



HEIDE PARK RESORT - 2014 COASTER
DRAFT THEME BOOKLET v.04 19.12.12
14WINGS



PROJECT CONTACTS:

CLIENT:

HANNES MAIRINGER - General Manager
Heide Park

PROJECT MANAGER:

THORSTEN BERWALD - Merlin Entertainments Group
Tel: +49 (0)5191 91134

SENIOR CREATIVE DIRECTOR RESORTS:

CANDY HOLLAND - Merlin Magic Making
Tel: +44 (0)20 8982 0045 Mob: +44 (0)7966 296 307

CREATIVE:

BRADLEY WYNNNE - Merlin Magic Making
Tel: +44 (0)20 8982 0045

ARCHITECT:

KMS Architekten BDA
Contact Person: Daniela Schroeder
Tel: + 49 (0) 5161 9886 – 25

RISK STATEMENT:

The information contained within this Theming booklet is for guidance purposes only. Anyone who uses this information as a means to instruct and/or commit to project deliverables must ensure suitable and sufficient Health, Safety and Environmental processes have been applied to eliminate and reduce hazards and risks. They must also ensure any remaining hazards and risks are communicated, in a timely manner, to the persons who are likely to be exposed to or will be required to manage these hazards and risks in the future.

For further information or guidance please contact either the Project Manager or Merlin Project Designer.

ATTRACTION OVERVIEW & OBJECTIVES:

This investment will underline the Merlin Group strategy to develop Heide Park Resort into one of the leading Theme Park Resort destinations in the German market.

Three years after the launch of 'Krake' it will be necessary to introduce a 'white knuckle' experience for our 'thrill seeker' customers, to maintain our balanced audience of both families and teenagers. This project will deliver a highly marketable compelling proposition, fitting in fully with the Park's brand essence.

Which area of the Park should the ride fit into?

Transylvania area – ex area Flume II

The ride should fit to the theme of the area and the existing buildings.

ATTRACTION STORYLINE:

When: Present day

What: A small remote town with a twisted dark side... now cut off from the rest of the world... abandoned to its fate...

- Trespass at your peril
- It is plagued by a swarm of flying Demons – creatures from the dark side
- You have been unknowingly summoned to the town by the Demons – through mind control and subliminal messages
- Human Sacrifice
- The local townsfolk save their own souls by sacrificing yours.
- A few of the local townsfolk are trying to capture the Demons using barbaric timber fortifications that they've lashed up in a desperate attempt to save themselves (near misses)

Back Story:

A small remote town shrouded in mystery draws in thousands of intrigued tourists each year. But this town holds a terrible secret. During a local ritual, the situation turned sinister when the townsfolk awoke a swarm of terrifying flying demons from the underworld that began to feed on human souls. To save themselves the townsfolk made a terrible pact; to trade others' souls to save their own. Human Sacrifice!

The demons use powerful mind control to draw people from far and wide. Without the strength to resist, thousands of people appear, only to be grabbed by the deadly demons and dragged up off on a death defying flight over the rooftops, as their souls are ripped from their conscious bodies. Those that survive will never be the same ever again!

Tagline:

Be sacrificed to a swarm of demons and dragged on this ultimate flight of Hell!

ATTRACTION BREAKDOWN:

RIDE VEHICLE:

A swarm of demons - The ride vehicle is the spectacle - due to its sheer size, speed and uniqueness, it is the main focus of the attraction.

RIDE TRACK:

Other than the spectacular and unique 40 metre first drop of the coaster, the ride track is not to be made a feature of. Where possible, the track should seemingly 'disappear' into the natural landscape. The vehicle is the focus, not the track.

LANDSCAPE:

The setting for the attraction is to look as natural and as real as possible... Retaining as many of the existing trees and structures as possible. The 'town' was once quaint area that is now being ravaged by the demons.

BUILDINGS & OTHER STRUCTURES:

A number of buildings on the site collectively make up the structures of the 'town'. These consist of the **Station building** (church), **Shop** (mill), old **Flume station building** (dwelling), **Qline kiosk** (church outhouse), **Qline entrance tower/archway** and **Bob-bahn station**.

The station building is the scene of the ritual where the Demons are released, (and the reason guests 'board' there is because they are taking part in another ritual - an 'offering' of their souls to appease the Demons.)

BACKGROUND STORY:

The exact origin of these Demons is unknown... All we know is they have been awoken from the underworld and have an unquenchable thirst for human souls. The townsfolk have to choose than to keep feeding souls to the Demons, otherwise they risk their own... but ultimately they want to bring an end to the terror. Therefore a few of the townsfolk have taken the law into their own hands and have rigged up 'traps' to capture the demon on its flight over the landscape.

The terror is happening right now. No rescue attempts have been made due to the remoteness of the town, which is barely known to the outside world, apart from legends and tales. Nobody in their right mind would dare to come exploring here...



Destroyed buildings to look old and deteriorated, NOT war damaged.



**PROPOSITION
CONCEPT VISUAL**



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NOTE: Style / themes NOT to reflect WAR or human conflict.



Destroyed buildings to look old and deteriorated, NOT war damaged.

KEY REFERENCE IMAGES



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HEIDE PARK RESORT - 2014 WINGED COASTER

Storyline – Demon Awoken – 06/12/12

NB: For a simplified version of the story, read only the **bold words**.

Back-story:

In a sleepy rural town an ancient tale haunted the residents – one that all the townsfolk were afraid to speak. Over the centuries, the stories faded to legends, legends to myths... but still an eerie superstition surrounded the town – it seemed to have unhinged some of the residents – and despite their obsession, nobody knew whether the stories were really true.

A sect of outcast townsfolk became obsessed with the legend, convinced that if they awoke the demon they would somehow be rewarded with protection and supernatural power. **They broke into the town's church** in the depth of the night **and performed a forbidden ritual**, plastering symbols and incantations over the walls, floors and roof - **awakening the evil demon** from its centuries of slumber. The demon rose, killing them all... regenerating its strength by feeding on their souls... It had no mercy. It fled the church – tearing through the church wall – and out into the night.

Present day...

The demon is now free, with an unquenchable hunger for human souls to regain its power. It is terrorizing the town and surrounding area – reaping human souls with no remorse as it flies over the landscape. **The terrified townsfolk**, ever depleting in numbers, have no modern weapons – and with no help coming from the outside world, their attempts to protect themselves have failed miserably...

The remaining townsfolk are feeding souls of innocent victims to the demon in a desperate attempt to save their own... having beckoned them to the town using witchcraft and mind-trickery... can you make it out alive?

Summary:

- Present day – Demon woken by sect of outcasts
(Station building is the church where they performed the ritual)
- Demon is on a flight of terror – getting stronger
- Needs humans to recharge energy – reaping souls (riders)
- Townsfolk attempting to defend themselves using primitive timber traps constructed from any materials they can find
(timber stakes beneath shop)



Turn-by-turn storyline

1) Approach to Plaza

On approach to the plaza from the park to the South of the new site, guests are climbing a hill to a dark, mysterious town shrouded in legend. Stories of the strange townsfolk have spread to the outside world, but few people know the truth. Unable to explain why, recently people feel compelled to wander there... but few are ever seen again.

Approaching the new plaza, a few old, forgotten buildings scatter the landscape – a church, and a couple of small dwellings. To the unknowing, this may seem like a quaint, picturesque town – but look closer and you'll notice the buildings are forgotten, unkempt, dirty, and desperate. Strangely, none of the buildings show any evidence of human life – with windows boarded up, and strange symbols painted on them...

2) Qline Entrance

Guests approach an imposing entrance to an old tunnel... possibly once a well, or mine shaft... through the archway the route disappears off into murky darkness. The tunnel forms a hidden route underground, now linking to the grounds of the town's only church. Nobody knows why the tunnel wasn't filled in years ago... possibly used for shelter, or to take cover from something... or maybe the locals need a means to pass around the town unseen...

3) Qline Tunnel

Inside the tunnel the light levels are low, and there is a constant sense of unseen eyes watching you. The air is cold, damp, and the general atmosphere is very oppressive. Eerie drafts create the sound of distant whispering and rasping breath – is it just the wind? You wouldn't want to stay here alone. The low light levels shadow distant corners – giving the distinct impression that something unseen is lurking here – watching you. As guests progress into the qline, there is a sense of penetrating deeper and deeper into the unknown. The tunnel slopes downhill, until finally, guests ascend a staircase and out into the daylight.

4) Outdoor Qline

As guests emerge from the tunnel, they find themselves transported into a ruined, unkempt and forgotten rural village setting. However there is a clear lack of human presence – and it's clear what has driven the townsfolk to flee – as the Swarm of demons circle overhead, with an imposing rumble and the screams of its innocent victims.

On the ground the path (qline) winds off ahead – snaking in and out of what look like several ruined buildings – with only low crumbled walls and the odd window frame left. The ruins are scattered across an otherwise desolate landscape, with rough, tufty grass surrounding.

However there is more than first meets the eye – on closer inspection it becomes apparent that the ruined town houses have been re-fortified by someone – made secure using tall metal wire mesh fences. And the guests are mindlessly being shepherded into these ruins – which resemble 'compounds'. 'No trespassing' signs adorn the perimeters of these compounds. Each compound is packed with innocent civilians, mindlessly drawn to the area using mind-control techniques. Overhead, the swarm of demons torment the trapped civilians – circling and dive-bombing them – as if excited by their presence, but somehow unable to reach them.

In the distance, the path snakes towards an imposing church building overlooking the area – and in front, the old gravestones of the cemetery. The church building is still intact although old and crumbling.

Throughout the qline there is a sense of 'beckoning' towards the station building – although nobody knows why they are drawn here, they are beginning to feel more and more like prisoners as they approach the imposing church building.

5) Station Building

Having arrived at the church, guests are mindlessly drawn inside – but what is going on in there?

As guests step through the doorway and enter the station building, a spectacular, but terrible sight greets them. Burnt onto the ceiling of the old church building, a huge pentagram is the evidence of some sort of occult / black magic ritual having taken place here. This church is no longer a holy place. All of the windows have been boarded up and the church has been stripped of any religious symbols.

Guests are being loaded into pens by strange cloaked figures (members of the sect who performed the ritual and set the demon free, who now worship the Demon and are protected merely by serving it). There in the centre of the building, directly below the pentagram, is the demon itself – boldly sitting in the centre of the church. Clearly the Demon is in control. Guests continue to feel drawn towards the demon – and in front of us we can see dozens of civilians offering themselves to the Demon and finally, being dragged off by the Demon. Finally we find ourselves waiting in the pens. We are next.

6) Boarding Ride

As the pens open, we are called forwards and feel compelled to offer ourselves to the demon (take our seats). We are secured (harnesses lowered and checked) and there is no escape, as the pens are locked by the sect members and our fate is sealed. It's our turn to be sacrificed to the demon.

7) Ride Begin

Suddenly, a crescendo of whispers fills the room as the sacrifice ritual begins. With a burst of air the lights fuse and the church is plunged into darkness. Our souls are being handed over, and the Demon is gaining energy.

With a demonic roar, suddenly the walls are illuminated with an eerie, supernatural light (blacklight) revealing manic scribbles over every inch of the interior of the church. As well as further symbols, these are the warning messages of the previously sacrificed souls – “No Escape”, “Surrender”, and “The Demon Has You”.

With that, the demon drags us out of the church, to embark on its flight of terror over the landscape. There's a chance we'll resist!

Once the demon has left the church, the paranormal energy has left the building, and the lighting flickers back to normal.

8) Ride Exit

Having (seemingly) survived the final part of the process with their souls intact, guests are brought back into the church (station). Clearly we are of no use to the sect any longer, we are too strong. The sect waste no time in ejecting us from the church – in a desperate attempt to try the process again with more unsuspecting victims.

9) Retail

Guests flee the church and are guided into an old water mill situated close by (retail building) which is the fastest route back to safety (the plaza).

Inside the shop as guests enter, they are faced with an enchanted mirror which reveals them for what they really are – it shows the 'true' state of their soul. Certain unsuspecting victims have indeed lost their souls, as the mirror shows their faces withered and skeletal.

Inside the shop guests can buy a range of protective devices and supernatural weapons to try to win back their souls – or commemorate the fact that they managed to keep theirs!

HP2014 COASTER SITE




LOCATION PLAN



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Y (NORD)

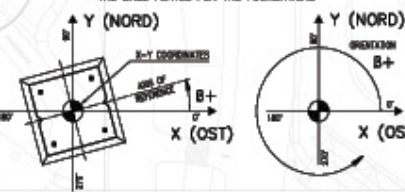


0,0 B&M ORIGIN
 X (OST) = 3'550'000 m
 Y (NORD) = 5'870'000 m

SCALE 1:50000


X (OST)

ORIENTATION OF THE TEMPLATES AND THE BASE PLATES FOR THE FOUNDATIONS



X & Y COORDINATES & Z LEVEL:
 SEE DRWG. W-G01-G02 AND FOLLOWING

FOUNDATIONS SCHEMATIC PRINCIPLE



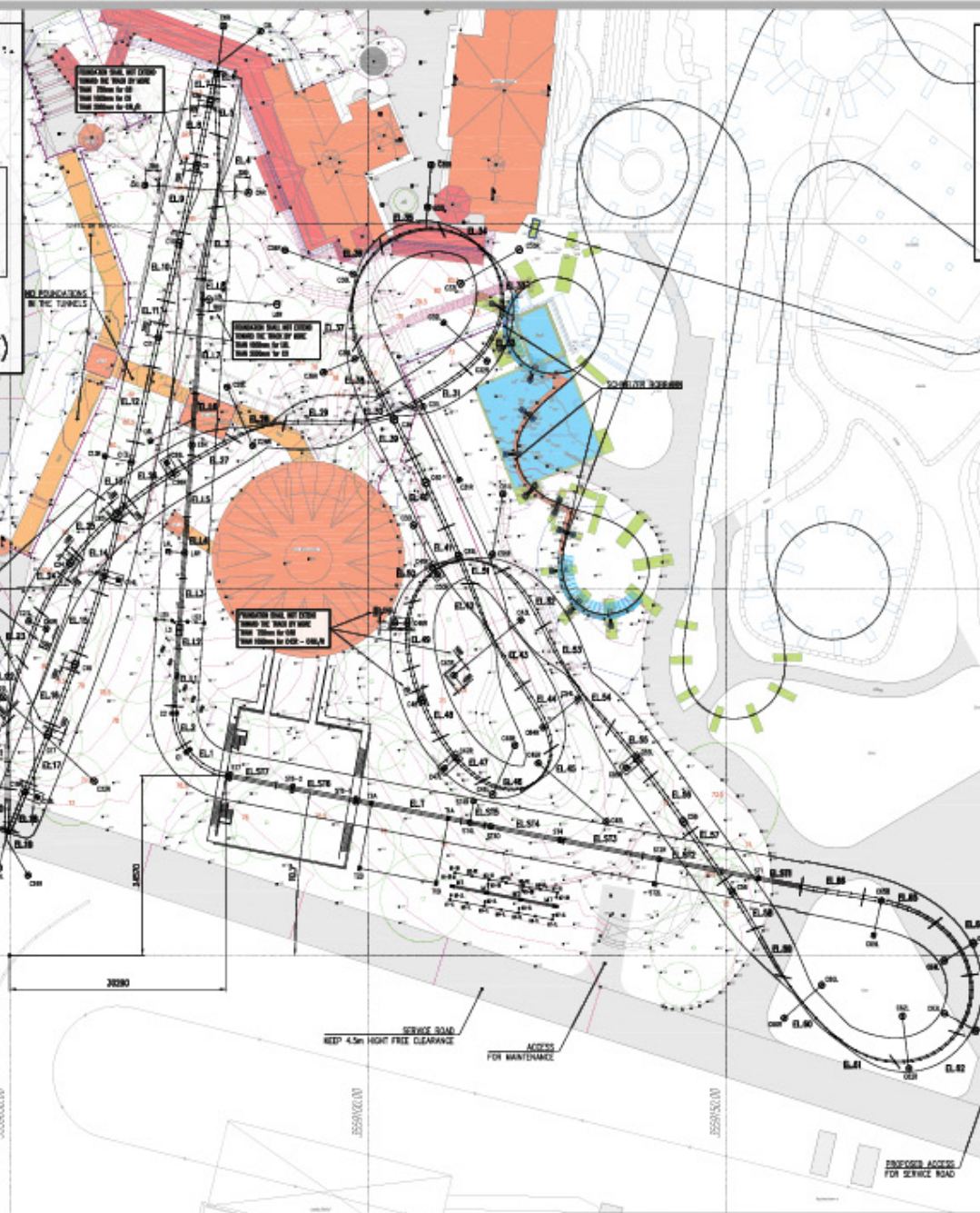
FOUNDATION SHALL NOT EXTEND TOWARD THE TRACK BY MORE THAN 750mm



PROFILE OF THE BOX BEAM
 SEE DRWG. W-G01-005

A	FOUNDATION ASSESS	01	20/10/12	D			
B	TRACK CLEARANCE ASSESS	02	20/10/12	E			
C				F			

ISSUE NUMBER: LAYOUT ON SITE (1 OF 1)



