

QUEUE LINE GUEST EXPERIENCE

Marquee - Cardiff Wales National Museum

When guests walk up to the entrance of the attraction, they are welcomed by the white stone facade that derives inspiration from greek architecture. A light blue dome sits at the top of the building.

On one of the walls, there is a rectangular hole in the shape of a police box. There is police tape around the area, so guests cannot get too close to the weird hole.

Scene 0 - Temporary Queue Line - Art Gallery

As the guests walk inside, if there are a lot of people waiting in line, they will be ushered into the art gallery. They will be able to see paintings from notable Welsh artists and paintings from old masters.

The walls are white with only the paintings to give them color. The floor is made of a lightly colored wood.

Scene 1 - Lobby - Walking with Dinosaurs

The first room, the lobby, guests will enter in is the Walking with Dinosaurs hall. It is filled with fossils, and in the center, a giant dinosaur statue. As guests round each bend, they are greeted with skeletons of different dinosaurs (ex: raptors, t-rex, etc.). Hanging from the ceiling are a few pterodactyls that circle around the exhibit.

Guests can get up close and personal with dinosaur bones and fossils. They can learn about life during the time of the dinosaurs and how it differs from today. It also talks about how dinosaurs are close relatives to birds today.

At the end of the exhibit, it closes with an area about the asteroid that killed all lifeforms on Earth. It leads them into the space exhibit to talk about where that asteroid came from.

Scene 2 - Space Exploration

As guests enter into the space exhibit, in the center of the exhibit is a rocket ship and planets. On the walls are plaques about how much we have learned about space. There are hanging from the ceiling in the order they are in the galaxy.

The first part of the exhibit focuses on how people learned about space before being able to go into space. There are mini exhibits for the great astronomers (ex: Galileo, Isaac Newton, and Ptolemy). There is a small planetarium where different constellations are outlined as the guests walk by.

The second part of the exhibit focuses on how humans have ventured out into space. There is an image of the first steps on the moon. There are facts about advances in technology for going into space and then facts about astronauts throughout the years. Towards the end of the second half is pictures of drones on the landscape of Mars.

At the end of the exhibit, the guests walk through an interior of a rocket ship to walk out onto a dirt path...

Scene 3 - Egypt Teachings

The guests are transported into Ancient Egypt (well an exhibit about it at least). The floor is covered in dirt and the walls look like they have been transported into the desert. There are stone structures placed around the area and in the center of the room is a small pyramid model.

Around the exhibit are paintings of hieroglyphs and explanations on their meanings. There are also different artifacts around the exhibit like a sarcophagus, ancient cat statues, anks, and canopic jars. One of the displays explains the mummification process that pharaoh's went through after they died.

As the guests walk to the end of the exhibit, one of the transition displays talks about China's relations with Egypt and the Silk Road. They leave the dirt path and are transported into...

Scene 4 - China Inventions

Ancient China with walls covered in forest like photos that show the range of the landscape. The sounds of water flowing and serene wildlife fill the room. The displays at the beginning of the exhibit talk about the Silk Road, Chinese art, and Chinese culture.

As the guests continue throughout the exhibit, they learn more and more about the inventions made by the Chinese. There are displays on fireworks, the abacus, the compass, paper, kites, umbrellas and

roads. All of the displays go into detail about these inventions: how they were made and how they work today. The paper exhibit has a live demonstration on how the Chinese used to make paper.

The guests move through the serene exhibit and then leave to enter a hallway of multiple exhibits.

Scene 5 - Pandora Throughout the History

The mini-exhibits down this hallway show the Pandora as it has made its way through history. Each area has props from each of the time periods it was in. There is a mini exhibit with polar bears and penguins. Next to that are two petrified Dalek statues. On the other side of the mini-exhibits are the Egyptian and Chinese exhibits. The Egyptian exhibit shows the Pandora in its carvings and there is a coffin. In the China exhibit, there are vases that depict the Pandora and a few statues of dragons made of gold and jade.

