECIFICALLY SCAVENGER HUNT GUESTS		N/A	N/A
3.2	Arkenstone Inscription	The Arkenstone inscription describes the legend: "Herein lies the seventh kingdom of Durin's folk. May the heart of the mountain unite all dwarves in defence of this home." in Futhorc (Dwarf language)	1	PROPS/ SET DECORATION	ALL		N/A	N/A
3.3	Regal Dwarf Armours, Shields and Swords	Hard-edged, geometric armours. Very rich, regal quality. These suits were the armour of past kings, princes and lords, with precious metals, beautiful finishes and exquisite decoration.	13	PROPS/ SET DECORATION	ALL		N/A	N/A
3.4	Balin	A projection of Balin on the right wall 20 ft before entering the dinning hall. He will be welcoming the guests to the Lonely Mountain. Also, he'll be telling important information and clues that the scavenger hunt players should pay attention of.	1	SCREENS AND PROJECTIONS	ALL/SCAVENGER HUNT GUESTS		N/A	N/A
3.5	Scavenger Hunt	Guests that decide to participate, will go through the halls and rooms decoding, and touching different objects, coins and artifacts to activate sounds, projections, movements and effects.	N/A	BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
3.6	Tapestries	Tapestries telling the stories and profecies of past dwarves who adventured into the mountain will be hanging off the walls and hallways.	6	PROPS/ SET DECORATION	ALL		N/A	N/A
4	Dinning Hall					2,102 SQ FT		

4.1	BIG DINING TABLE WITH CHAIRS	A SET DINING TABLE THAT SEEMS TO BE FROZEN IN TIME. GUESTS WHO ARE INTERESTED IN THE SCAVENGER HUNT ARE ABLE TO PLAY WITH THE DISHES, PLATES AND CERTAIN CLUES TO SOLVE SOME RIDDLES.	1	PROPS /SET DECORATION			N/A	N/A
4.2	DISHES, CUPS AND SILVERWARE		13 SETS	PROPS /SET DECORATION			N/A	N/A
4.3	SCAVENGER HUNT	GUESTS THAT DECIDE TO PARTICIPATE, WILL GO THROUGH THE HALLS AND ROOMS DECODING, AND TOUCHING DIFFERENT OBJECTS, COINS AND ARTIFACTS TO ACTIVATE SOUNDS, PROJECTIONS, MOVEMENTS AND EFFECTS.	N/A	BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
	TAPESTRIES	TAPESTRIES TELLING THE STORIES AND PROFECIES OF PAST DWARVES WHO ADVENTURED INTO THE MOUNTAIN WILL BE HANGING OFF THE WALLS AND HALLWAYS.	4	PROPS /SET DECORATION	ALL		N/A	N/A
5	THRONE ROOM					5,323 SQ FT		
5.1	RAILINGS	THESE RAILINGS WILL HELP GUIDE GUESTS THROUGH THE LONELY MOUNTAIN'S INTERIOR TO KEEP THE GUESTS SAFE.	N/A	SET DESIGN/ SET DECORATION	ALL		N/A	N/A
5.2	THRONE	THE THRONE OF THE KINGS OF EREBOR IS THE BASE OF A NATURAL COLUMN OF ROCK SUSPENDED FROM THE VAULTED CEILING OF THE THRONE ROOM, THICKLY VEINED WITH GOLD AND CARVED TO SEAT THE KING.. THE ARKENSTONE IS SET ABOVE THE SEAT, BUT NOT ANYMORE.	1	SET DESIGN/ SET DECORATION	ALL		N/A	N/A
5.2	COLUMNS / STAINED GLASS	LIGHT FILTERS DOWN FROM CRACKS AND LITTLE STAINED GLASS WINDOWS HIGH ABOVE IN THE MOUNTAIN'S SURFACE AND LEDS AN EERIE GLOW LO THE DEPTHS.	3	SET DESIGN/ SET DECORATION	ALL		N/A	N/A
5.3	GIGANT DWARVES	STATUES SEEMED TO COME NATURALLY INTO THE MONUMENTAL SCALE OF EREBOR. THEY ARE THE KINGS FROM THE PAST.	8	SET DESIGN/ SET DECORATION	ALL		N/A	N/A
	SCAVENGER HUNT	GUESTS THAT DECIDE TO PARTICIPATE, WILL GO THROUGH THE HALLS AND ROOMS DECODING, AND TOUCHING DIFFERENT OBJECTS, COINS AND ARTIFACTS TO ACTIVATE SOUNDS, PROJECTIONS, MOVEMENTS AND EFFECTS.	N/A	BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