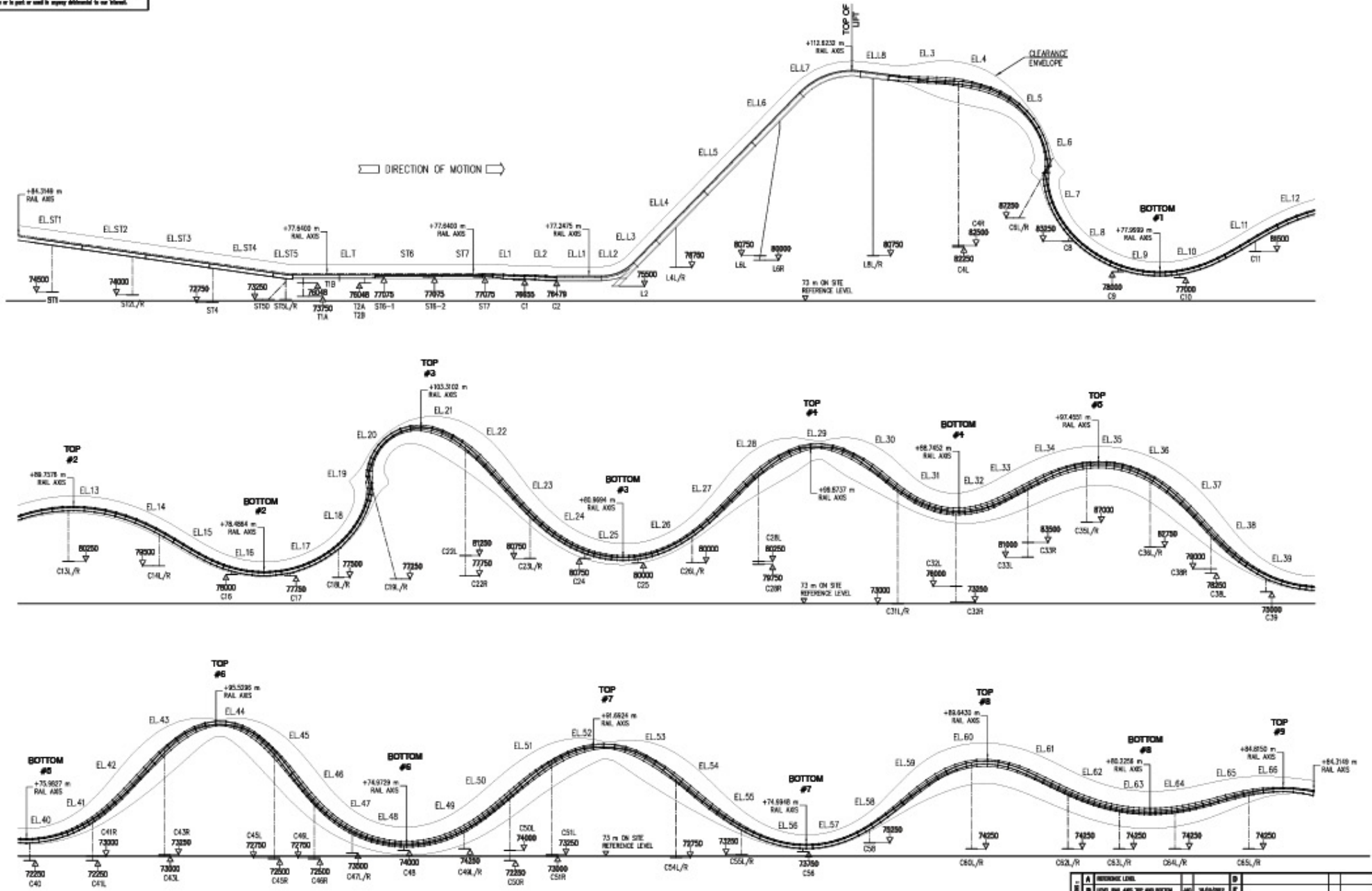
RIDE LAYOUT
 [NOT TO SCALE - REFER TO B&M DRAWINGS]



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A	B	C	D	E	F
INTERMEDIATE LEVEL	LEVEL, RAIL AXIS TOP AND BOTTOM	DATE	SCALE	BY	CHECKED

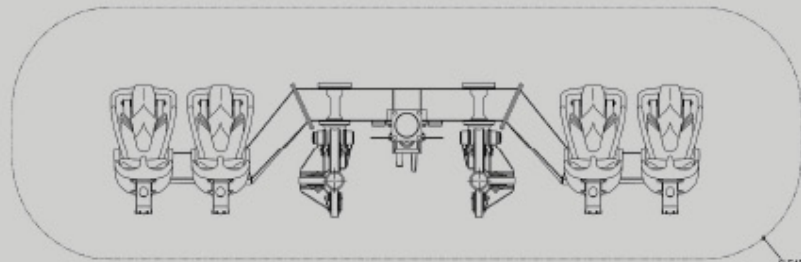


RIDE PROFILE

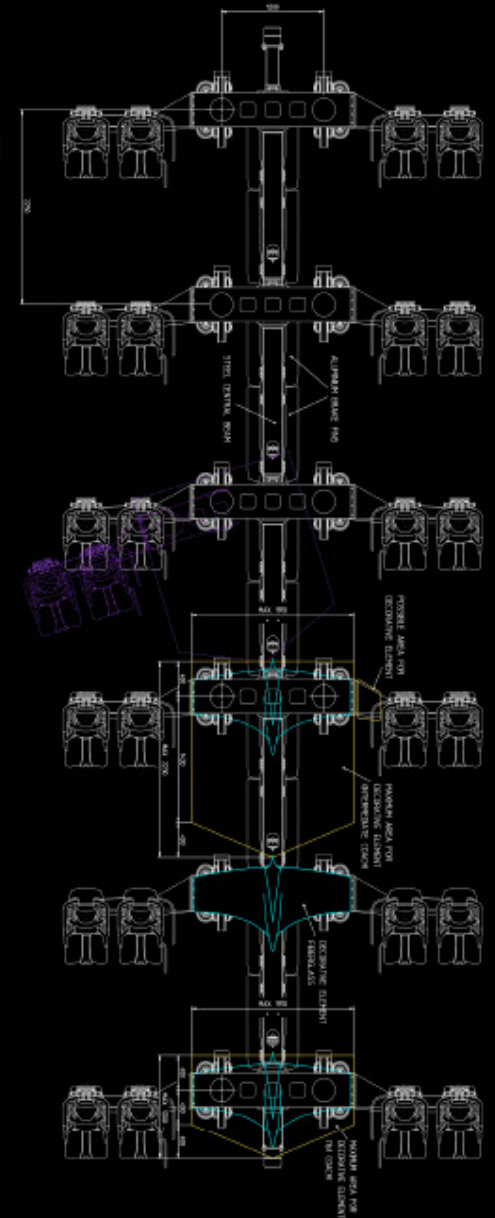
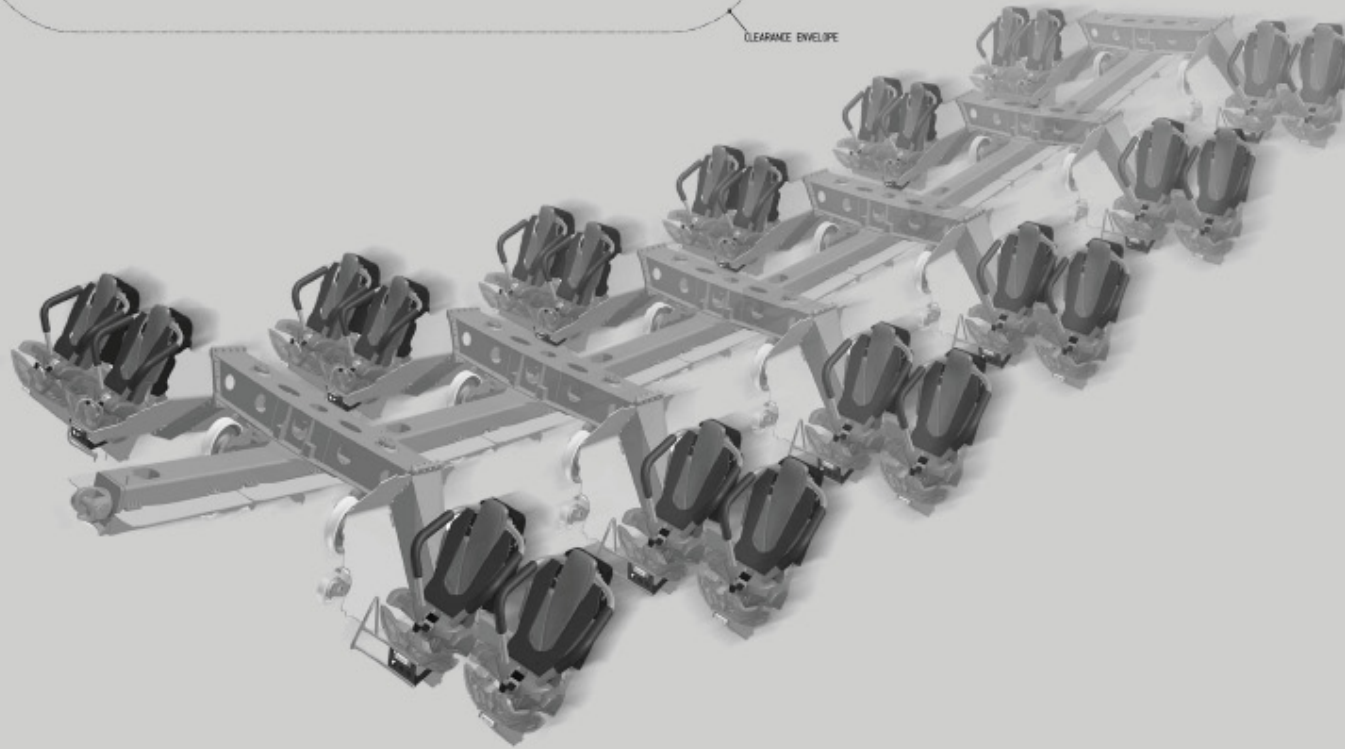
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CLEARANCE ENVELOPE



RIDE VEHICLE WITHOUT THEMING
3D MODEL

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Ride vehicle design based on re-using the moulds from The Swarm at Thorpe Park, but with a different paint effect to infer a more organic Demon creature.

Overall colouration to be dark (shades of black and grey) with hints of organic bone showing through - removing the metallic tones of the Swarm panels.

Veins to forehead of demon to infer anger.

Pick out devil horns from Swarm design in bone colour

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RESORT

Paint effect to panels to infer black material 'cape' as per demon refs.

Red eyes (not necessarily with LEDs - could just be paint effect) to infer anger.

Bone colouration to horns to infer 'organic' demon and differentiate from Swarm.



B&M to replace weapon feature for horn / 'claw' feature (re-mould from elsewhere on the SWARM sculpt).



Organic/bone colourings



NOTE: As per the mould used on the rear of the vehicles, features to depict claws (NOT horns or bones)



RIDE VEHICLE THEME 'DEMON' - FRONT VIEW

Ride vehicle design based on re-using the moulds from *The Swarm* at Thorpe Park, but with a different paint effect to infer a more organic Demon creature.

Overall colouration to be dark (shades of black and grey) with hints of organic bone showing through - removing the metallic tones of the Swarm panels.

Veins to forehead of demon to infer anger.

Pick out devil horns from Swarm design in bone colour



Paint effect to panels to infer black material 'cape' as per demon refs.

Bone colouration to horns to infer 'organic' demon and differentiate from Swarm.



Organic/bone colourings



NOTE: As per the mould used on the rear of the vehicles, features to depict claws (NOT horns or bones)

NOTE: Plan is as per planning submission.

This plan requires the following updates in order to reflect items agreed / discussed with MMM:

- 1) Qline layout to be updated / finalised
- 2) Once qline layout and covered qline 'walkway' section is positioned and signed off, final near miss in qline location needs to be updated on the plan.

SITE PLAN AS PER PLANNING APPLICATION DWGS 30.11.2012

For latest site plan please refer to KMS drawings

LEGEND		
Q17	Dark Grey / Light Blue	Water / Water Features
Q18	Dark Grey	Dark Grey / Light Blue
Q19	Dark Grey / Light Blue	Dark Grey / Light Blue
Q20	Dark Grey / Light Blue	Dark Grey / Light Blue
Q21	Dark Grey / Light Blue	Dark Grey / Light Blue
Q22	Dark Grey / Light Blue	Dark Grey / Light Blue
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Q98	Dark Grey / Light Blue	Dark Grey / Light Blue
Q99	Dark Grey / Light Blue	Dark Grey / Light Blue
Q100	Dark Grey / Light Blue	Dark Grey / Light Blue

SITE PLAN

[NOT TO SCALE - REFER TO KMS DRAWINGS]

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01 - Elevated 3D Overview

NOTES: - RIDE COLUMNS NOT ACCURATE IN IMAGE BELOW, AS FINAL COLUMN POSITIONS HAVE NOT BEEN FINIALISED BY B&M AT TIME OF VISUAL.
- VIEWPOINTS ON THESE PAGES DO NOT SHOW ALL INFORMATION, SUCH AS FENCES, EXACT BUILDING DESIGNS. THESE ARE STILL BEING FINALISED



KEY OFFRIDE VIEWPOINTS



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02 - Elevated 3D Overview - Alternative Angle

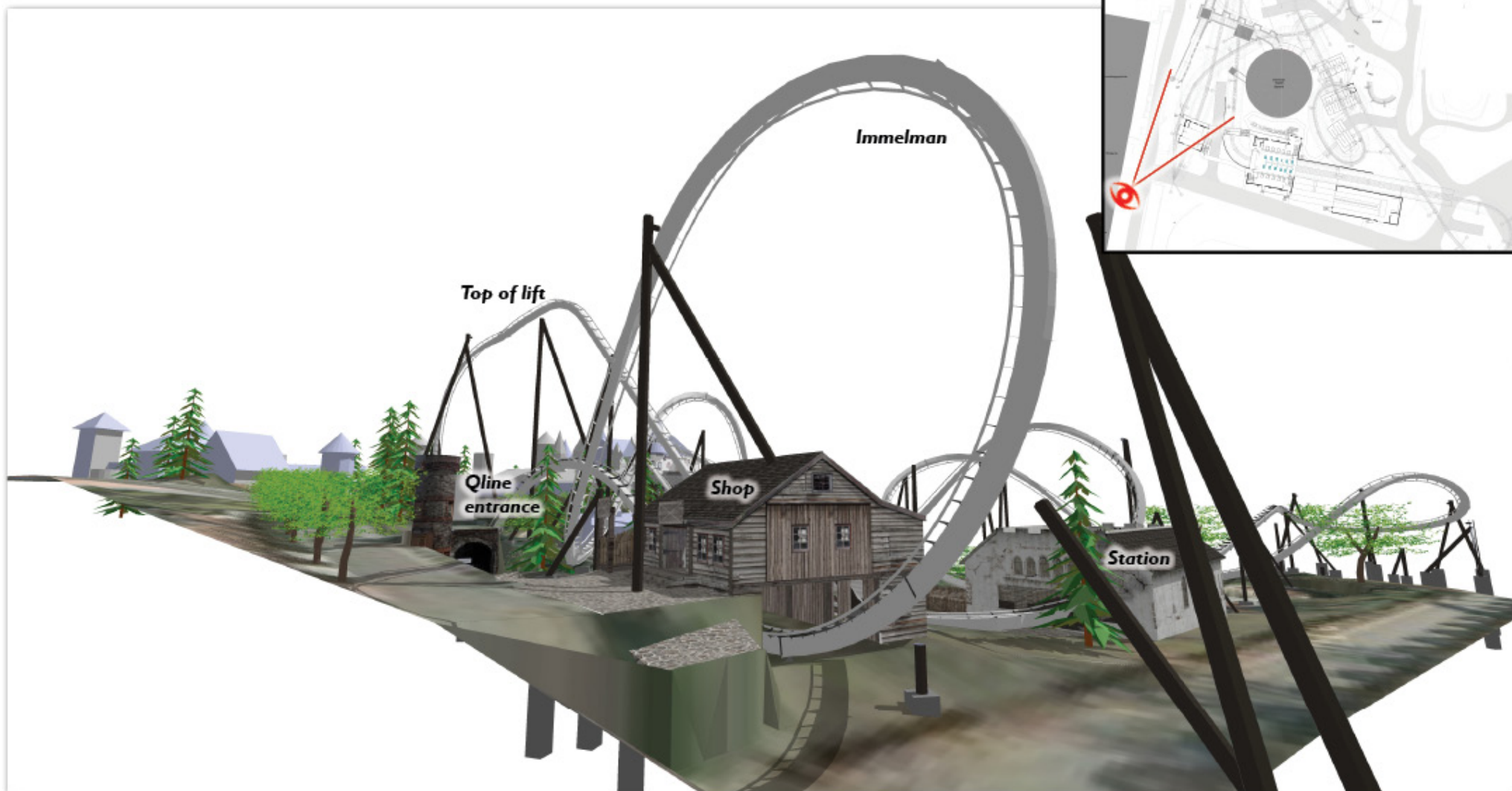
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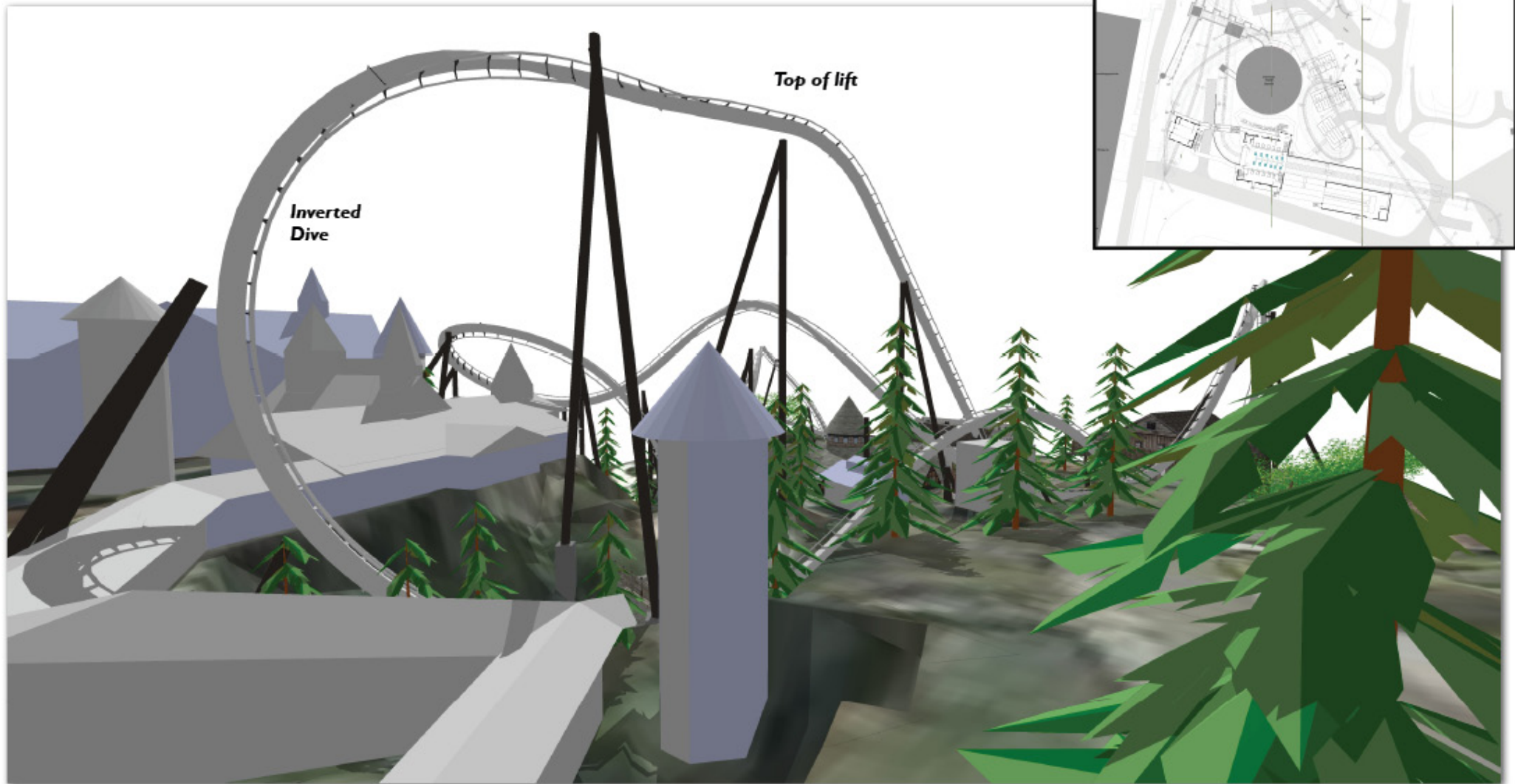
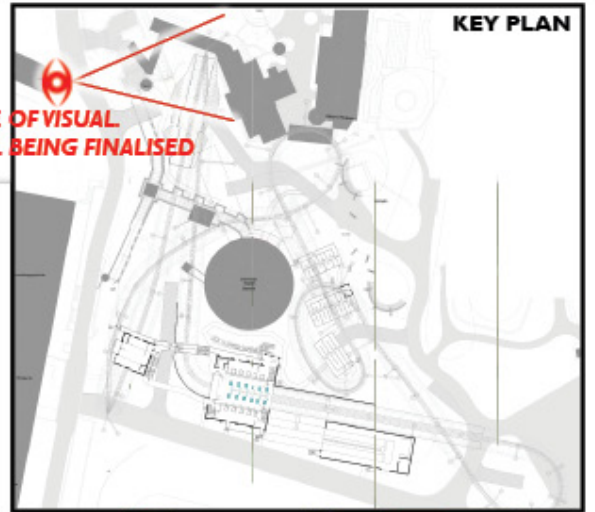
03 - Facing north, on approach to ride area along the main pedestrian route (from Krake)