Scene 6 - Pandora Exhibit

At the end of the exhibit, guests are able to get up close and personal with the Pandora. The line lets them wrap around it, to get the full scope of this massive cube prison. As they make their way out of exhibit, the guests are able to pick up their white rimmed red and blue 3D glasses.

Scene 7 - Loading

While guests wait for load, Mickey Smith (UNIT Operative) talks to them through a legally required safety video.

MICKEY SMITH

Do not put on your 3D glasses until you are seated in your CompanionMobile. Mind the gap as you board and please keep your hands, arms, feet and legs inside the vehicle at all times. Be sure to pull down the bar in front of you before you start your journey. There will be no eating, drinking, smoking, or flash photography while traveling through time and space.

After loading into the CompanionMobile and as guests move into the TARDIS. While they make their way inside, River Song talks to them.

RIVER SONG

The Doctor was last seen on Skaro, the Dalek home planet. It is the last location he sent his distress signal from. I would join you on your mission, but... Spoilers! In front of you are the new version of the sonic blasters. You can use them to stun some dangers that you might encounter enemies or use as lights if you're ever in the dark. Do not use them unless you have to. Good luck.

The guests then enter inside the TARDIS as River Song's audio cuts out.

Scene 8 - Child Swap

Scene 9 - Exit - Art Gallery “Fixing time” ft. The Doctor

Along the walls before the guests enter the TARDIS are pictures of the Doctor throughout time. He’s with the dinosaurs, in the Last Supper, in Rome, in the streets of old London, and one of him in World War II.

RIDE GUEST EXPERIENCE

Scene 1 - Pre-show / Tardis Console

Once inside the TARDIS, a projection of the Eleventh Doctor is displayed in the middle of the room as part of the 712 emergency protocol. It's the guests first introduction to the doctor. He explains that since they are on their own, each ride vehicle has integrated sonic blasters just like the doctor's screwdriver at every guests reach just in case they need them, (which they will).

ELEVENTH DOCTOR

Ah! Rose, Pond, Rory, Craig! Welcome back! So good to see you. Well, you can see me. I can't see you. I'm in trouble. Big trouble. That's why you're here. I need you to find me. Since I'm not around, you should have some emergency sonic blasters. Use them if you run into trouble, but not for anything else! I don't want you to poke your eye out. Come along, Pond! Hurry up and find me! Geronimooooooooo!

The CompanionMobile are launched into the Time Vortex.

Scene 2 - Kuka Arm 1 / Time Vortex

The guests twist, turn, and move up and down in their vehicles like the TARDIS is traveling through the vortex. The lights inside the vortex will be different colors of blues, purples, and pinks. The TARDIS theme song will play in this section.

Scene 3 - Exterminate!

The guests arrive in Skaro. They are in an army-like facility, filled to the brim with Daleks. They are all a dark metallic yellow color. They move slowly and look around with their eyes.

RIVER SONG

(Whispering) This is Skaro, home of the Daleks. They're not too fond of the Doctor, so I'd be careful while you're looking around. Keep an eye out for the Doctor and don't get caught. If you do, use the sonic blasters to stun.

River's audio cuts out. Off in the distance a Dalek can be heard making its way over to the guests.

DALEK 1

HAVE YOU FOUND THE DOC-TOR?

DALEK 2

HE TRANSPORTED BEFORE WE COULD EXTERMINATE HIM.

DALEK 1

OUR ARMY WILL BE READY SOON. THEN WE WILL FIND HIM AGAIN.

The CompanionMobiles move off into their individual hiding spaces. A few Daleks roam past the guests. Craig's CompanionMobile moves out "too early" and is noticed by one of the Daleks.

DALEK 1

IN-TRU-DERS! IN-TRU-DERS! EX-TER-MIN-ATE!

The guests' sonic blasters light up to give them a hint to use their blasters to shoot the Daleks. Once the guests shoot the Daleks, they will be stunned long enough for the guests to escape from the facility.