6	FORBIDDEN CITY AND GOLD PILES					7,191 SQ FT		
6.1	RAILINGS	THESE RAILINGS WILL HELP GUIDE GUESTS THROUGH THE LONELY MOUNTAIN'S INTERIOR TO KEEP THE GUESTS SAFE.	N/A	SET DESIGN/ SET DECORATION	ALL		N/A	N/A
6.2	STAIRS	ONCE THE GUESTS COME OUT OF THE THRONE ROOM, THEY SEE THE STAIRS FROM WHERE THEY CAN AMAZE THEIR EYES WITH THE CITY UNDER THE MOUNTAIN, WHERE THE PAST DWARVES LIVED BEFORE THE INCIDENT.		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
6.3	ELEVATOR	THE ELEVATOR WILL TAKE OUR GUESTS WITH DIFFERENT NEEDS TO THE UNDER LEVEL..		ENGINEERING	ALL		N/A	N/A
6.4	FORBIDDEN CITY	THE UNDERGROUND CITY IS A LABYRINTH OF INTERCONNECTED HALLS AND ARCADES WITH STAIRS AND FLOATING BRIDGES ON MULTIPLE LEVELS.		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
6.5	GOLD PILES	SMAUG'S TREASURE HOARD IA AN UNTIDY MATTRESS OF JUMBLED GOLD OF EVERY SORT: COINS, STATUES, SHIELDS... COMFORTABLE ONLY FOR A DRAGON. HEVE YOUR EYES WIDE OPEN, YOU MIGHT FIND THE ARKENSTONE.		COINS, JEWELS... BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	ALL/SCAVENGER HUNT GUESTS		N/A	N/A
	SCAVENGER HUNT	GUESTS THAT DECIDE TO PARTICIPATE, WILL GO THROUGH THE HALLS AND ROOMS DECODING, AND TOUCHING DIFFERENT OBJECTS, COINS AND ARTIFACTS TO ACTIVATE SOUNDS, PROJECTIONS, MOVEMENTS AND EFFECTS.		BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
7	RUN THROUGH THE ARCHES (TEMPORARY QUEUE)					4,085 SQ FT		
7.1	RUSTY METAL RAILINGS	THESE RAILINGS WILL HELP GUIDE GUESTS THROUGH THE LONELY MOUNTAIN'S INTERIOR TO KEEP THE GUESTS SAFE.		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
7.2	GOLD PILES	SMAUG'S TREASURE HOARD IA AN UNTIDY MATTRESS OF JUMBLED GOLD OF EVERY SORT: COINS, STATUES, SHIELDS... COMFORTABLE ONLY FOR A DRAGON. HEVE YOUR EYES WIDE OPEN, YOU MIGHT FIND THE ARKENSTONE.		COINS, JEWELS... BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	ALL		N/A	N/A
	ENTERTAINMENT	SCREENS AND PROJECTIONS TO ENTERTAIN THE GUESTS WHILE THEY WAIT IN THE LINE		SCREENS AND PROJECTIONS	ALL		N/A	N/A
8	WHAT HAVE WE DONE					4,180 SQ FT		
8.1	GOLD PILES	SMAUG'S TREASURE HOARD IA AN UNTIDY MATTRESS OF JUMBLED GOLD OF EVERY SORT: COINS, STATUES, SHIELDS... COMFORTABLE ONLY FOR A DRAGON. HEVE YOUR EYES WIDE OPEN, YOU MIGHT FIND THE ARKENSTONE.		COINS, JEWELS... BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	ALL/SCAVENGER HUNT GUESTS		N/A	N/A
8.2	SMAUG'S TAIL	BEWARE WITH WHAT YOU TOUCH YOU MIGHT WAKE UP YOUR BIGGEST FEARS. THE TAIL WILL BE RESTING BETWEEN A PILE OF GOLD. IN THE NEXT ROOM SMAUG WILL BE "BREATHING" INSIDE OF THE COINS AND JEMS. FINALLY, IN THE THIRD ROOM, IN THE MIDDLE OF ALL THE COINS LIES WHAT WE ALL FEAR. SMAUG IS HIDDEN AND AWAKEN BECAUSE OF THE SOUND OF COINS AND GUESTS IN THE QUEUE. SMAUG HAS NOTICE OUR GUESTS. RUN AWAY! SAFE YOURSELF BEFORE IT'S TOO LATE!		ANIMATRONIC	ALL/SCAVENGER HUNT GUESTS		N/A	N/A
8.3	BREATHING SMAUG			ANIMATRONIC	ALL/SCAVENGER HUNT GUESTS		N/A	N/A
8.4	SMAUG'S EYE			ANIMATRONIC	ALL/SCAVENGER HUNT GUESTS		N/A	N/A