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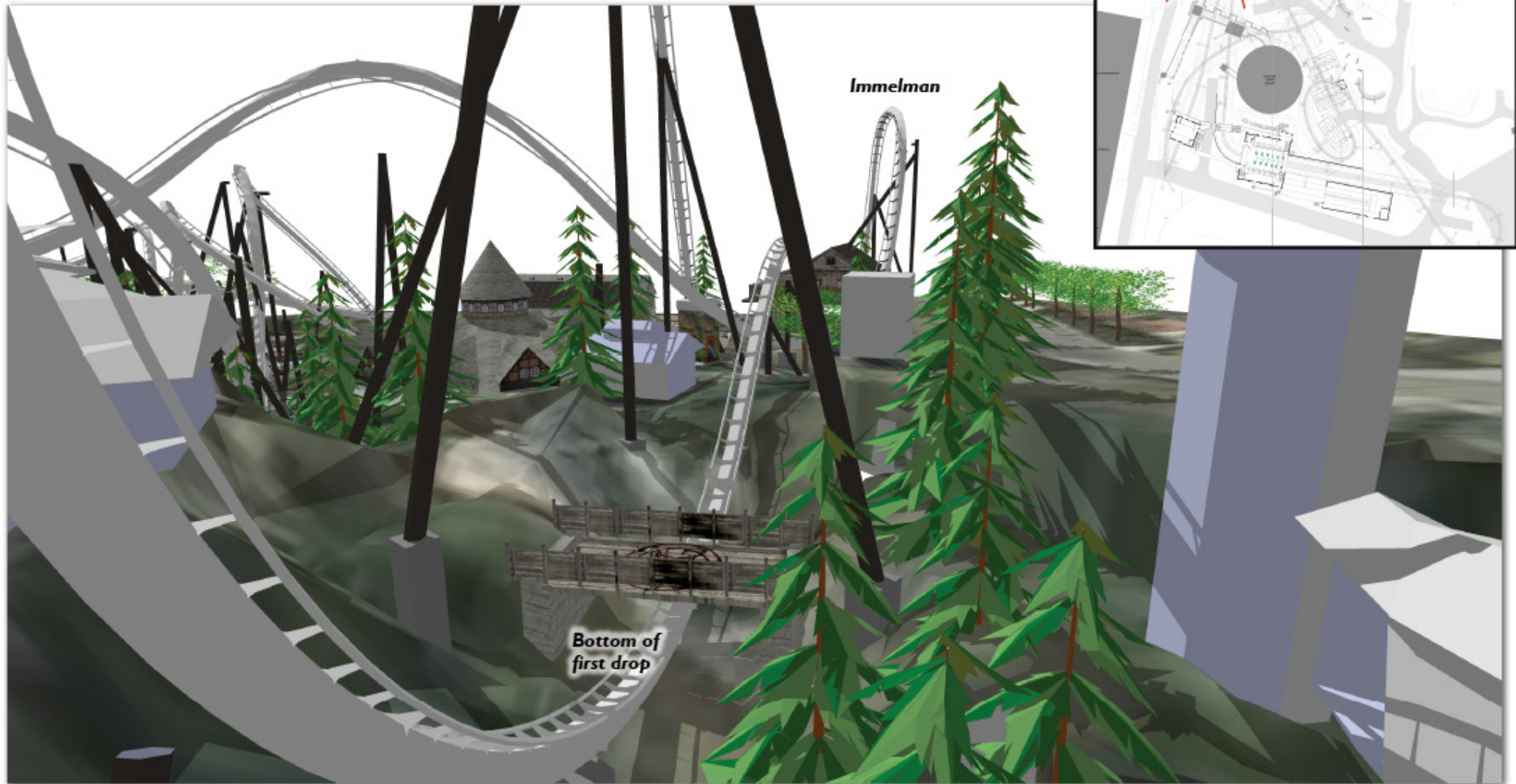
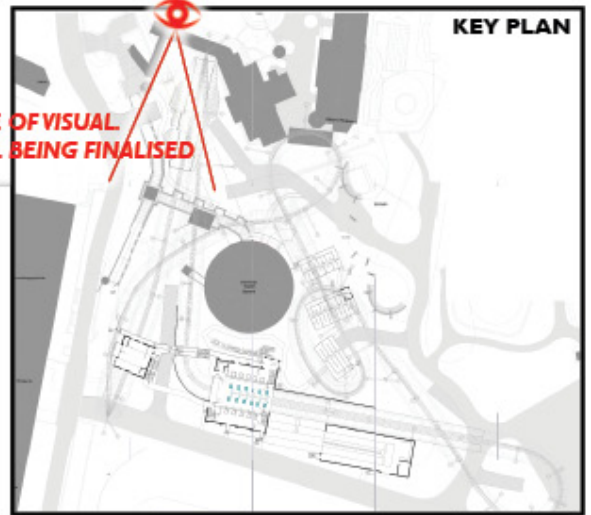
04 - View of first dive, from north end of site, looking South-west.

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05 - View of first dive, from north end of site, on covered walkway.

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06 - Facing qline entrance, with first dive in background.

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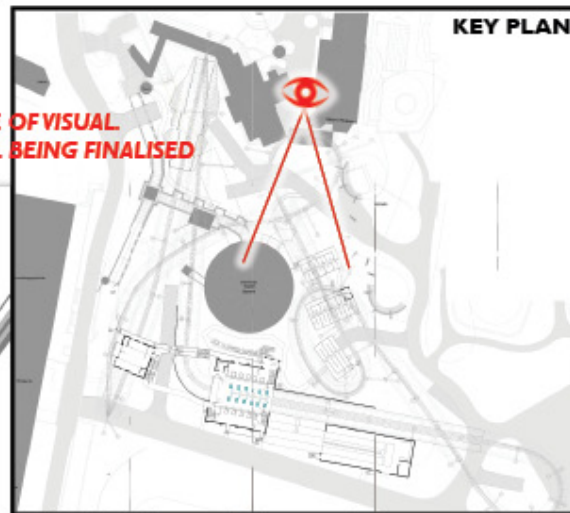
07 - *Immelman in front of ride station (view from main pedestrian route, parallel with qline entrance).*

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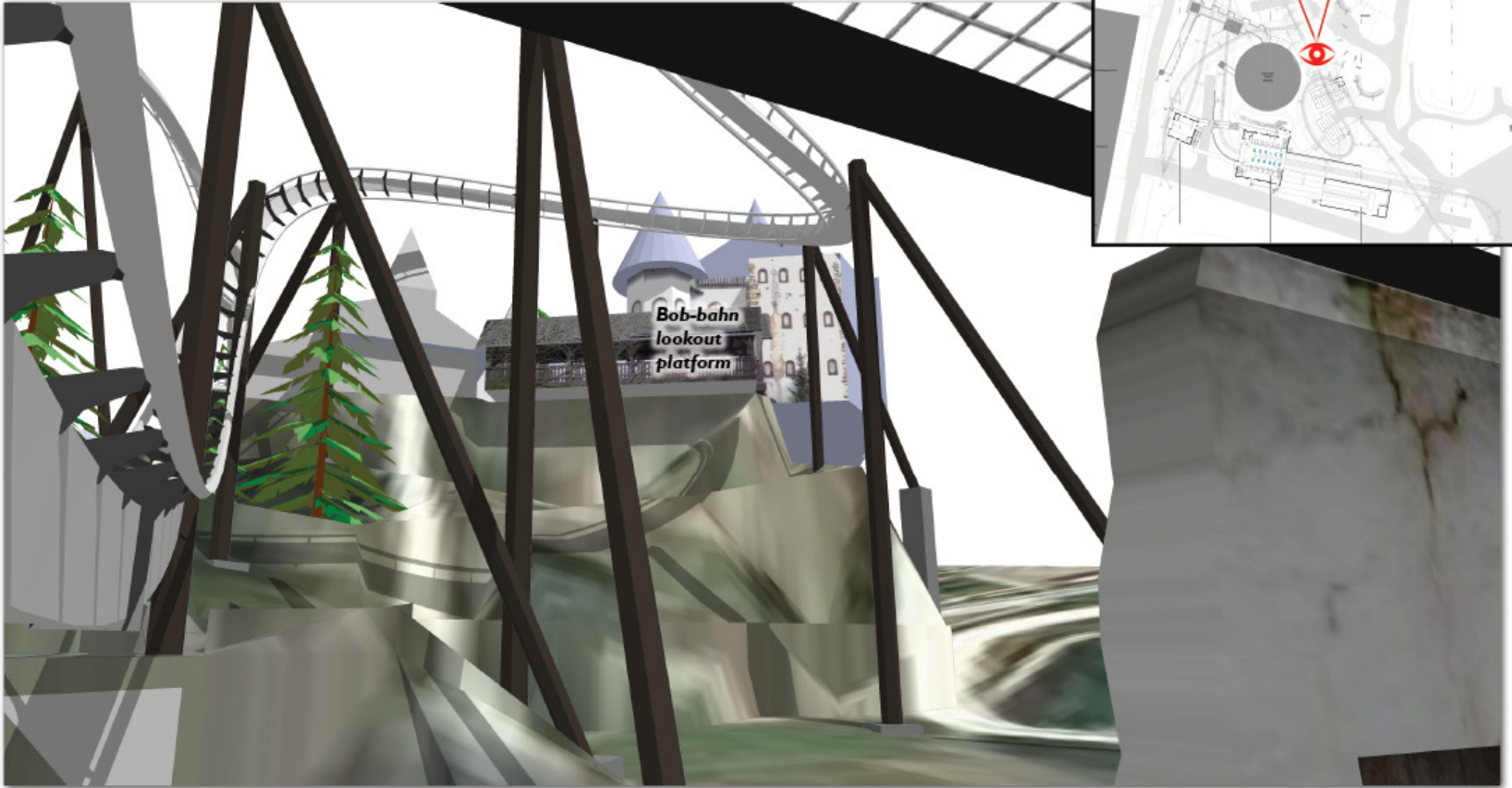
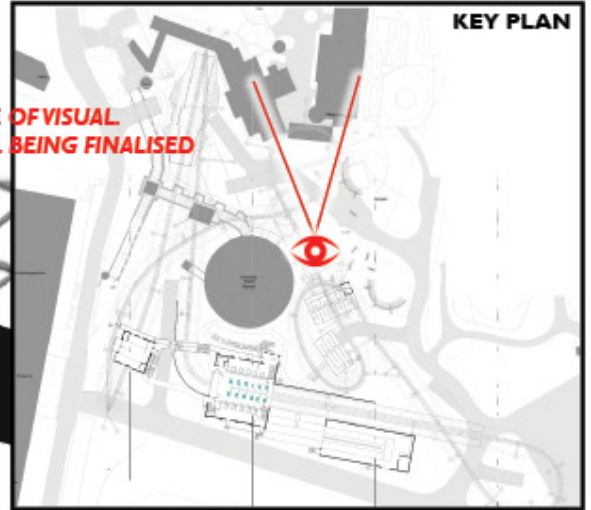
08 - View down from upper viewing platform

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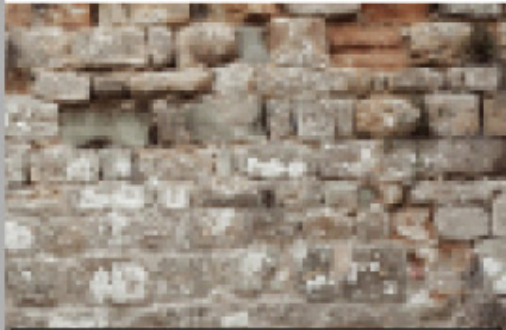


09 - Within Queue Line - Looking up to viewing platform

NOTES: - RIDE COLUMNS NOT ACCURATE IN IMAGE BELOW, AS FINAL COLUMN POSITIONS HAVE NOT BEEN FINIALISED BY B&M AT TIME OF VISUAL
- VIEWPOINTS ON THESE PAGES DO NOT SHOW ALL INFORMATION, SUCH AS FENCES, EXACT BUILDING DESIGNS. THESE ARE STILL BEING FINALISED



RENDER FINISHES & OPENINGS:



01. Stone & Brick



04. Lath & Render



02. Aged Render



05. Buttress Feature



03. Damaged Render

NOTE: Reference images on this sheet are not colour-matched - they are just intended to show the architectural detail / style of finish.

Final finishes to be more grey in tone than brown. This is to ensure it differs from Krake.

TIMBER FINISHES:



06. Timber Beam



09. Burnt Timber



07. Timber Panel



10. Charred Timber



08. Aged Timber

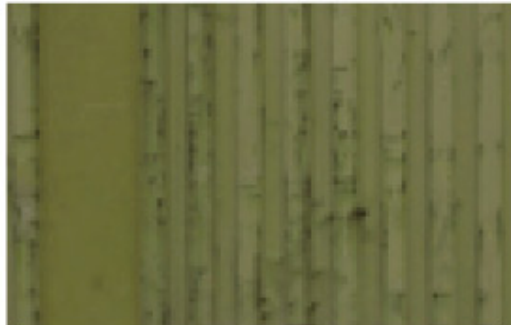


11. Bitumen Shingle

METAL FINISHES:



12. Bare Corrugated Metal



15. Painted Profile Steel



13. Aged Painted Metal



14. Burnt / Damaged Metal

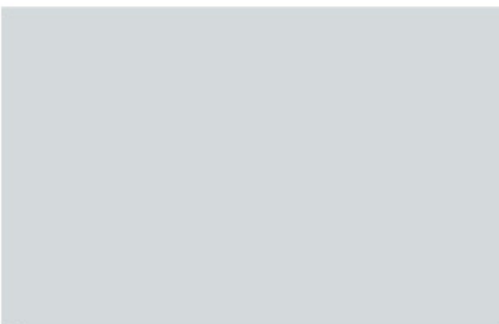
OTHER ELEMENTS:



16. Burnt Tree



17. Ride Stanchion
RAL 6007 - 'Bottle Green'



18. Ride Track
RAL 7035 - 'Light Grey'



RIDE STANCHION
RAL 6007 - 'Bottle Green'



RIDE TRACK
RAL 7035 - 'Light Grey'

NOTE: COLOURS ABOVE FOR ILLUSTRATION ONLY - PRINT-OUTS MAY VARY. PLEASE REFER TO A RAL CHART FOR ACCURATE REPRESENTATION OF COLOURS.

MAIN SURFACES:



01. Block paving to match / complement existing block paving on site.



04. Aged render effect

THEMATIC EFFECTS & FEATURES:



07. Timber planks (or effect created from impressed concrete)

OTHER:



10. Timber half-round panelling and beams (existing within qine tunnels)

NOTE: Reference images on this sheet are not colour-matched - they are just intended to show the architectural detail / style of finish. Final finishes to be more grey in tone than brown. This is to ensure it differs from Krake.



02. Cobbled stones to match / complement existing on site



05. Red-brick building construction (existing onsite)
- Scenically painted to look old / coal stained / imposing.



08. Damaged aged render effect



11. Grass (unkempt) and undergrowth.



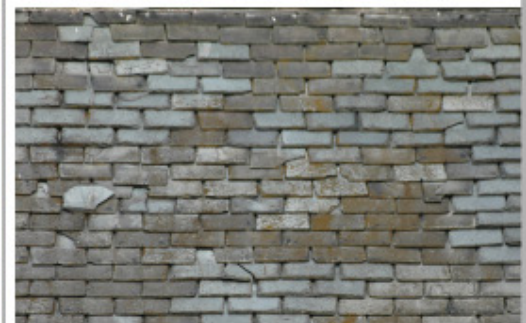
03. Irregular stone wall construction



06. Church-style floor stone slabs.
- Pattern impressed concrete to mimic similar effect



09. Gravel / rocky 'track' effect



12. Aged slate roof tiles
- Visual effect desired, but asphalt may be required.

NOTE: Plan is as per planning submission.

