

Into the Mountain

Hi-Concept

Guests join a company of dwarves on their quest to the Lonely Mountain in search of reclaiming their homeland from a fearsome, gold-hoarding dragon.

Story Chart

Park: Universal Studios Orlando.

Land: Middle-Earth.

Theme: Erebor, Kingdom of the dwarves (the Lonely Mountain).

Story: Enter the Kingdom under the Mountain, amaze yourself with the wonders inside of the big halls and rooms. Beware of what lies in hibernation. If provoked don't look behind, save your life.

Emotion: Survival, impending death, thrill, danger.

Team member role: Citizens of Laketown.

Retail store: Durin's Vaults.

Executive Brief

Join Thorin Oakenshield's Company of dwarves into the Kingdom under the Mountain. Inside, walk through the halls where piles of gold and treasures await. Hallways will guide you to the center of the mountain. Remember, don't awaken what's hiding.

Along the way, you'll encounter Thorin, Balin and some of the other members of the company. You'll face your biggest fears when you discover that the Kingdom under the Mountain is running under new management and Smaug has decided he wants it to stay that way.

Story

Enter the realm of fantasy beyond any and all imagination. The Lonely Mountain holds secrets known only by those who were told the tales of long ago. Once home to the dwarves of Durin's line and the object of the Company's quest, Erebor was once a kingdom teeming with people and treasure, the richest of Middle-earth's realms and famed and coveted in equal measure. For years, the Dwarves of Erebor have told the story of the day of darkness, the attack on the Lonely Mountain by Smaug the Terrible, a ferocious dragon, who was drawn to the Dwarves' immense fortune of gold, jewels, and precious metals. Smaug decimated the nearby city of Dale and ransacked the overwhelmed Dwarfish armada, claiming the mountain and its treasures as his own.

It was foretold that in the future Erebor would be reclaimed by its rightful descendants. The prophecy stated: "Stand by the grey stone when the thrush knocks, and the setting sun with the last light of Durin's Day will shine upon the keyhole." Marching towards their long-forgotten kingdom, Thorin and his fellow Dwarves set about reclaiming Erebor and its vast riches in the name of the Durin's folk, its rightful owners.

Guest Experience

As guests approach the "Into the Mountain" attraction, they shall be enticed by a large rocky landscape leading to a majestic grey mountain. The entrance contains: Stand-By, Express Pass, and Single Rider Line signs along with three to four Laketown citizens (employees) that will welcome guests as well as offer a booklet with an optional quest: "Reclaiming the mountain: a Dwarfish scavenger hunt experience". The optional scavenger hunt will have puzzles, riddles, and hidden clues which will have guests touching gold and different objects to unlock different sounds, images, projections, and actions along the queue.

In the name of Durin's folk, guests begin their quest at the siege of Erebor. Stand in awe of the breadth of this mountain as its imposing power looms over you. Hear juxtaposing sounds of the serenity of singing birds upon the mountain top, while metal clashes in sparked combat in the distance. Under mumbled breath, unseen Orcs rumble in their native tongue, devising a plan to derail this already impossible mission.

After going up to the entrance, guests will have their first taste of Erebor. They will discover an amazing entrance sculpted directly from rock where many many years ago, the first Dwarves opened a path into the mine. Two huge dwarf sculptures guard the entrance that is adorned with a waterfall. Between the destructive day of darkness and the years of wear and tear, the main entrance has been barricaded under rubble, and the only way to get into the mountain is by the "hidden" doorway next to a Statue of Thor.

Upon entering, an inscription above the doorway reads: "*Herein lies the seventh kingdom of Durin's folk. If this fortress be lost or overthrown, look to the power of the Arkenstone.*" While walking down an ancient hallway that is covered in tapestries and artifacts, guests will hear dialogue between Balin, Bilbo, Gloin and Thorin as if they were memories.

- **Gloin:** Here in lies the seventh kingdom of Durin's folk. May the heart of the mountain unite all dwarves in defense of this home.
- **Balin:** The throne of the king.
- **Bilbo:** *[observes the carving that held the Arkenstone]* What's that above there?
- **Balin:** The Arkenstone.
- **Bilbo:** The Arkenstone. And what's it?
- **Thorin:** That, Master Burglar, is why you are here.
- **Bilbo:** *[he and Balin walk further through the mountain]* You want me to find a jewel?
- **Balin:** A large white jewel, yes.
- **Bilbo:** That's, that's it? Only I imagine there's quite a few down there.
- **Balin:** There is only one Arkenstone. And you'll know it when you see it.
- **Bilbo:** Right.
- **Balin:** *[walks ahead then stop]* In truth, lad, I do not know what you will find down there. You needn't go if you don't want to. There's no dishonor in turning back...
- **Bilbo:** No... no, Balin, I promised that I would do this, and I think that I must try.
- **Balin:** *[chuckles]* It never ceases to amaze me.
- **Bilbo:** What's that?
- **Balin:** The courage of hobbits. Go now, with as much luck as you can muster. *[Bilbo nods, smiling and starts to make his way down the stairs]*
- **Balin:** Oh, and, Bilbo.
- **Bilbo:** Hmm?
- **Balin:** If there is in fact a um... a live dragon down there... don't waken it.