DALEKS

EX-TER-MIN-ATE! EX-TER-MIN-ATE! EX-TER-MIN-ATE!

Daleks continue to chase after them and the guests must shoot them to slow them down. The CompanionMobiles make it back into the TARDIS and transport out of Skaro.

RIVER SONG

You've been spotted! You need to get out of here!

The CompanionMobiles get launched to the Time Vortex.

Scene 4 - Kuka Arm 2 / Time Vortex

After escaping the Daleks, the guests move to their individual screens as they transport through time and space. The guests twist, turn, and move up and down in their vehicles like the TARDIS is traveling through the vortex. The lights inside the vortex will be different colors of blues, purples, and pinks. The TARDIS theme song will play again.

Scene 5 - Valley of the Angels

After going through the transport, the guests exit through a cave into a forest that looks like it's inside a spaceship. Trees have neon lights and wires coming from their insides.

RIVER SONG

We were able to track the Doctor's screwdriver to Alfava Metraxis, the seventh planet of the Dundra System. You need to be careful. Our readings say you are not alone.

The forest lights flicker, but continue to stay on. The Doctor emerges from behind a tree. He picks up a red fez from the ground and puts it on. The Doctor looks up to see the Companion Mobiles facing towards him. He stares at the guests.

ELEVENTH DOCTOR

Wait. Pond, Rory, Craig and Rose? What are you doing here? You are not supposed to be here. I must have activated 712 by accident. I was just out looking for my Fez. Hm. Well, since you're here, follow me. I know a way out.

The CompanionMobiles turn and follow The Doctor throughout the forest.

ELEVENTH DOCTOR

You're going to love this. These trees, you see, they're more than trees. They're tree Borgs-- trees plus technology. Branches become cables. They become sensors on the hull. It's a forest sucking in starlight and breathing out air.

A twig breaks in the distance. The CompanionMobiles and the Doctors stop. River Song cuts in.

RIVER SONG

You are not alone! Readings say... It's the Angels!

River's audio cuts out. The lights flicker again, but this time everything goes dark. The guests' sonic blasters light up to give them a hint to use their blasters as a flashlight.

ELEVENTH DOCTOR

Don't blink! Point the light at them. Into the ship, now all of you. Rose, you first! Don't take your eyes off the Angels. Come on Craig! Move, move, move!

Weeping Angels are behind the trees. Each time they are hit with a screwdriver flashlight, they seem to be getting closer. The CompanionMobiles shake and turn fast. The CompanionMobiles move through the woods. They turn right and are greeted with a metallic aperture.

ELEVENTH DOCTOR

Here. I'll hold it open.

The Doctor uses his sonic screwdriver to open the aperture.

Scene 6 - Byzantium Corridor

The CompanionMobs enter the corridor and the aperture closes right behind them. The Doctor uses his sonic screwdriver here and there.

Eleventh Doctor

We need to find a way out, before the angels--

The Doctor is cut off by an alarm.

ELEVENTH DOCTOR

They're here. Let's move!

The CompanionMobs move inside the corridor trying to find a way out. The guests go down a long corridor and reach a door. It's locked. They reach a dead end.

ELEVENTH DOCTOR

Okay. Nobody panic. I'll think of something.

There is a clattering down the hall. The aperture opens. The Angels stand in the doorway.

ELEVENTH DOCTOR

Keep watching them. And don't look at their eyes, anywhere else, not the eyes. I'm going to open this door.

The Doctor opens the small door to the power grid. The whirr of his sonic screwdriver can be heard.

Every few moments, they move down the corridor.

ELEVENTH DOCTOR

When the lights go down, the wheel should release. That's when you run through the door. Ready? On my count then. Three, two, one.

The Doctor has his screwdriver ready to drop the lights. He hits it with his sonic screwdriver.

ELEVENTH DOCTOR

Run!

Everything goes completely black. The door opens in front of them. The CompanionMobiles quickly move into the next scene.

Scene 7 - Flight Deck

Guests find themselves inside the Secondary Flight Deck Room. The forest has reclaimed the interior of the ship. There are roots covering the control panels.