This plan requires the following updates in order to reflect items agreed / discussed with MMM:

- 1) Qline layout to be updated / finalised***
- 2) Once qline layout and covered qline 'walkway' section is positioned and signed off, final near miss in qline location needs to be updated on the plan.***

MMM / KMS TO CREATE SURFACING PLAN ONCE MAIN SITEPLAN IS UPDATED AS PER RED OUTLINED BOX ABOVE

Plan to be used with reference to surfacing only.

LEGEND		
○	Circle / Trip/Stop	■
□	Box / Stand	■
+	Point / Marker	■
→	Direction	■
⊙	Circle / Trip/Stop	■
□	Box / Stand	■
+	Point / Marker	■
→	Direction	■



SURFACING PROPOSAL
CONCEPT SITE PLAN - NOT TO SCALE

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 14WINGS



01. General overview/atmosphere - overgrown, neglected, barren, desolate with dead trees, weeds etc.



02. Barren landscape - low level planting, with occasional dead tree. To look neglected and aged, but NOT to look like a war-torn landscape.



03. Unkempt grass, building ruins. To look neglected and aged, but NOT to look like a war-torn landscape.



NOTE: Landscape to look old and deteriorated, NOT war or bomb damaged.

04. Trees amongst grassy landscapes



05. Old dirt tracks worn into grass



06. Weeds and scruffy grasses amongst rocks.



07. Overgrown weeds, grasses etc. More 'thorny,' unwelcoming plants around first inverted drop and near miss feature [bridge].



Note: Images shown are for creative intention purposes only.
Landscaping team to advise on species suitable to Heide Park's natural habitat based upon the creative proposal. Landscaping scheme to be designed with consideration to project budget & NE requests/requirements.



LANDSCAPING PROPOSAL PLANTING REFERENCES

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OLD FASHIONED LIGHTING:

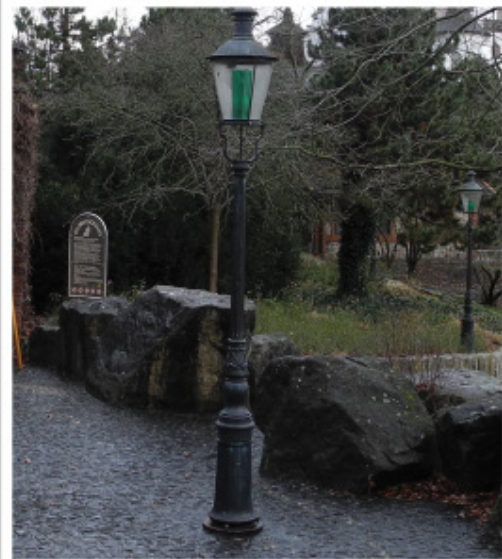
01. Lanterns - External, wall-mounted (Retain existing on-site and match new to complement)

Lighting contractor to liaise with theming contractors on how best to achieve effect - i.e. thematic treatment vs 'converting' real units. Dependant on how lanterns look [new or second-hand] a light scenic treatment may be required to dull down the units - lanterns should look as old as the town.



02. Rural style lamp posts in the style of existing Heide Park lamp posts, positioned as required around the site.

Lamp posts to have scenic treatments to look old, with occasional scorch marks and damage [i.e. partially bent/broken etc] Non-climbable.



05. Medieval Chandelier / Candelabra style lighting above loading area to assist ride operators. Pendant fittings to look like the original church fittings. Style to be relatively unassuming - i.e. not be too modern.

Light scenic treatment required prior to install.



Overall Note:

Lighting references provided are for aesthetic/design proposal purposes only. Lamps must be low energy & low maintenance e.g. LEDs, therefore some light fittings may require adaptation to accommodate modern lamps.

MODERN LIGHTING (SEE CONCEPT BELOW):

06. Festoon Lighting to look like temporary modern lighting has been rigged up in modern-day (for example, in the qline tunnel).



07. Searchlights / floodlights to look like the perimeter has been secured and security lights have been installed.



08. Additional flood lighting [for Qline and plaza areas] potentially attached to exterior facades of retail & station buildings. Could look like a modern addition

Scenic, thematic treatments will be required to help 'blend' in with overall area/station building theme.

Note: This option is only to be taken if additional lighting of the plaza and Qline areas are deemed necessary.

MODERN LIGHTING - THE CONCEPT:

Festoon lighting is to look like it has been temporarily rigged up in order to light internal spaces (such as the qline tunnel) and make them safe for people to enter.

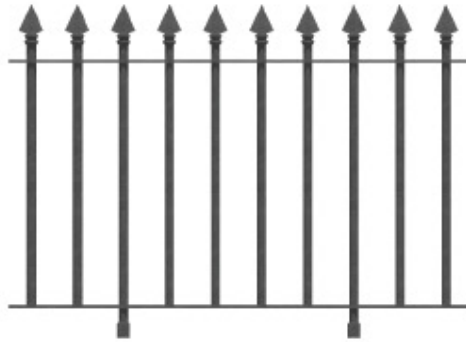
Searchlights would be used by the townsfolk to try and 'spot' the demon as it flies across the night sky.

Flood lighting to look like it's been recently rigged up to illuminate the area at night, to keep it safe from the demon.

FENCING OVERALL NOTE: Visuals and reference images displayed to demonstrate creative intent only.

Contractors to generate detailed construction drawings of fencing for approval [including samples.]

Contractors to advise on materials, dimensions, construction, distance between posts etc to meet suitable H&S requirements [e.g. timber planks to be suitably treated to remove splinters and rough edges etc].



01. Wrought Iron Railings - 1.3m

- Railings to be used in 'feature' locations to create a link between the existing railings on-site and the new demon theme.



02. Timber Fencing (Exterior qline)- 1.3m

- To be used in qline to create a rustic feel within the available budget. Simple plank / half-round construction.



03. Post & Rail Fencing (qline)- 1.1m

- Could be Timber / Steel - (RAL colour; MMM to specify) or T-washed Galvanised Steel but **NOT STAINLESS STEEL**
- To be used in qline where guests do not need to be restricted (ie inside foundation features which are surrounded by 1.8m fencing).
- To allow easy fire evacuation. Simple tubular metal post & rail construction.



04. Damaged Render Wall - 1.8m

- In the same style as the station building.
- Possible locations include the high walls in front of station & brake run



05. Chainlink Fencing with timber features (Modern) - 1.8m

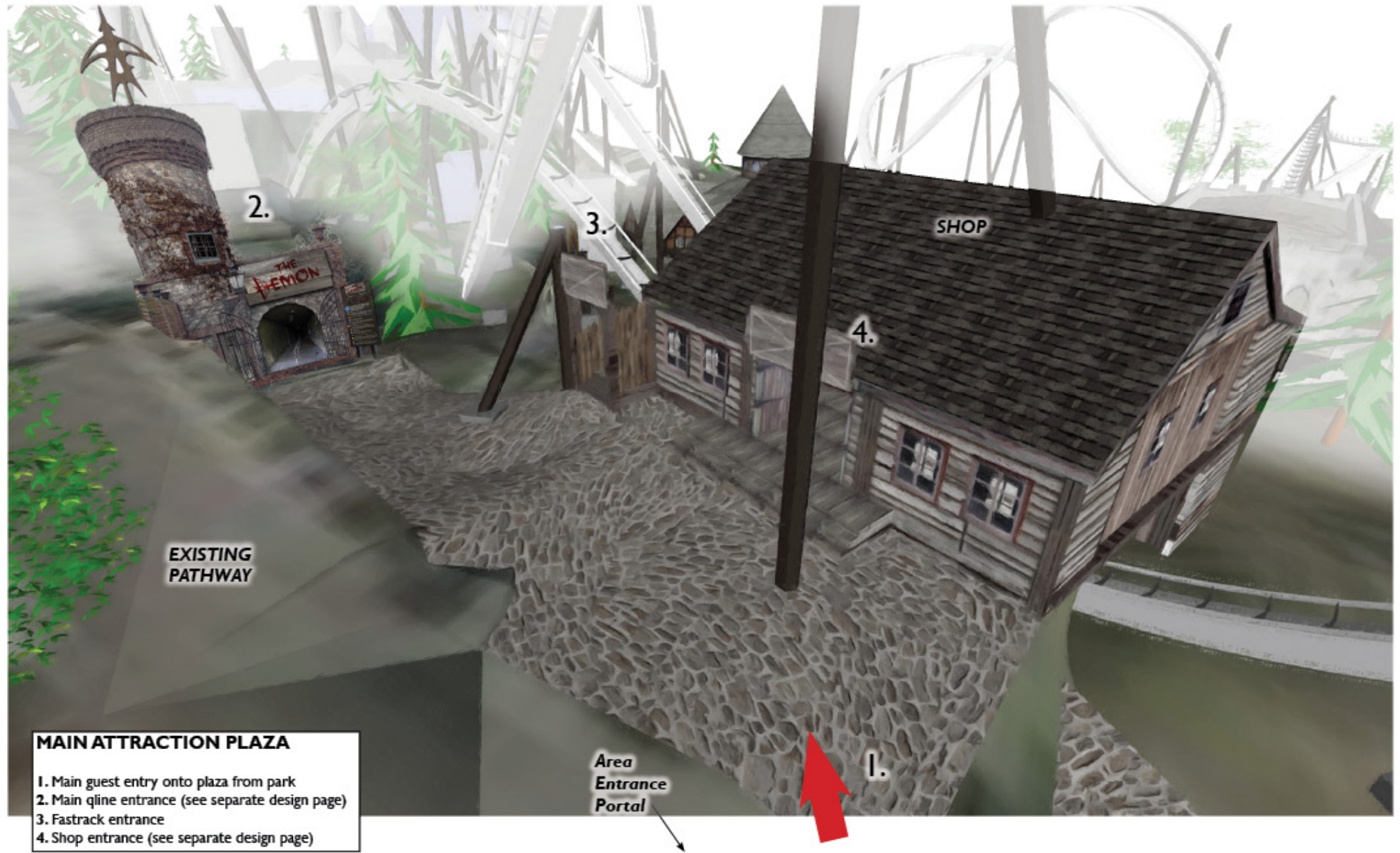
- Modern chainlink fencing, to infer 'modern activity' in the area (for example the qline pen/ foundation features).



06. Corrugated Metal Panels (Modern) - 1.8m

- For use where a high panel is needed to screen views, but more cheaply than a wall.

NOTE: RIDE COLUMNS NOT ACCURATE IN IMAGE BELOW, AS FINAL COLUMN POSITIONS HAVE NOT BEEN FINIALISED BY B&M AT TIME OF VISUAL.



MAIN ATTRACTION PLAZA

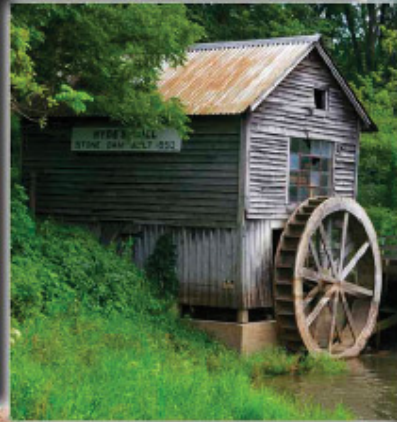
- 1. Main guest entry onto plaza from park
- 2. Main queue entrance (see separate design page)
- 3. Fastrack entrance
- 4. Shop entrance (see separate design page)

AREA ENTRANCE PLAZA CONCEPT



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NOTE: If Transylvanian village style steep pitched roofs are possible, they are the creative aspiration. If not, the minimum themed finish should be as per the mill references on the left of this page.



Concept for a timber structure - to look like another small building in the small village / hamlet, central to the Plaza - this will take the form of an old Water Mill.



RETAIL REFERENCE IMAGES

TIMBERVILLE STYLE

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14WINGS



Shop structure also acts as a key near miss on-ride.
 Shop is accessible by both riders (via back entrance from ride station exit) and by non-riders from the Plaza.



THEMING FINISH REFERENCE IMAGES



RETAIL UNIT - EXTERIOR

NOTE: Ride columns not present in visual, as final column positions have not been finalised by B&M at time of visual. VISUAL DOES NOT SHOW ALL INFORMATION (FENCES, ETC).

- In the style of an old wooden water mill.
- Aged effect.
- Entrance to shop and entrance to Fastrack queueline in one structure, spanning the ride track.
- Structure creates near miss feature, spanning the ride.
- Accessible from the Plaza, but ride exit also feeds into the shop from behind.
- Shop entrance & Fastrack signage facing entrance from Plaza.

RETAIL UNIT - EXTERIOR
 CONCEPT / VISUAL



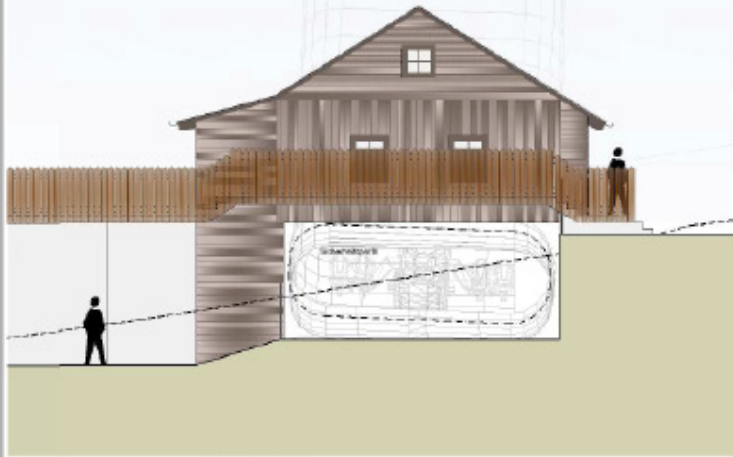
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 14WINGS



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.
***DRAWING TO BE UPDATED TO SHOW RAMP LEADING INTO SHOP**



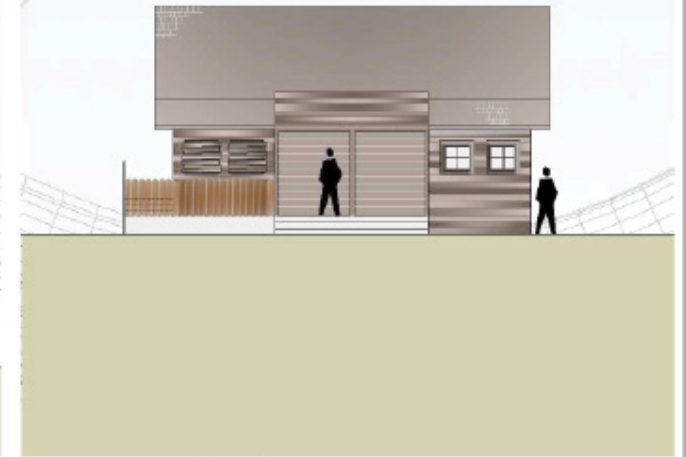
**NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.
*DRAWING TO BE UPDATED TO SHOW RAMP LEADING INTO SHOP**



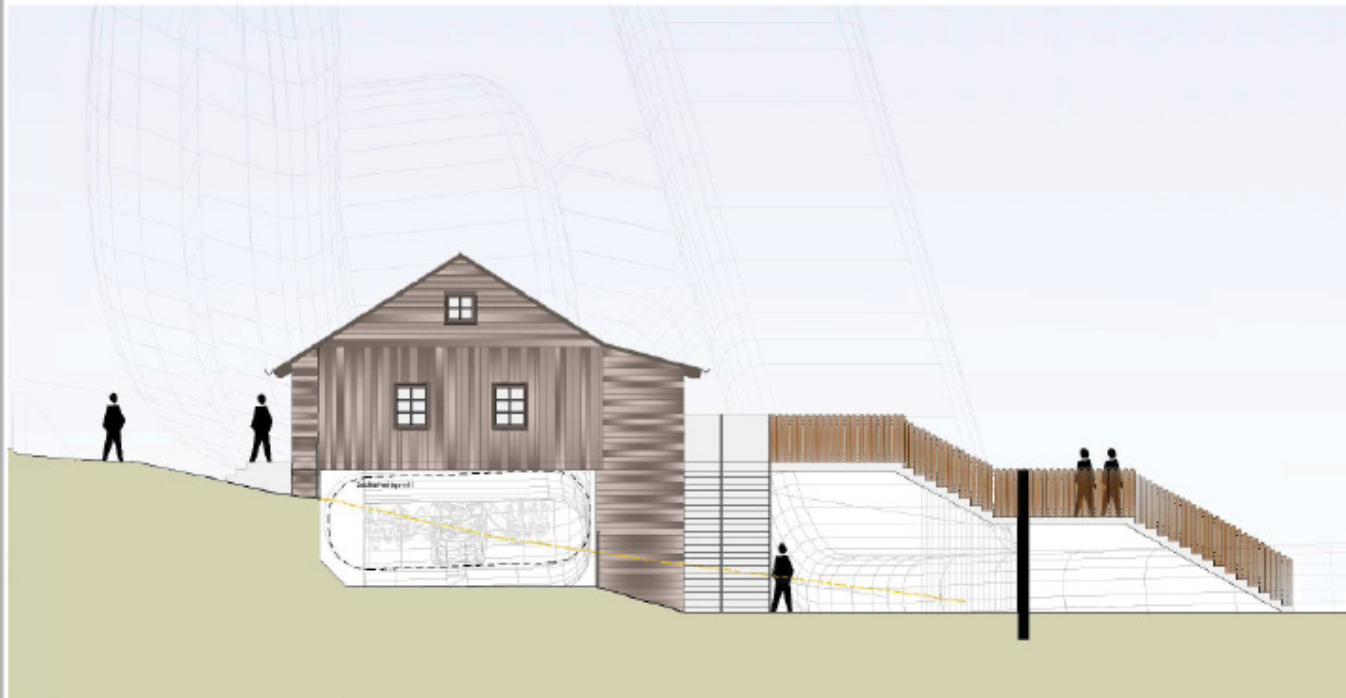
Ansicht Nord



Ansicht Ost



Ansicht West



Ansicht Süd

LEGENDE

OK FF Oberkante Fertigfußboden
 G.N.N über Normalnull
 ± 0.00 OK FF EG Bahnhof = 77.00 G.N.N

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 DIPL.-ING. ULRICH HAASE • DIPL.-ING. HEIKO JAHN • DIPL.-ING. ROBERT SZALAY
 20664 WALSRODE, LANGE STRASSE 1, TELEFON: 05161-9886-0