Scavenger hunt guests must be mindful of their surroundings, because in places like this, clues may hide among the relics that cover the walls. Then, as they proceed further, they will encounter Balin on the right side of the hallway. He will welcome them inside The Kingdom Under the Mountain. Pay attention, he will explain their mission and possibly offer advice that will be useful along the journey.

As you continue further, you come upon a great dining hall where in the past there were feasts fit for a king. It appears something terrible has happened, everyone clearly left the in a hurry because now all that's left is a cold, dreary room with half-eaten food and furniture in disarray.

Continuing forward, they are now in a great throne room that has clearly seen better days. As the light glistens through the towering colonnade, they see the large throne that is crumbling and decaying. As they come closer, they realize something is missing from the throne, the Arkenstone.

Something mysterious is calling the guests down the stairs. They see the light glimmering from the piles of gold and treasures that lay beneath. Scavenger hunt guests keep solving riddles and touching coins and objects, activating different sounds, movements and projections, creating a uniquely immersive experience. They will follow the path and discover the forbidden city where ages ago dwarves lived. Erebor, the monstrous city that is as big as it is beautiful, this city of dwarves stretches as far as the eye can see. Now, everything is covered by mountains of gold and treasures. But beware, there is something else hidden in these piles.

Dwarves are craftsmen by nature and cannot help but carve things of stately beauty, so as they followed the seams of gold into the heart of the mountain, their tunnels expanded into walls and living areas with great pillars, beautiful staircases and detailed statues. Some of the vast quantities of gold that were mined was put to use creating balustrades and fixtures so the entire space is always shiny and polished. While traveling the path through the halls full of gold, guests will awaken what they feared most, the beast, the dragon, Smaug. Great danger has befallen them. Guests will enter a large hall covered in gold, where they will witness the dragon's enormous tail resting on top of some crystals. Moving forward, they'll perceive something (or someone) is breathing beneath the gold and a few steps later and after touching some of the gold, they'll see the eye of the beast opening and closing thus alerting Smaug. Desperately trying to escape from the irate Smaug, guests seek shelter in a hallway walking silently beneath the beast. Be quiet, don't move, the dragon is passing over without noticing them. Coins falling from his scales as he passes.

Guests will finally find themselves in the Armory Room which is fully equipped with the weapons and armor needed to escape from Smaug. Guests will need to be alert he can be anywhere. They will hear sounds of the dragon moving through the treasures while snarling. As they get ready to enter the mine cart and it's time to escape from Smaug. Cross the columns where the dragon can't pass. Here they are safe, but not for long. Do they make it? You will have to ride the roller coaster to find out!

Ride Guest Experience

"My armor is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail is a thunderbolt, my wings a hurricane, and my breath death!"

Our guests are loaded into a large mine cart that holds twelve passengers, once in the cart the real thrill begins! Right from the start you are dropped onto a track as you attempt to flee from Smaug, banking left and right your cart spins through the darkness. Your senses are heightened, hear the dragon snarl as he attempts to catch the intruders, feel the heat from his fiery breath, smell the odor of wood and other materials burning from Smaug's fiery rampage, and finally see the amazing 3D projections as you move from scene to scene while attempting to escape certain death. Guests get stunning visuals all the while being mercilessly hunted by Smaug. As the experience concludes the mine cart pulls up to the unloading station with cumulative sigh of relief, you've made it. This time. Do you dare test the dragon twice?

Project Scope

- **THRC:** 2,100
- Square footage of the queue:
 - **Exterior:** 4, 250
 - **Interior:** 4,900 {Top: 1,300 + Bottom: 3,600}
 - **Temporary:** 4,030
- 12 Seats per vehicle (2 x vehicle) (7-9 trains with 2 cars. Riders are arranged 4 across in 3 rows for a total of 24 riders per trail).
- **Dispatch time:** 40 Secs.
- **Ride Cycle:** 5:00 min.

Ride System Description

- Hybrid indoor steel roller coaster and motion-base ride. The roller coaster utilizes special effects in a controlled-lighting environment and also employs motion-based 3D projection of both animation and live-action sequences to enhance the experience. The ride encompasses motion-based vehicles, detailed sets, physical effects, and 3D projection screens.
- **Vehicle:** There are two load channels for the ride, with loading on the center island, and unloading off to the outsides. The ride vehicles are twin, 12-person, open-air cars, arranged in three rows of four. Each row is placed slightly higher than the row in front of it, in a "stadium seating" effect. The look of the cars is like a mine cart/wagon, with individual lap bars and six Dolby speakers per seat for on-ride audio.
- **Lift/Launch System:** Drive tire launch.
- **Length:** 600 m (2,000 ft.).
- **Max vertical angle:** 50°.
- **Height restriction:** 42 in (107 cm).
- **Trains:** 7-9 trains with 2 cars.