	SCAVENGER HUNT	GUESTS THAT DECIDE TO PARTICIPATE, WILL GO THROUGH THE HALLS AND ROOMS DECODING, AND TOUCHING DIFFERENT OBJECTS, COINS AND ARTIFACTS TO ACTIVATE SOUNDS, PROJECTIONS, MOVEMENTS AND EFFECTS.		BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
9	BRIDGES AND COINS					610 SQ FT		

9.1	ROCK SCULPTURED BRIDGE	GUESTS WILL WALK ON TOP OF A DWARVEN SCULPTURED BRIDGE THAT SEEMS TO BE INFINITE IN THE BASE.		PROPS / SET DECORATION		183 SQ FT	45	N/A
9.2	SMAUC	PROJECTION MAPPING OF SMAUC PASSING ABOVE THE GUESTS.		PROJECTION			N/A	N/A
9.3	COINS AND JEMS	COINS AND JEMS WILL FALL FROM "SMAUC'S SCALES".		ENGINEERING			N/A	N/A
9.4	COINS SOUNDS	COINS AND JEMS CLASHING SOUND		LIGHTING DESIGN			N/A	N/A
10	ARMOURY					2,700 SQ FT		
10.1	ARMOURS	HARD-EDGED, GEOMETRIC ARMOURS. VERY RICH, REGAL QUALITY. THESE SUITS WERE THE ARMOUR OF PAST KINGS, PRINCES AND LORDS, WITH PRECIOUS METALS, BEAUTIFUL FINISHES AND EXQUISITE DECORATION.		PROPS/ SET DECORATION	ALL		N/A	N/A
10.2	SHIELDS			PROPS/ SET DECORATION	ALL		N/A	N/A
10.3	COLUMNS	GUESTS WILL WALK CLOSE TO DWARVEN SCULPTURED COLUMNS THAT SEEM TO BE INFINITE IN THE TOP. THEY DIVIDE THE HALLS AND SUPPORT THE TALL CEILINGS.		PROPS/ SET DECORATION	ALL		N/A	N/A
10.4	OVEN	PART OF THE JEWELLERY WORKSHOPS		PROPS/ SET DECORATION/ SPECIAL EFFECTS	ALL		N/A	N/A
10.5	RAILINGS	THESE RAILINGS WILL HELP GUIDE GUESTS THROUGH THE LONELY MOUNTAIN'S INTERIOR TO KEEP THE GUESTS SAFE.		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
	SCAVENGER HUNT	GUESTS THAT DECIDE TO PARTICIPATE, WILL GO THROUGH THE HALLS AND ROOMS DECODING, AND TOUCHING DIFFERENT OBJECTS, COINS AND ARTIFACTS TO ACTIVATE SOUNDS, PROJECTIONS, MOVEMENTS AND EFFECTS.		BUTTONS, PROJECTIONS, MOVEMENTS AND SPECIAL EFFECTS	SCAVENGER HUNT GUESTS	IN EACH ROOM THROUGHOUT THE ENTIRE QUEUE	N/A	N/A
11	LOADING/ UNLOADING AREA					1,500 SQ FT		
11.1	METAL GATE	THIS GATE DIVIDES THE ARMOURY ROOM FROM THE PLATFORM AND PREPARES THE GUESTS TO BOARD. 3D GLASSES WILL BE PROVIDED.	6 COLUMNS	SET DESIGN/ SET DECORATION	ALL		N/A	N/A
11.2	RAILINGS	THESE RAILINGS WILL HELP GUIDE GUESTS THROUGH THE LONELY MOUNTAIN'S INTERIOR TO KEEP THE GUESTS SAFE.		SET DESIGN/ SET DECORATION	ALL		N/A	N/A
11.3	ROCK SCULPTURED RAMP	BOTH, GUESTS WITH DISABILITIES OR WITHOUT THEM, CAN GO TO THE LOADING AREA THOUGH THIS RAMP JUST LIKE THORIN AND HIS COMPANY DID IN THE MOVIES	1	SET DESIGN/ SET DECORATION	ALL	170 SQ FT	42	
11.4	ROCK SCULPTURED DIVISIONS	THESE DIVISIONS WILL HELP GUESTS TO GET READY TO BOARD THEIR MINE CART.	16	SET DESIGN/ SET DECORATION	ALL		144	
11.5	EXIT STAIRS & RAMP	ONCE GUESTS HAVE DONE THE RIDE, THE ONES IN THE RIGHT SIDE WILL HAVE TO GO UP THE STAIRS AND ACROSS THE FLOATING PLATFORM TO GET TO THE EXIT.	1	SET DESIGN/ SET DECORATION	ALL	360 SQ FT	90	
12	DURIN'S VAULTS (RETAIL STORE)					549 SQ FT		
12.1	BELT / MOVING WALKWAY	THE 8.6° INCLINED MOVING BELT WILL TRANSPORT THE GUESTS TO THE UPPER LEVEL.	1	MECHANICAL	ALL	600 SQ FT	2,100	
12.2	AUTOMATIC DOORS	AUTOMATIC DOORS WILL HELP THE GUESTS TO EXIT THE RIDE/STORE AND WILL KEEP THE A/C TEMPERATURE STABLE.	2	MECHANICAL	ALL		N/A	N/A
12.3	COUNTERS & REGISTERS	TEAM MEMBERS WILL BE READY TO HELP THE GUESTS WITH THEIR PURCHASE	2	OPERATIONS	ALL		N/A	N/A