KMS

HEIDE PARK RESORT
 NEUBAU WING COASTER / FAHRGESCHÄFT UND ANLAGEN

PROJEKT-NR.
 2012-896

Bauherr:
 Heide Park Co. Bau GmbH
 Heide Park I
 22514 Sletten



ZEICHNUNG-NR.
 11

MASSSTAB
 1:100

BAUTEIL D - SHOP

Ansichten Nord, Ost, Süd und West

BLATTGRÖSSE
 A1

GEZEICHNET
 Schödlöfle

DATUM
 30.11.2012

BAUHERR

ARCHITEKT



RETAIL UNIT
[ARCHITECT'S ELEVATIONS*]

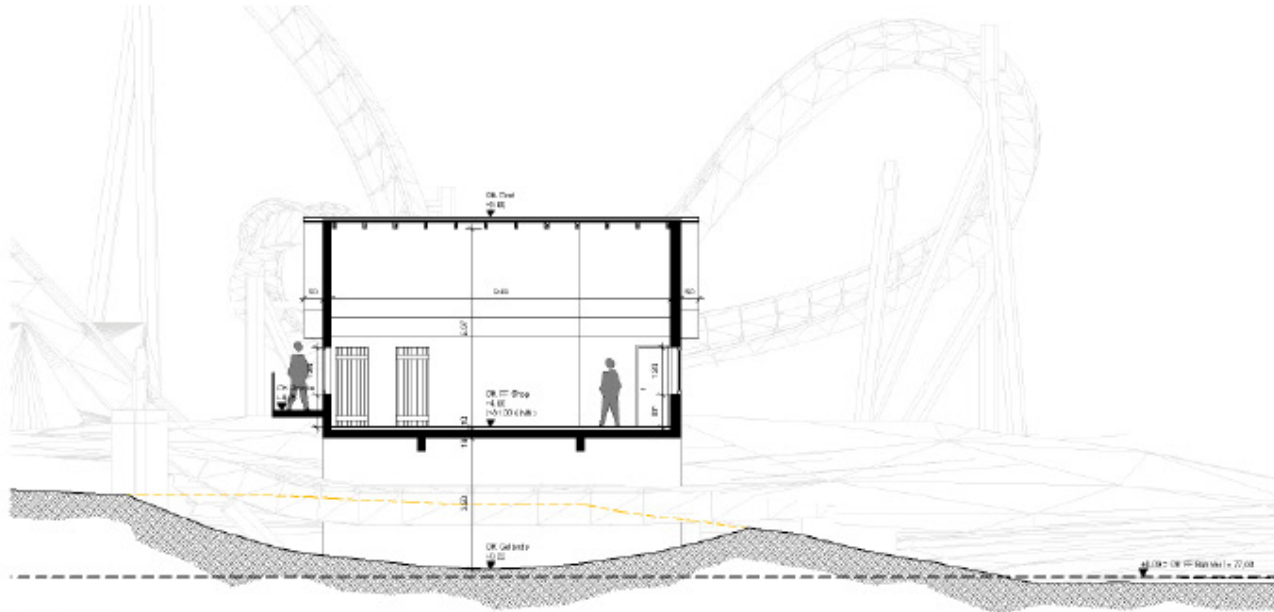
HEIDE PARK - 2014
 DRAFT THEME BOOKLET v.04
 14WINGS



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.
***DRAWING TO BE UPDATED TO SHOW RAMP LEADING INTO SHOP**



Schnitt D2-D2



Schnitt D1-D1

LEGENDE

- | | | |
|---------------------------------------|------------------------|---|
| OK FF | Oberkante Fortgüßboden | BauTeil A: Neubau Fahrgeschäft Wing Coaster |
| OK NN | über Normalfall | BauTeil B: Bestehende Tunnelanlage |
| ± 0.00 OK FF EG Bahnhst = 77.00 OK NN | | BauTeil C: Neubau Bahnhstgebäude |
| — | Abbruch | BauTeil D: Neubau Foto-Shop / Laden |
| | | BauTeil E: Neubau Wartungsgebäude |
| | | BauTeil F: Außenanlagen |

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KMS

HEIDE PARK RESORT
 NEUBAU WING COASTER / FAHRGESCHÄFT UND ANLAGEN

PROJEKT-NR.
 2012-896

Bauherr:
 Heide Park S&S GmbH
 Heide Park
 22614 Schwa



ZEICHNUNG-NR.
 10

MASSSTAB
 1:100

BAUTEIL D - SHOP
 Schnitt D1-D1 und D2-D2

BLATTGRÖSSE
 A2

GEZEICHNET
 Schür

DATUM
 30.11.2012

BAUHERR

ARCHITEKT



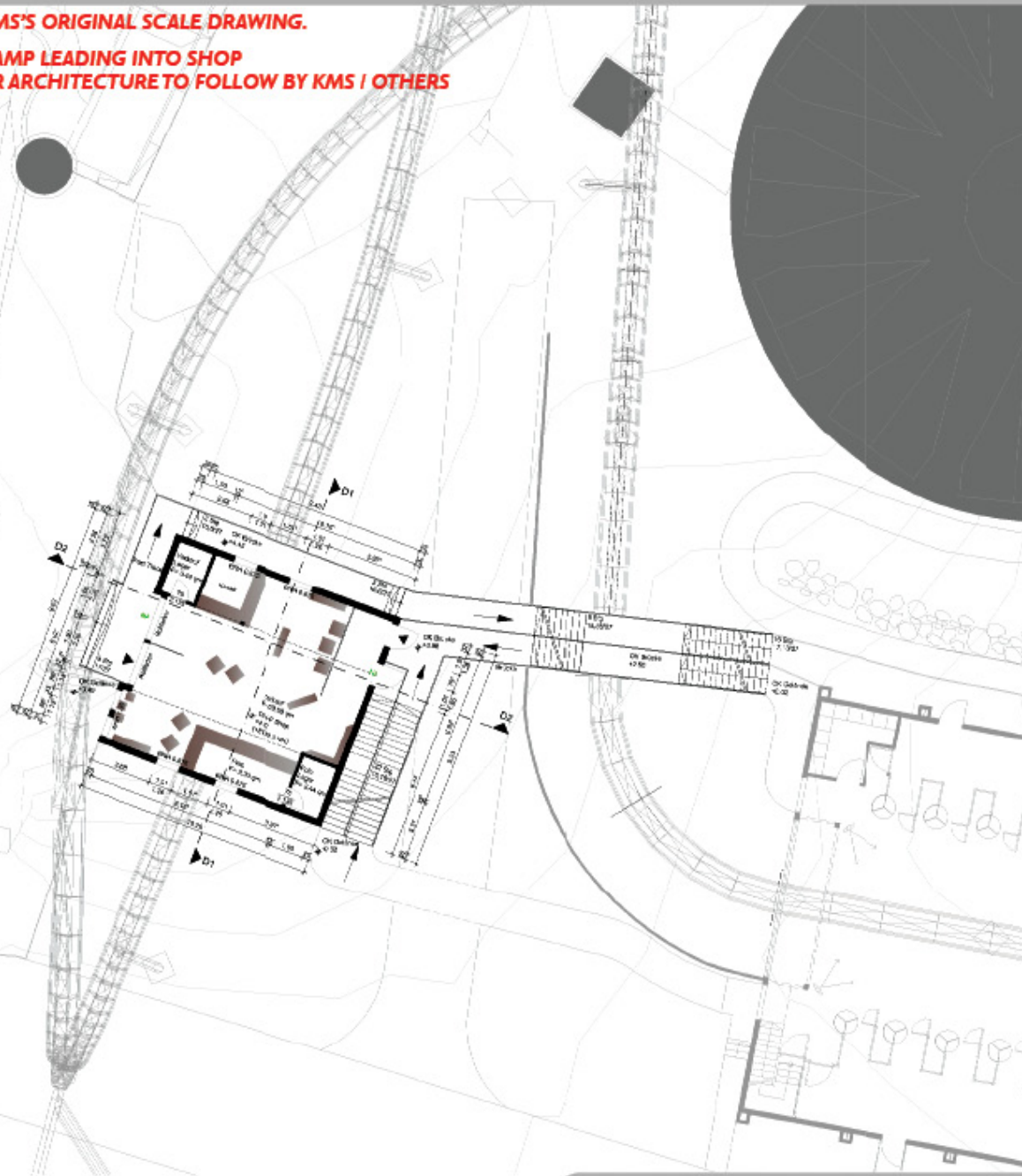
RETAIL UNIT
[ARCHITECT'S SECTIONS*]

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 DRAFT THEME BOOKLET v.04
 14WINGS



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.

***DRAWING TO BE UPDATED TO SHOW RAMP LEADING INTO SHOP
- FURTHER UPDATES TO SHOP INTERIOR ARCHITECTURE TO FOLLOW BY KMS / OTHERS**



LEGENDE		
D1/D2	Bühnengebiet	BauTeil A: Neubau Fahrgeschäft Wing Coaster
OK FF	Obererster Fertigfußboden	BauTeil G: Bestehendes Tunnelanlage
OK UN	oberer Estrichfuß	BauTeil C: Neubau Bestehendegebäude
+0.00 OK FF	Gebäudehöhe = 77.80 GUN	BauTeil D: Neubau Fotobooth/Lader
→	Höhenangabe	BauTeil E: Neubau Wartungsgebäude
▶	Eingang	BauTeil F: Außenanlagen
NA	Notausgang	
→	Lauchrichtung Besucher	

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HEIDE PARK RESORT NELSBAU WING COASTER / FAHRGESCHÄFT UND ANLAGEN		
Bauprojekt: Heide Park 1 2014 - 2014	2D / 3D / ANS / 4D / 5D 1:100 BAUZEICHEN A1	MASSSTAB 1:100 GEZEICHNET D. K. S.
BAUTEIL D - SHOP Grundriss	DATUM 2014-09-11	ARCHITECT 2014-09-11



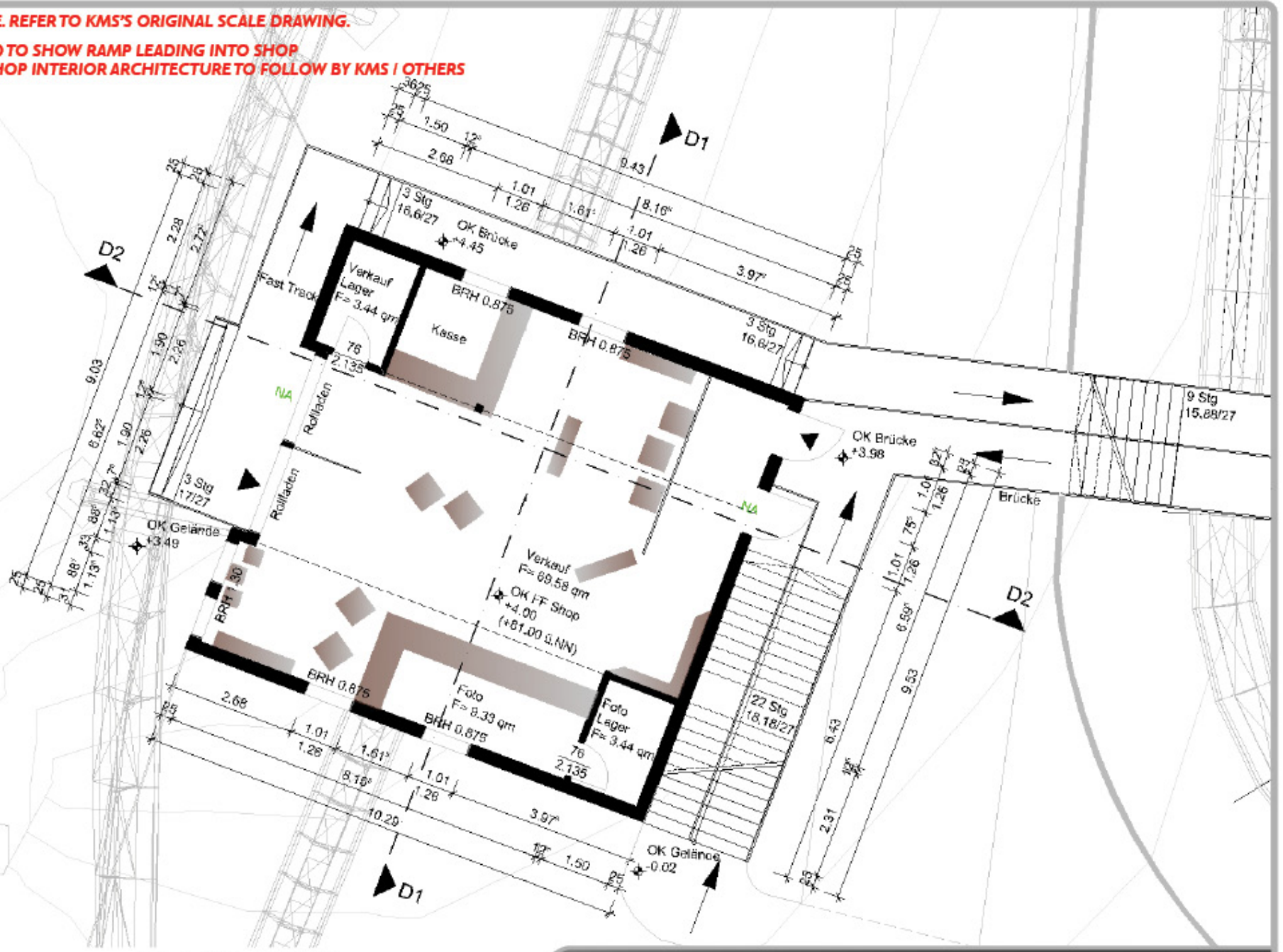
RETAIL UNIT
[ARCHITECT'S PLAN®]

HEIDE PARK - 2014
DRAFT THEME BOOKLET v.04
14WINGS



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.

***DRAWING TO BE UPDATED TO SHOW RAMP LEADING INTO SHOP
- FURTHER UPDATES TO SHOP INTERIOR ARCHITECTURE TO FOLLOW BY KMS / OTHERS**



RETAIL UNIT
[ARCHITECT'S PLAN®]



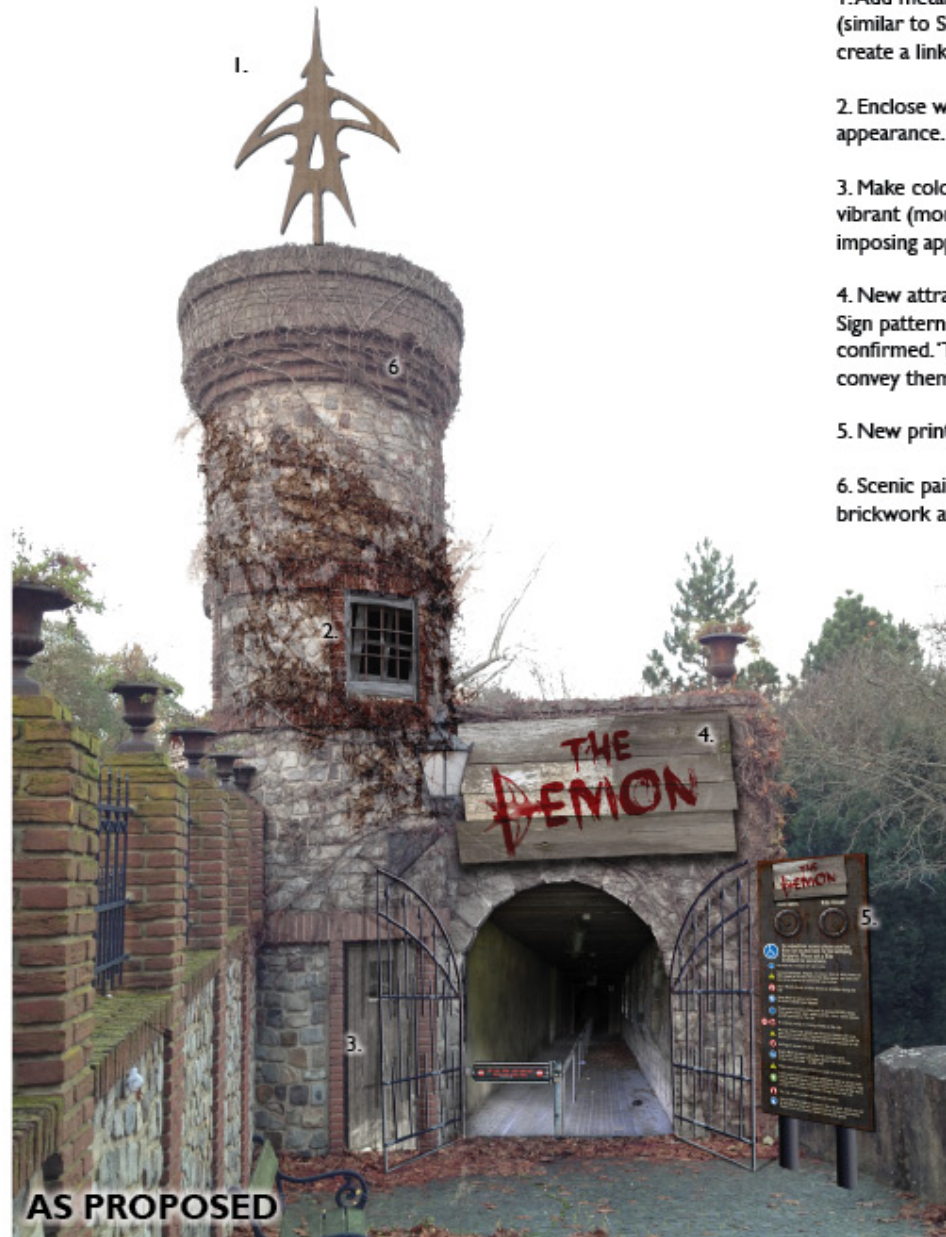
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14WINGS



PATTERN STYLE FOR RETAIL FIT-OUT TO FOLLOW



AS EXISTING



AS PROPOSED

1. Add metal profile demonic symbol (similar to Scream) to top of tower, to create a link between attraction themes.
2. Enclose window to create more imposing appearance.
3. Make colour of wood on door less vibrant (more grey) to create more aged, imposing appearance.
4. New attraction signage (NOTE: Sign pattern style and ride name to be confirmed. 'The Demon' wording only to convey themed style.)
5. New printed ride restriction signage.
6. Scenic paint effect overlay to age down brickwork and make look more imposing.