ELEVENTH DOCTOR

While I close the door, look for the power generator. It's our only hope.

Guests then move through the room, looking at all the cables, wires and roots. The Doctor works on the door while the CompanionMobs move around the space. The door locks into place. Amy's car starts to shake in excitement. The Doctor looks to the vehicle.

ELEVENTH DOCTOR

Pond! You found the power generator.

The Doctor moves towards the power generator and starts working on it with his sonic screwdriver.

ELEVENTH DOCTOR

I might need a little bit of help here.

The Sonic blasters start lighting up as a hint. The CompanionMobs make their way over to Amy's vehicle to look at the power generator. The guests must use the sonic blasters on the power generator to help the Doctor.

The lights go out. The doors open. There is clattering and twigs breaking close-by.

ELEVENTH DOCTOR

The Angels, they've found us.

The lights flicker enough so guests are able to see the Angels behind the trees.

The lights go down again. Lights go up. They're closing in.

Lights go off again and angels are about 8 feet from the guests.

Lights down and up. They 5 feet from the guests.

Lights off and on. Right in front of the guests is a scary Weeping Angel. The Weeping Angels "touches" the CompanionMobiles and a pulse of air shoots at the guests.

Scene 8 - Saved by the Doctors

This sends them into darkness and each of the vehicles into individual simulation chambers. Each CompanionMobile is sent to a different time period to be saved by different Doctors.

A) Tenth Doctor

The Rose CompanionMobile goes into its own chamber that sends them back to 1830's London. The streets are filled with people and horse-drawn carriages. The CompanionMobile moves in between the people. They are dressed in Victorian age clothing and act shocked as the guests make their way through the crowd. It goes over the Thames River via bridge. It drives past the Globe Theater.

A police officer stops the CompanionMobile by blowing its whistle. The TARDIS appears beside him and the Tenth Doctor steps out of it.

TENTH DOCTOR

Ah! Found you!

He looks at the police officer and smiles at him.

TENTH DOCTOR

How do you do, sir? I'll just be taking this one back with me.

He shows him his psychic-paper before he pulls the CompanionMobile into the TARDIS. The officer watches in confusion until the TARDIS closes its doors.

TENTH DOCTOR

It's good a thing you had those Sonic blasters. Made it easy for me to track.
Time to get you back!

The Doctor pulls a lever to start the TARDIS and the vehicle moves forward into the Time Vortex.

B) Eleventh Doctor

The Amy CompanionMobile goes into its own chamber that sends them back into the time of the dinosaurs. Guests can see 8 of them in the distance in a field in the distance. There are loud and rumbling footsteps behind the guests.

The CompanionMobile turns around to see a large T-Rex. It roars. The CompanionMobile moves backward at top speed. The T-Rex runs after the guests. The CompanionMobile turns around and the guests are now in the middle of the field of dinosaurs.

Guests bob and weave between the legs of larger dinosaurs (ex: Brontosaurus), avoiding tails (ex: Stegosaurus), and avoiding smaller dinosaurs all together (ex: Gallimimus). While still trying to avoid the dinosaurs, The TARDIS appears and the Eleventh Doctor reaches his arm towards the guests. He's wearing his fez.

ELEVENTH DOCTOR

Aha! There you are! Quickly! Back inside!

The CompanionMobile follows the Doctor back inside the TARDIS. The Doctor rushes around-- flipping switches and pressing buttons.

ELEVENTH DOCTOR

Found you! You're sonic blasters have trackers. Not that I put trackers in there or anything for any reason. It's not important. Anyway. Let's go!

The Doctor pulls a lever forward and the ride vehicle moves forward into the Time Vortex.

C) Twelfth Doctor

The Rory CompanionMobile goes into its own chamber that sends guests back in time to 1920's London. They appear in the middle of a London street filled to the brim with cars and a thick layer of fog preventing anyone from seeing five inches in front of their noses.