QUEUE LINE ENTRANCE CONCEPT



LOOKING TOWARDS ENTRANCE FROM TUNNEL



FINAL MERGE WITH ROUND BUILDING

LOOKING INTO TUNNEL FROM ENTRANCE



AFTER 90 DEGREE BEND



**QUEUE LINE TUNNEL
AS EXISTING**





AS EXISTING
WITH EXISTING THEMING IN PLACE

Intention is to re-utilise the qline tunnel from old flume ride and enhance by adding audio, lighting, etc.

Theming to be removed from junction point due to fire regulations, and upper windows to be opened out.



AS EXISTING
VIEW LOOKING UP AT VENTILATION SHAFT



AS PROPOSED
WITH THEMING REMOVED AND HANDRAIL COMPLETED



AS PROPOSED
WITH THEMING REMOVED AND UPPER WINDOWS OPENED

STORY & ATMOSPHERE:

In the tunnel we're trying to convey a dark, spooky environment with a sense of magic and the 'supernatural'. It's dark and you feel like you're being watched from the darkness.

In the storyline, the tunnel is an old mysterious passageway beneath the town which leads to the churchyard.

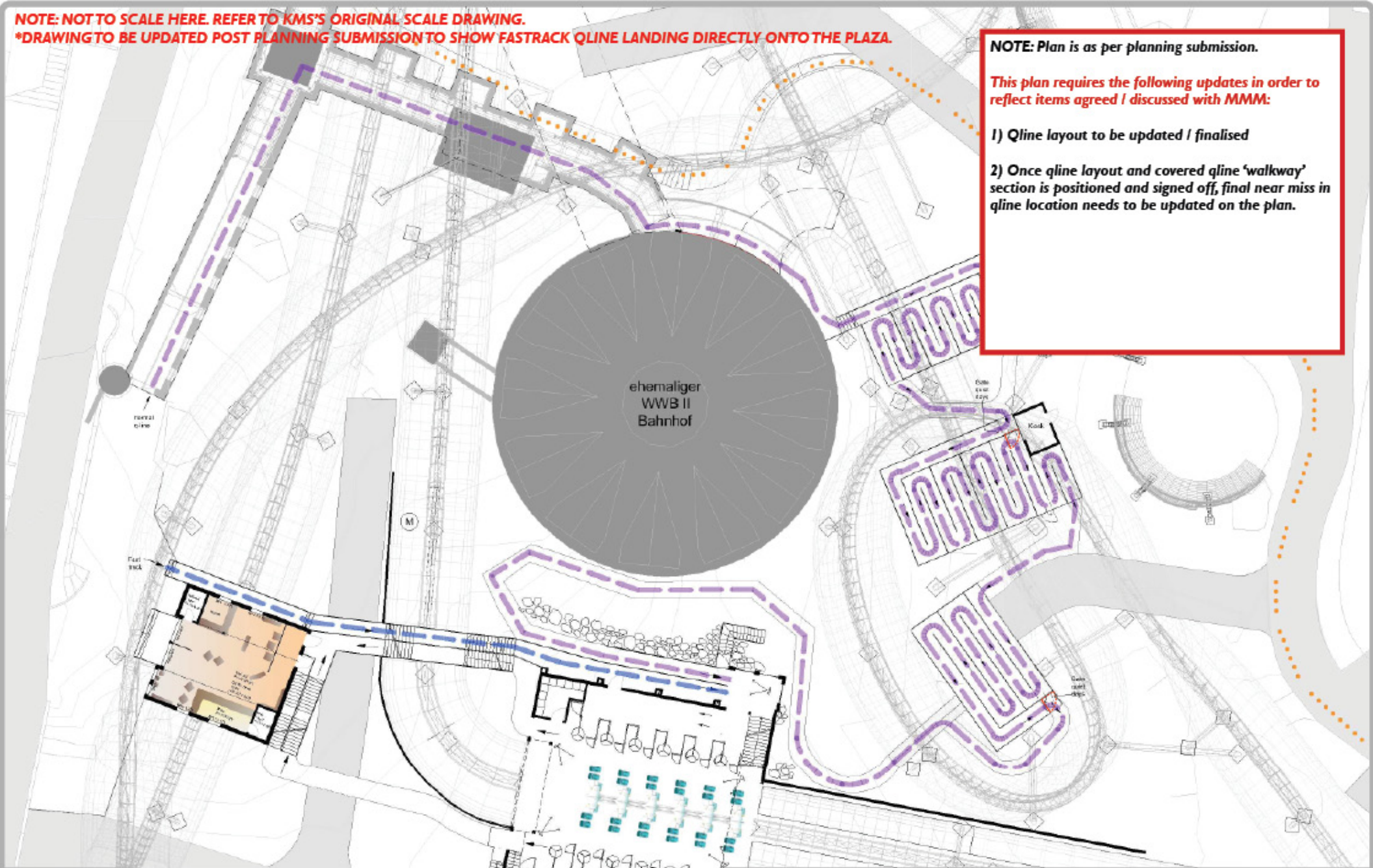
NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.

***DRAWING TO BE UPDATED POST PLANNING SUBMISSION TO SHOW FASTRACK QLINE LANDING DIRECTLY ONTO THE PLAZA.**

NOTE: Plan is as per planning submission.

This plan requires the following updates in order to reflect items agreed / discussed with MMM:

- 1) Qline layout to be updated / finalised**
- 2) Once qline layout and covered qline 'walkway' section is positioned and signed off, final near miss in qline location needs to be updated on the plan.**



QUEUE LINE PLAN ARCHITECT'S DRAWING



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14WINGS

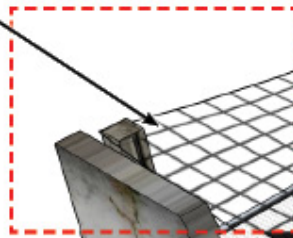


NOTE: QLINE COMPOUNDS TO BE SCALED TO DIMENSION NECESSARY TO ACHIEVE REQUIRED QLINE LENGTH

- Concept is to position beneath low points of the ride track to create the sensation that the demon is 'dive-bombing' the guests inside, trying to grab them.

- Based on a compound of 6.7m x 8.5m, and the qline is 1.2m in width and provides approx 43m of qline within a tight footprint.

If not beneath ride, but simply protecting from falling objects, netting may be acceptable. (similar material as per Krake, for example)



F&B kiosk built into design of one of the compounds - to look like part of the old building which is still standing.

Where sitting beneath ride track, solid weld-mesh overhead to protect from falling objects (solid so that guests cannot poke umbrellas etc through) Support posts themed in to look like part of old house structure.

Dimension to be agreed with Health & Safety,

Where safety envelope is close to guests eg 2.1m above ground level, solid sheeting to be used between guests and safety envelope

Fire escape (NA) breakout point in mesh fencing

1.3m post & rail fencing within to form qline (fencing is shared, double sided) to reduce cost

Crumbled walls around the edge, to suggest what the structure would have once been

NOTE: USE THIS PAGE FOR LAYOUT CONCEPT ONLY. REFER TO SUBSEQUENT PAGE FOR AESTHETIC PROPOSAL

Modern warning signage

Concrete floor surfacing to look like the foundations of the old building

1.8m chainlink fencing, to suggest the guests have been 'penned in' to the compounds

STORY & ATMOSPHERE:

Compounds to look like old destroyed buildings. All that is left is the foundation slab of the building and some low walls.

The ruins have been re-fortified with modern mesh fencing, creating a sense that the guests are being 'penned in' as the demon swoops overhead.

QLINE 'COMPOUNDS' CONCEPT



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14WINGS



The old door of the structure is still in place, hanging open. This is to help explain the building structure more (door fixed, not functional).

Chainlink mesh fencing with timber features to soften, as shown on page 35 (Fencing).



Crumbled remnants of an old building structure (NOT WARTORN, but simply old and deteriorated).

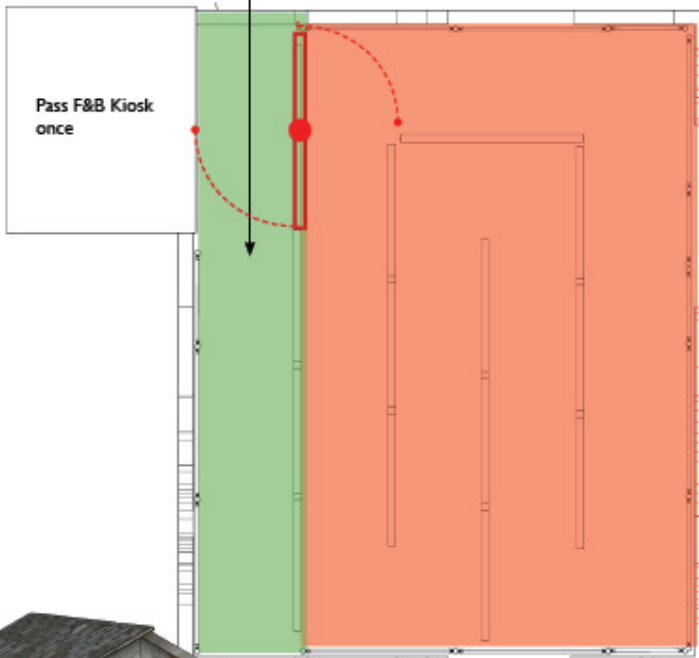


Areas of damaged plaster wall, to ensure it visually ties in to the architectural style of the other buildings (station, etc)

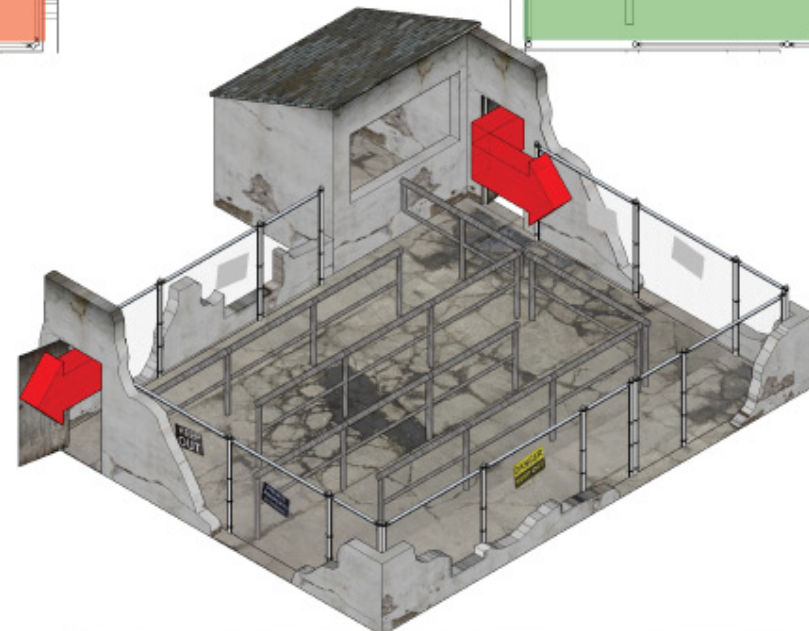
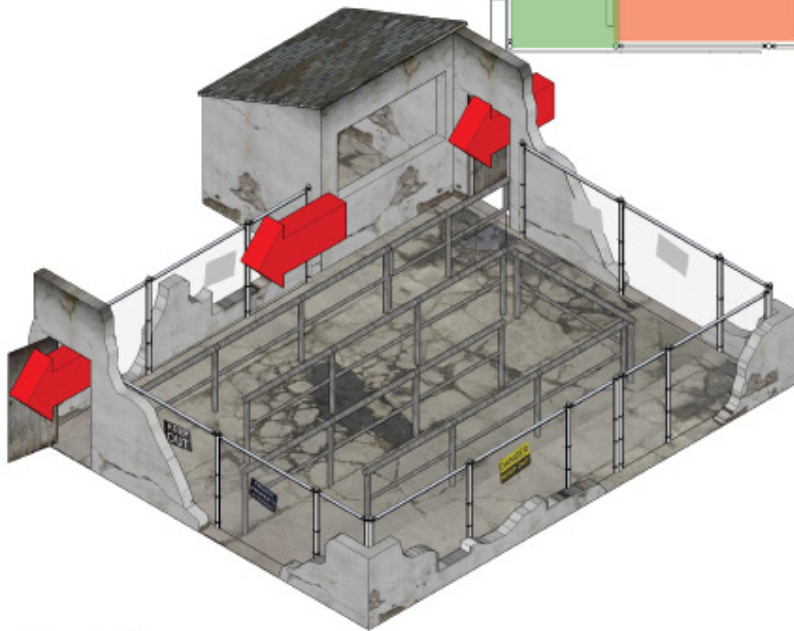
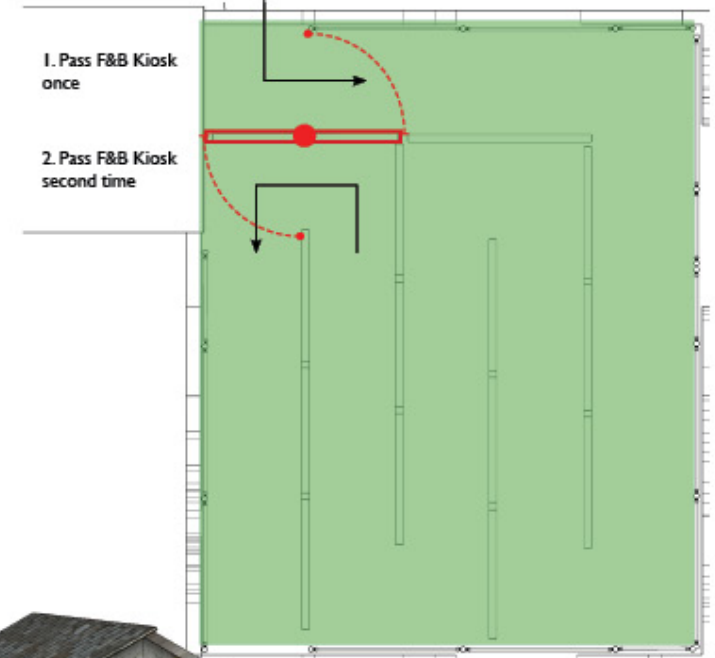
Majority of plaster has fallen off - brick/stonework beneath is visible (aged effect)

NOTE: QLINE COMPOUNDS TO BE SCALED TO DIMENSION NECESSARY TO ACHIEVE REQUIRED QLINE LENGTH

QUIET DAY - GATE IN 'CLOSED' POSITION



QUIET DAY - GATE IN 'OPEN' POSITION



**QLINE 'COMPOUNDS' CONCEPT
PEAK / OFF-PEAK DAYS**



HEIDE PARK - 2014
DRAFT THEME BOOKLET v.04
14WINGS

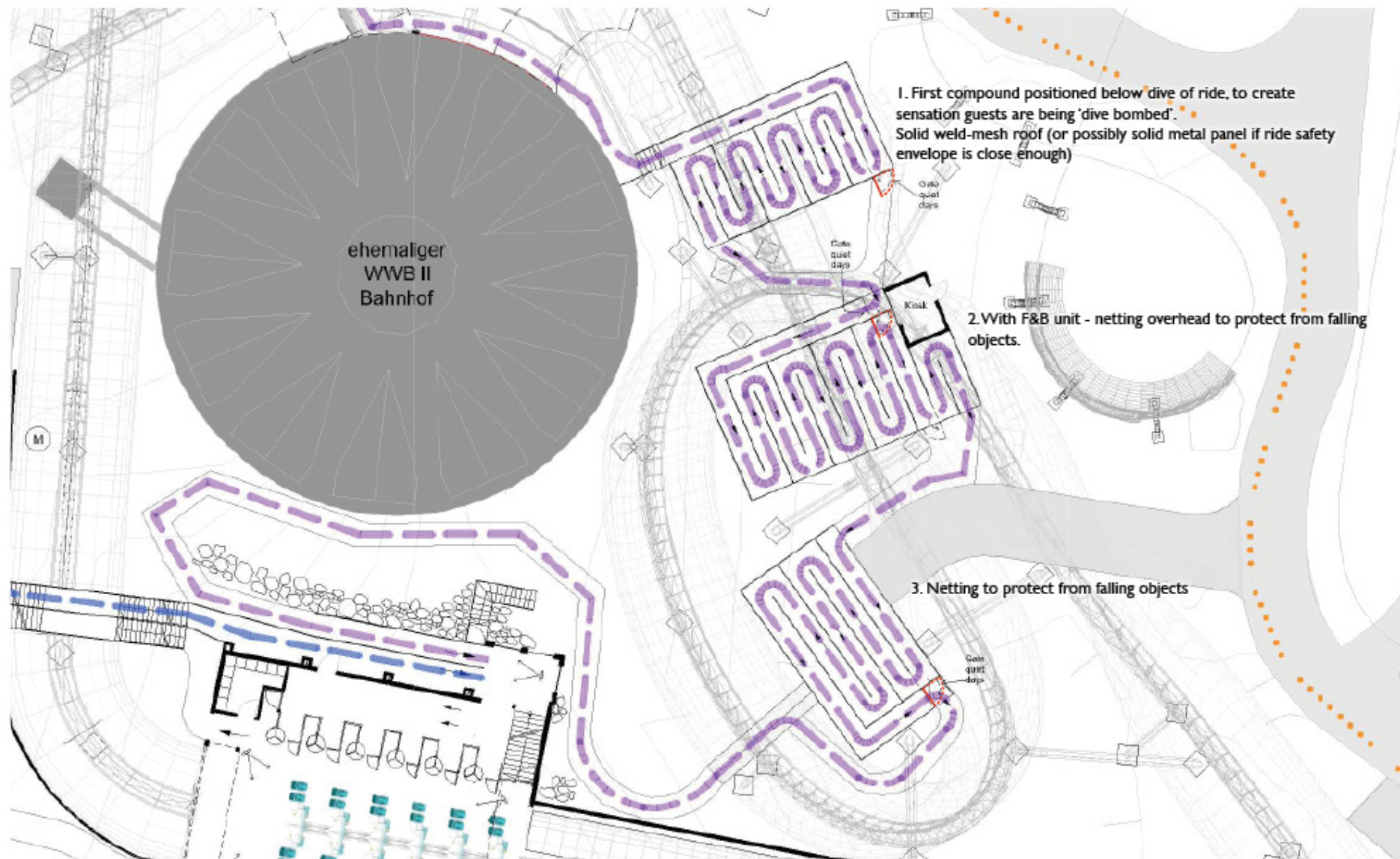


NOTE: QLINE COMPOUNDS TO BE SCALED TO DIMENSION NECESSARY TO ACHIEVE REQUIRED QLINE LENGTH.

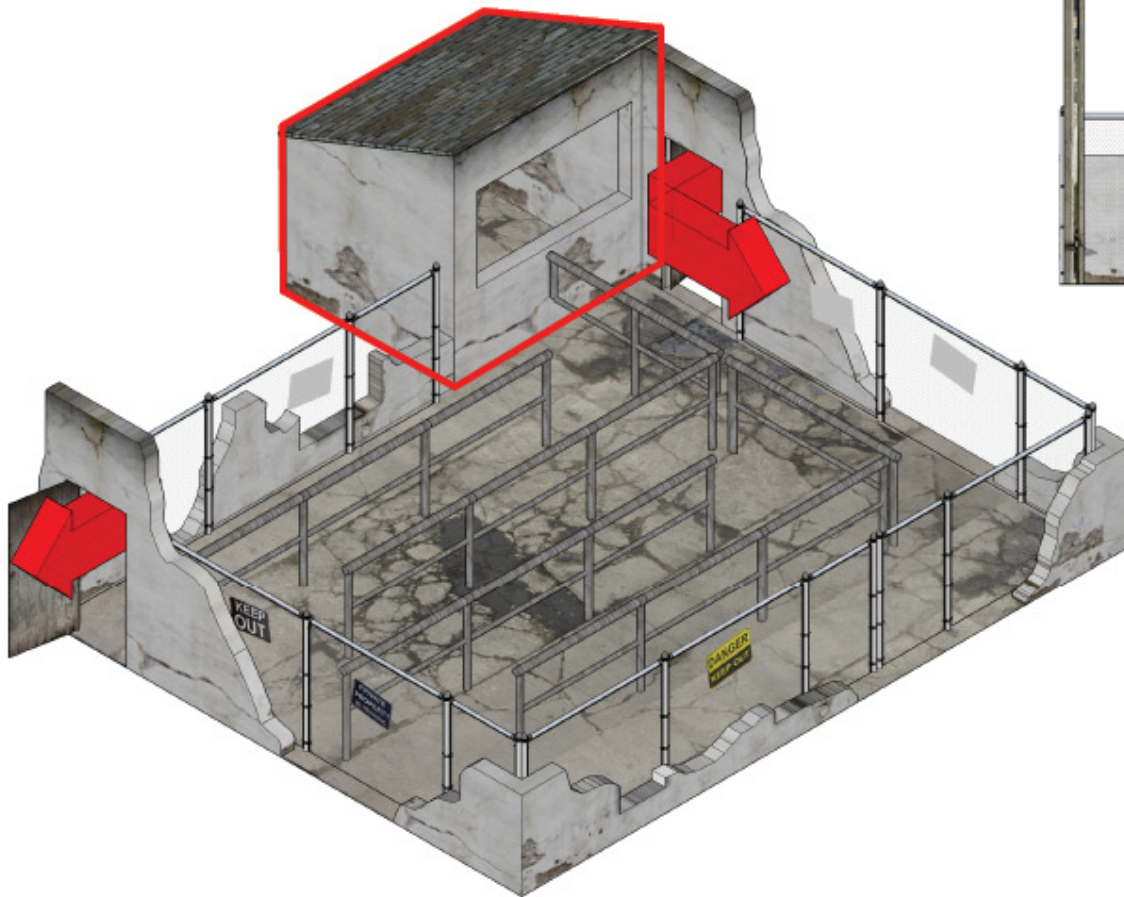
- IN ORDER TO ACHIEVE LENGTH THEY CAN BE LONG AND THIN, WIDER, ETC.

- QUANTITY CAN BE INCREASED IF REQUIRED.

- REFER TO ARCHITECT'S QLINE DRAWING. THE PLAN BELOW IS TO SHOW THE CONCEPT AND WILL BE SUPERSEDED BY THE FINAL KMS PLAN.



QLINE 'COMPOUNDS' CONCEPT LOCATIONS



QUEUE LINE KIOSK

Small retail kiosk within Qline

STRUCTURE: Kiosk is to be built onto one of the qline 'foundation' structures, to look like a part of the original building which is still intact.

Basic 'box' construction themed with stone, render and timber effect with ruined asphalt slate-style roof - to match the main station building. Aged scenic paint effects.

STORY & ATMOSPHERE:

The F&B kiosk forms part of one of the foundation features - it is a 'less destroyed' part of the old buildings.

QUEUE LINE F&B UNIT CONCEPT

KMS DWGS WHEN RECIEVED



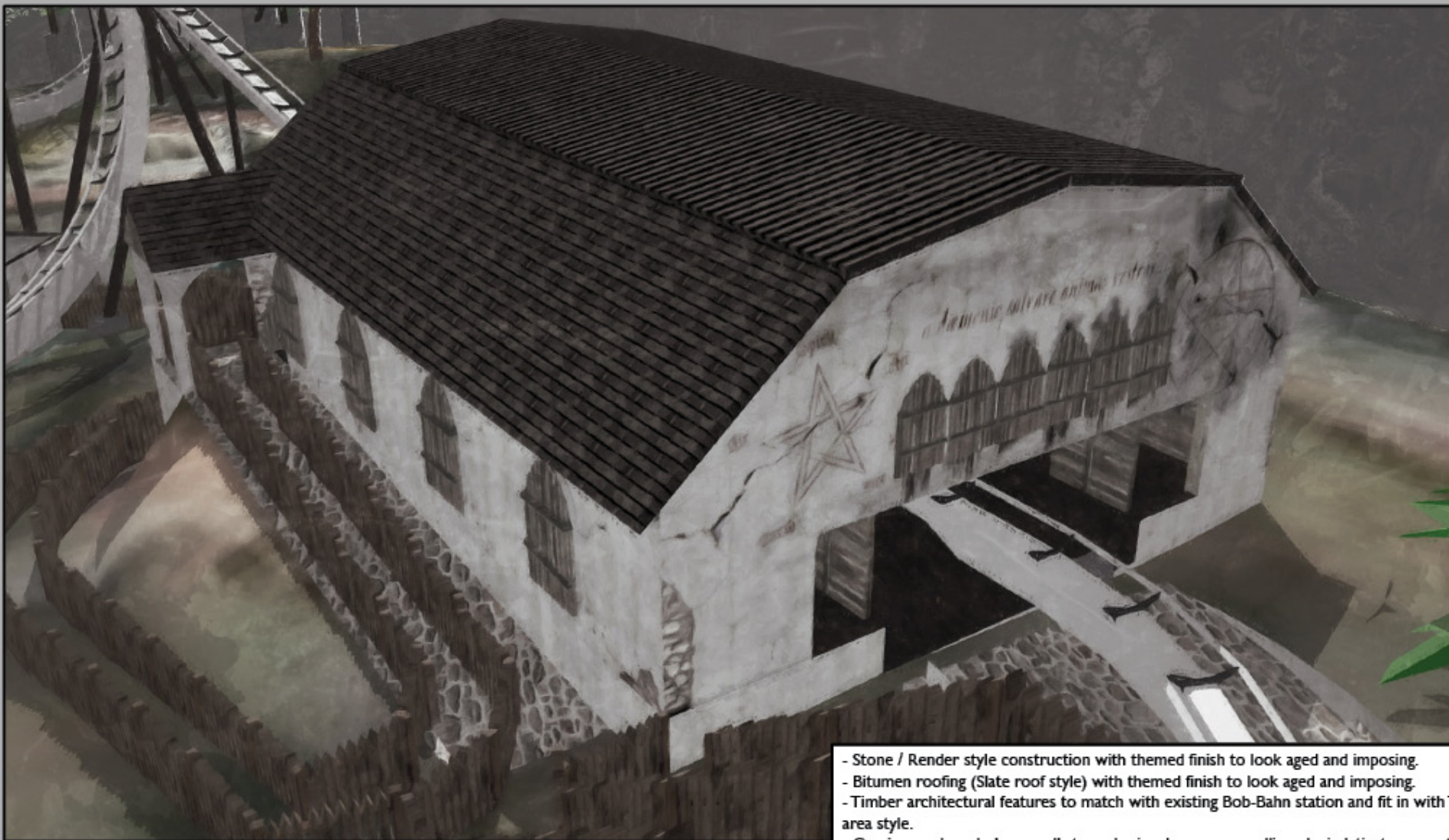
Stone / render structure with slate/tiled roof - fitting in with the existing structures on-site, but also fitting in with the world of 'demons' and Transylvania.



STATION REFERENCE IMAGES
FORTIFIED STONE & RENDER

HEIDE PARK - 2014
 DRAFT THEME BOOKLET v.04
 14WINGS





EXTERIOR VIEW - FRONT FACADE

NOTE: OVERALL THEMING VISUAL ONLY. REFER TO KMS DRAWINGS FOR CONSTRUCTION DETAILS

- Stone / Render style construction with themed finish to look aged and imposing.
- Bitumen roofing (Slate roof style) with themed finish to look aged and imposing.
- Timber architectural features to match with existing Bob-Bahn station and fit in with Transylvanian area style.
- Carvings and symbols on walls to emphasise demons, e.g. calligraphy in latin, to suggest incantations, etc.
- Exit route from far side loading platform passes over ride track (as per Swarm station layout) using timber feature walkway on outside of front facade.
- Style takes reference specifically from Fortified Transylvanian Chapels / Churches.
- Entrance / merge point combined into overall visual design to look like a 'porch' to the building.
- Windows are surface fixed features, **not extruded through walls**. See 'Windows detail' sheet.

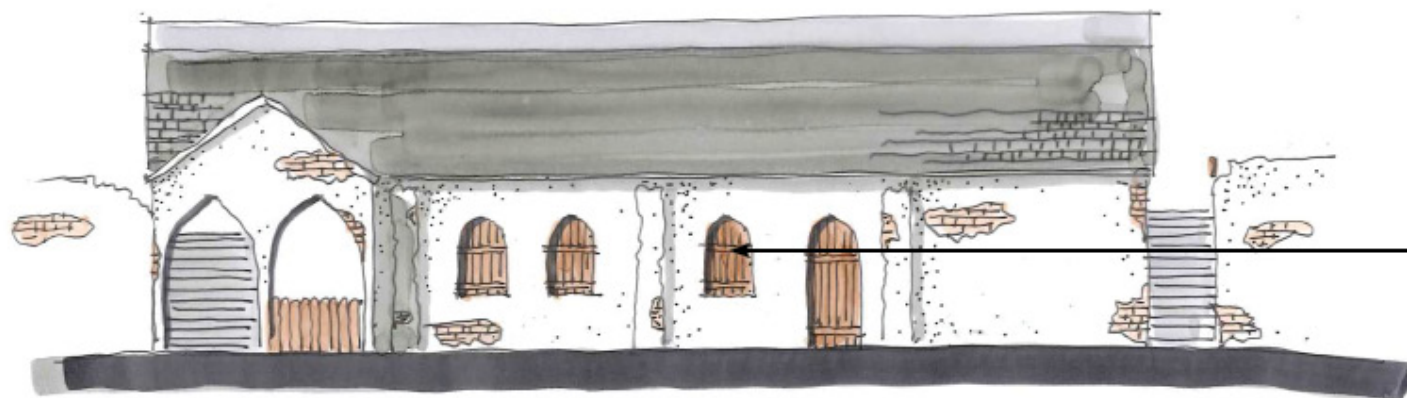


EXTERIOR VIEW FROM QUEUEING AREA - SIDE FACADE

NOTE: OVERALL THEMING VISUAL ONLY. REFER TO KMS DRAWINGS FOR CONSTRUCTION DETAILS

- Stone / Render style construction with themed finish to look aged and imposing.
- Bitumen roofing (Slate roof style) with themed finish to look aged and imposing.
- Timber architectural features to match with existing Bob-Bahn station and fit in with Transylvanian area style.
- Carvings and symbols on walls to emphasise demons and rituals, e.g. Pentagram.
- Style takes reference specifically from Fortified Transylvanian Chapels / Churches.
- Entrance / merge point combined into overall visual design to look like a 'porch' to the building.
- Views and light-spill into station building controlled by boarding up windows.
- Windows are surface fixed features, *not extruded through walls*. See 'Windows detail' sheet.

NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.



WINDOWS ARE SURFACE FIXED FEATURES, NOT EXTRUDED THROUGH WALLS. SEE 'WINDOWS DETAIL' SHEET.

ANSICHT NOED



STATION BUILDING [ARCHITECT'S SKETCHES]



WINDOWS ARE SURFACE FIXED FEATURES, NOT EXTRUDED THROUGH WALLS. SEE 'WINDOWS DETAIL' SHEET.

← RIDE OPERATOR'S CABIN

INTERIOR VIEW

**NOTE: OVERVIEW VISUAL ONLY.
REFER TO KMS DRAWINGS FOR CONSTRUCTION DETAILS.
REFER TO B&M DRAWINGS FOR GATES DETAILS, ETC**

- Stone / Render style construction with themed finish to look aged and imposing.
- Timber (or timber effect) roof beams.
- Timber architectural features to match with existing Bob-Bahn station and fit in with Transylvanian area style.
- Large symbol on the ceiling such as a Pentagram / Demon Trap
- Style takes reference specifically from Fortified Transylvanian Chapels / Churches.
- Ops Cabin suspended over ride track (See KMS drawings)
- Views and light-spill into station building controlled by boarding up windows.
- Additional theming to space to further enhance storyline of recent ritual having taken place (TBC)



RIDE DEPARTURE 'RITUAL EVENT' CONCEPT

NOTE: OVERVIEW VISUAL ONLY.

Concept is that after the ride train is cleared for departure, a 'ritual begins' with *audio of whispers, demonic roars, and possibly wind effects*. The station lights flicker out and black lights are switched on, revealing a layer of UV paint which looks like manic scribbles all over the walls of the station interior.

The story is that you have now taken part in a ritual to give your soul to the demon, which explains why you are then taken on the flight of terror.

It does not matter that other guests waiting in the station see this happen. It is a theatrical 'event' that everyone witnesses, similar to the seat tilting procedure on AIR at Alton Towers.

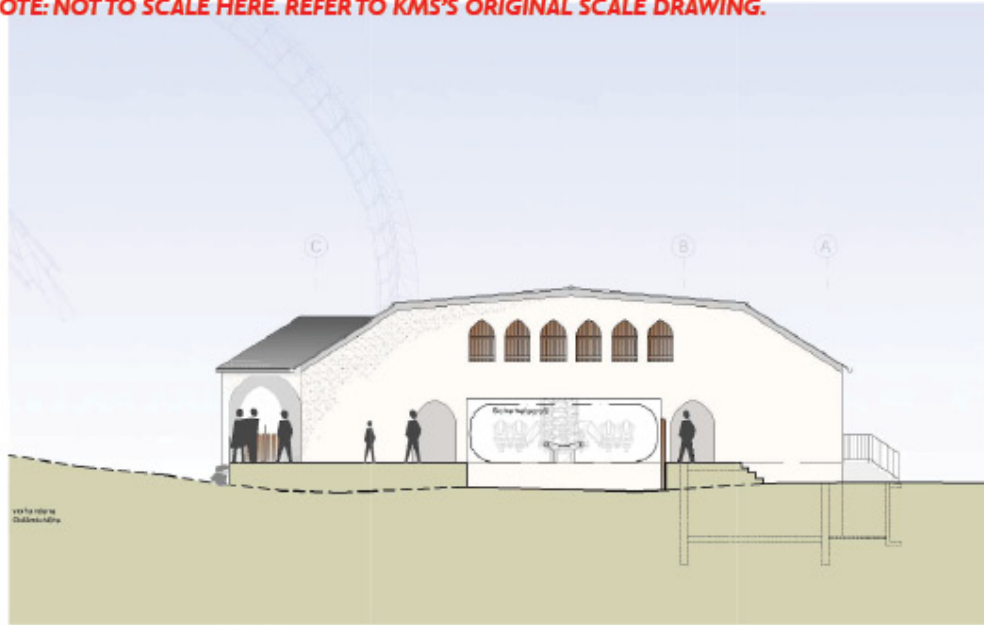


STATION INTERIOR BLACKLIGHT TRANSFORMATION CONCEPT

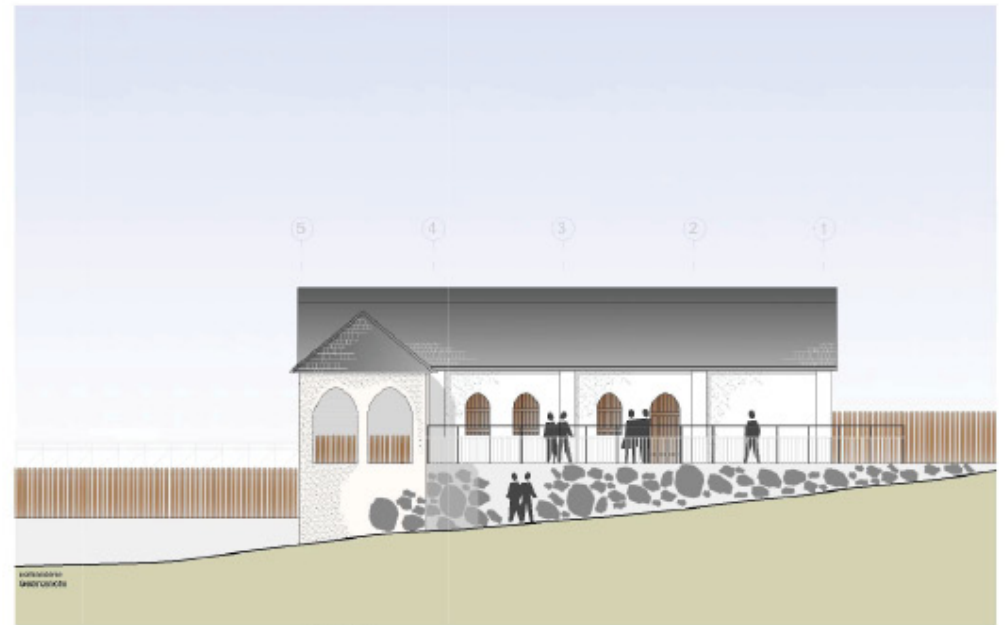
HEIDE PARK - 2014
DRAFT THEME BOOKLET v.04
14WINGS



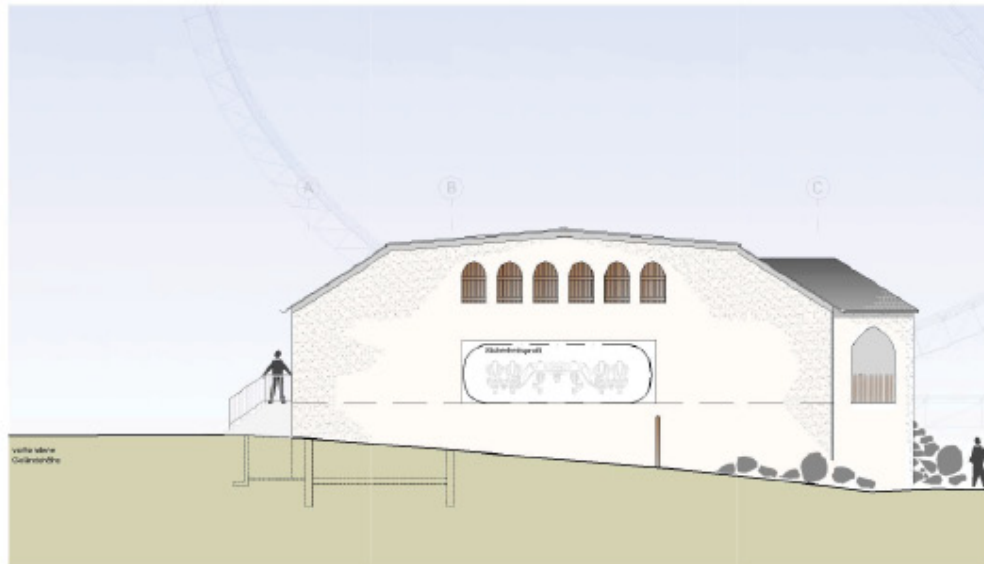
NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.