The CompanionMobile maneuvers its way between each and every car. People scream and honk their car horns at the fast moving police box. It stops in front of a horse, which neighs and stands on its hind legs from surprise. The CompanionMobile keeps on moving down the streets.

The CompanionMobile goes through Tower Bridge. Guests are able to look at the Thames and the industrial skyline of London. The CompanionMobile makes its way to the Tower of London. Ravens caw at the sight of the CompanionMobile. Guards start to chase after the guests and the ravens fly around the CompanionMobile. The guests keep pushing forward.

The TARDIS appears and the Twelfth Doctor opens up the door.

TWELFTH DOCTOR

What are you doing around here? We need to get you back.

The Ravens start to attack the Doctor.

TWELFTH DOCTOR

Quickly! Get inside!

The Doctor pulls the CompanionMobile quickly inside and slams the door. The caw of the Ravens can still be softly heard from outside. The Doctor runs around the console and meticulously picks which buttons he needs to press.

TWELFTH DOCTOR

You all weren't easy to find. Your trackers and all this new technology made it extremely hard to pinpoint your location. But! I did it! Aha!

The Doctor pulls down a lever and the CompanionMobile moves into the Time Vortex.

D) Thirteenth Doctor

The Craig CompanionMobile goes into its own chamber that sends guests back in time to World War II. They appear on the street in London. It's empty. Some buildings are just debris, others are

still standing. Smoke in the air. The vehicle moves slowly through the streets, trying not to make any sudden movements.

A few people start to appear on the street. They climb over the debris of the destroyed buildings. Staring agape at their surroundings. The CompanionMobile continues down the street, looking around at its surroundings.

An ALARM starts to sound.

VOICE

Take cover!

The people filling the streets scurry out to find somewhere to hide. The CompanionMobile hurries and finds an entrance to a Tube Station. It quickly goes down the steps. The walls rumble from the bombings outside.

The CompanionMobile hides in a corner. The TARDIS appears in front of the CompanionMobile and the Thirteenth Doctor steps out.

THIRTEENTH DOCTOR

This is a dreaded time to be sent back to. Well, come on! Let's get out of here!

The CompanionMobile goes into the new TARDIS for the Doctor. She moves around the TARDIS and looks at the center console.

THIRTEENTH DOCTOR

I'm a little unfamiliar with all these controls.

The Doctor inspects the central console closely. She pushes a few buttons and smiles at the guests.

THIRTEENTH DOCTOR

I think that ought to do it!

The Doctor pulls down a lever and the CompanionMobile moves into the Time Vortex.

Scene 9 - Kuka Arm 3 / Time Vortex (45 seconds)

The guests reunite after all of them being saved by the Doctor. They move into the Time Vortex one last time before travelling through time and space. When the guests finish, they are inside of the TARDIS. The TARDIS music plays.

Scene 10 - Unload / TARDIS Console

Inside the TARDIS is the Eleventh Doctor with the fez on his head. As he speaks, the guests move around the center console.

ELEVENTH DOCTOR

Sorry, I'll be more careful when I'm messing around with my jacket. Thank you for coming to help. Even though I put you into danger. But it was nothing we couldn't handle. Rose, Pond, Rory, and of course, Craig, thank you for all your hard work. I'll be back soon!

Once at the other side of the TARDIS, guests are able to unload from the CompanionMobiles.

MICKEY SMITH

Be careful stepping out of the CompanionMobiles. Make sure you take all of your belongings with you. As you exit, please put your 3D glasses into the bin. Thank you and have a nice day!

As guests walk toward the store, there are lockers to the side where guests can get their large bags and items they kept in there before the ride.

Scene 11 - Store - Tardis Wardrobe

Guests exit the TARDIS and are welcome into the TARDIS wardrobe. The cash registers look like they are part of the center console. The walls are covered with images of space and the cast of Doctor Who throughout the years. There are isolated gift stands that are TARIS shaped with the police box light and name plate on it. The Doctor Who soundtrack plays throughout the store.