Ansicht Nord



Ansicht Ost



Ansicht Süd



Ansicht West

LEGENDE:
 DKFF Oberer Perigrüßboden
 3.00 Oberer Perigrüßboden
 3.00 Oberer Perigrüßboden
 3.00 Oberer Perigrüßboden
 3.00 Oberer Perigrüßboden



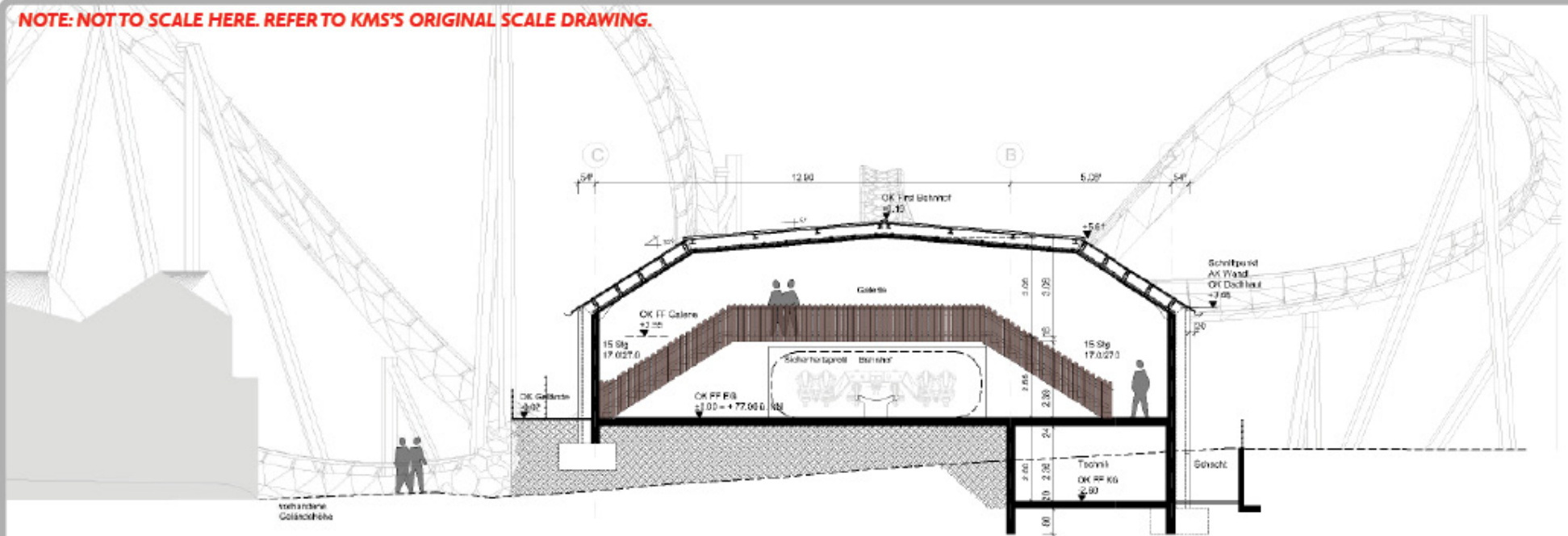
STATION BUILDING

[ARCHITECT'S DRAWINGS - NOT TO SCALE*]

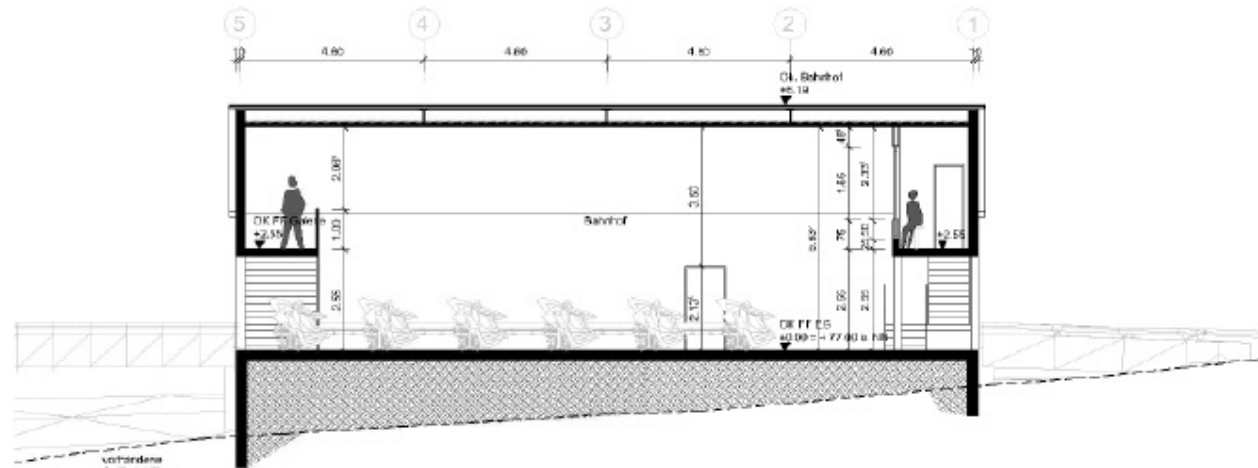
HEIDE PARK - 2014
 DRAFT THEME BOOKLET v.04
 14WINGS



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.



Schnitt C1-C1



Schnitt C2-C2

LEGENDE

- OK FF Oberkante Fertighausboden
- q.NN über Normalnull
- ± 0.00 OK FF EG Bahnhof = 77.00 GNN
- Bauteil A: Neubau Fahrgeschäft Wing Coaster
- Bauteil B: Bestehende Tunnelanlage
- Bauteil C: Neubau Bahnhofsgebäude
- Bauteil D: Neubau Foto shop / Laden
- Bauteil E: Neubau Wartungsgebäude
- Bauteil F: Außenanlagen

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 DIPL.-ING. ULRICH HAASE • DIPL.-ING. HEIKO JAHN • DIPL.-ING. ROBERT SCALAY
 29664 WALSRÖDE, LANGE STRASSE 1, TELEFON: 05161-9886-0

KMS

HEIDE PARK RESORT
 NEUBAU WING COASTER / FAHRGESCHAFT UND ANLAGEN

PROJEKT-NR.
 2012-890

BAUTEIL:
 Heide Park Station GmbH
 Heide Park I
 20814 Sebnitz



ZEICHNUNGS-NR.
 7

MASSSTAB
 1:100

BAUTEIL C - BAHNHOF
 Schnitt C1-C1 und C2-C2

BLATTGRÖSSE
 A1

GRISCHNET
 Sch/Ba/Fl

DATUM:
 30.11.2012

BALPHEM

ARCHITEKT

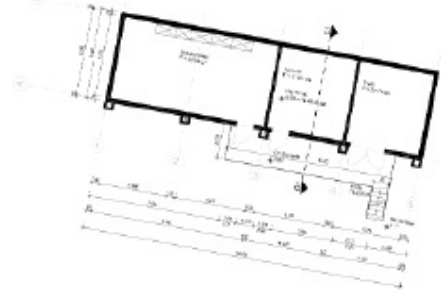


STATION BUILDING
[ARCHITECT'S DRAWINGS - NOT TO SCALE®]

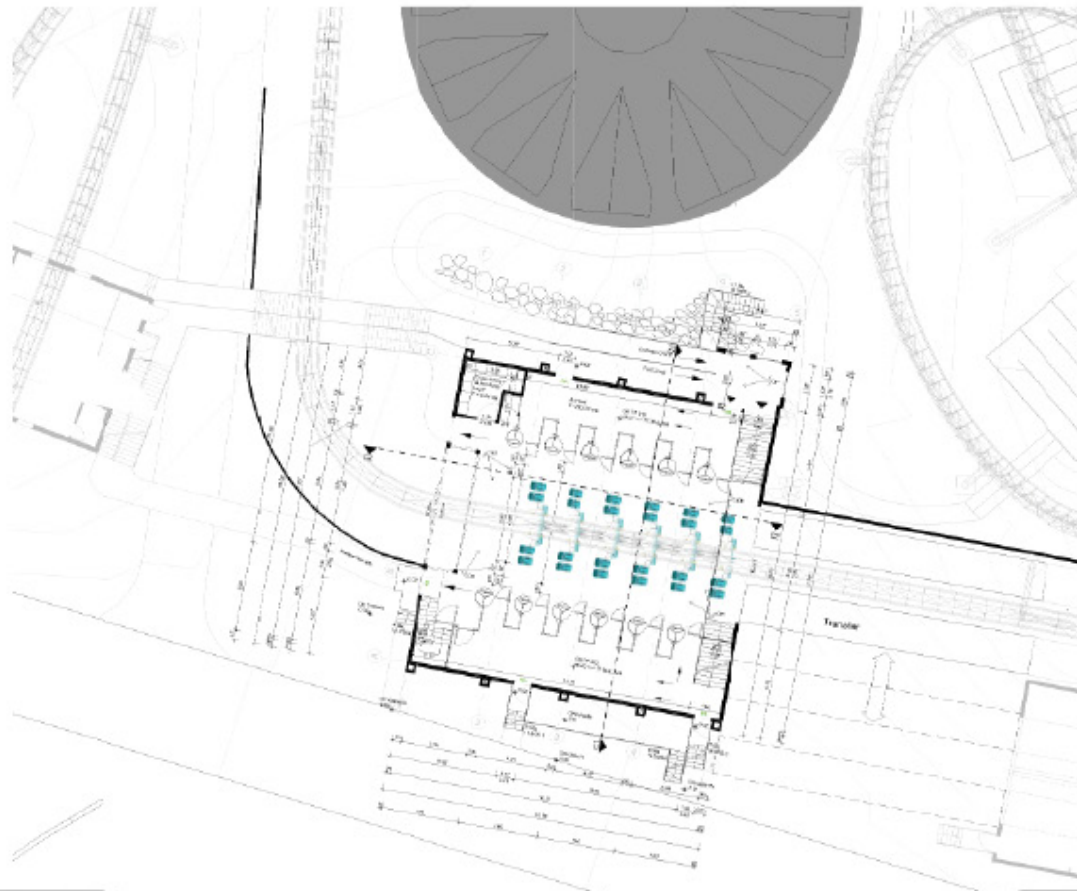
HEIDE PARK - 2014
 DRAFT THEME BOOKLET v.04
 14WINGS



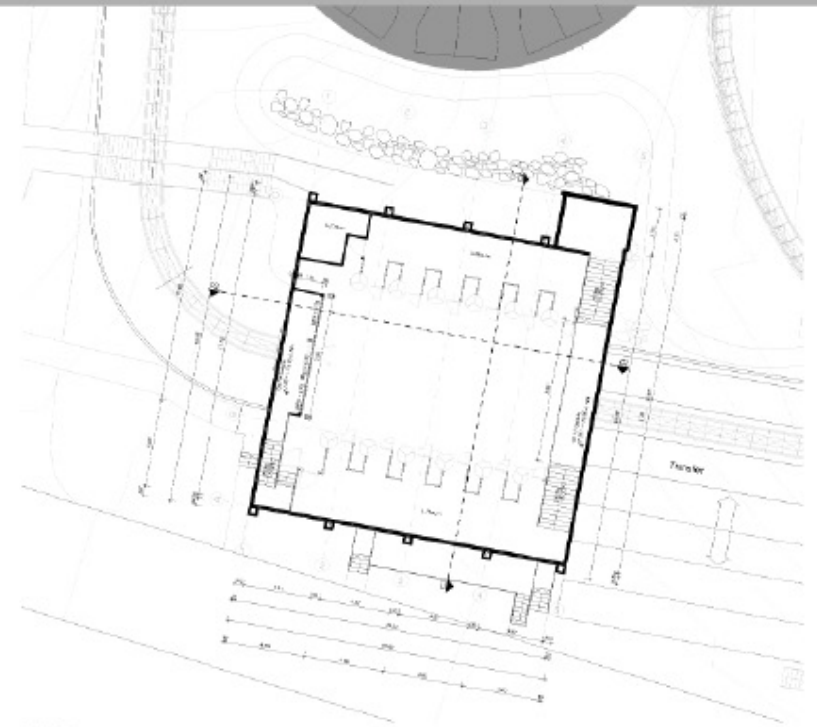
NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.



Grund des Fahrgastgebäude



City view 03 111



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KMS
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 KMS



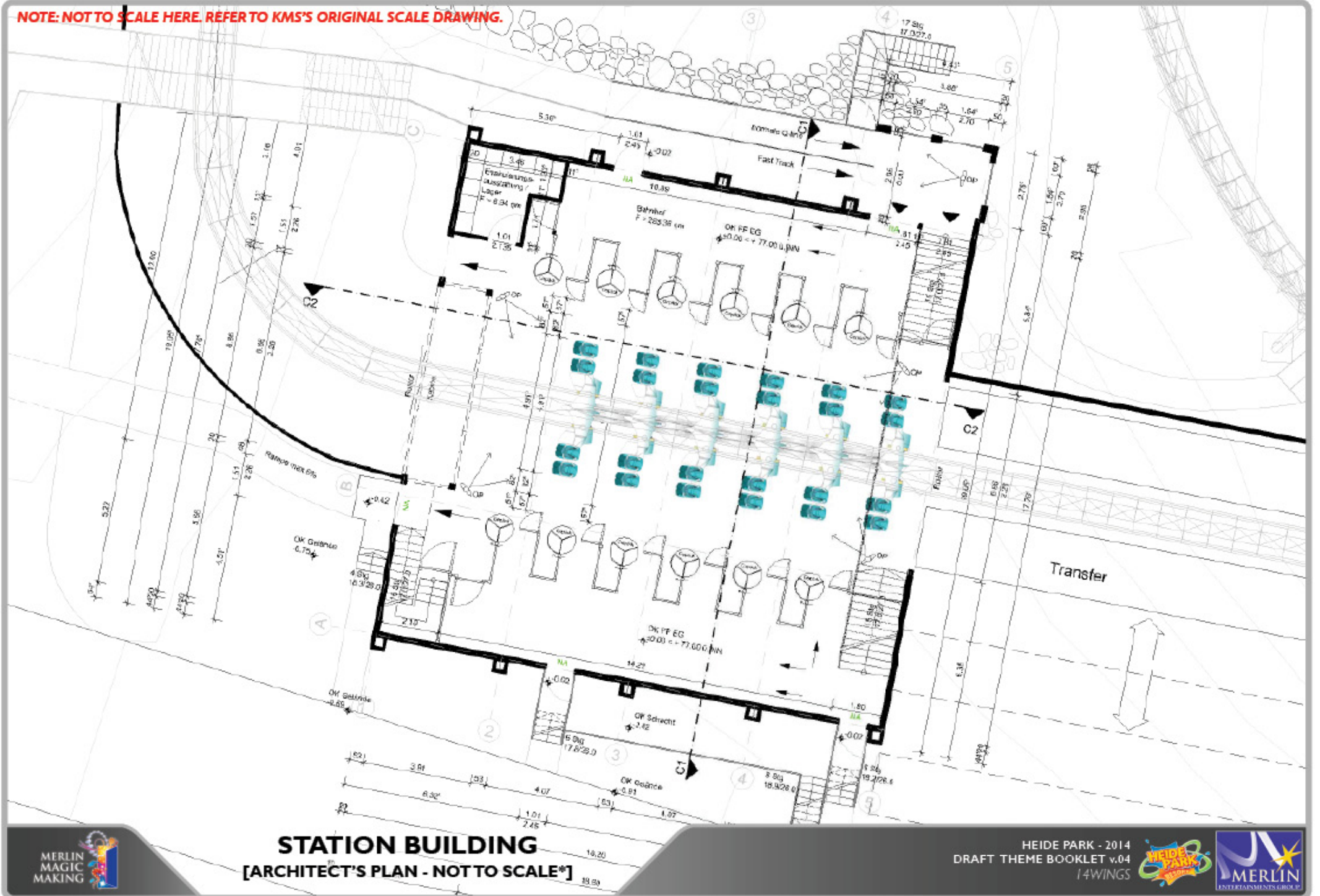
STATION BUILDING

[ARCHITECT'S PLAN - NOT TO SCALE*]

HEIDE PARK - 2014
 DRAFT THEME BOOKLET v.04
 14WINGS



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.

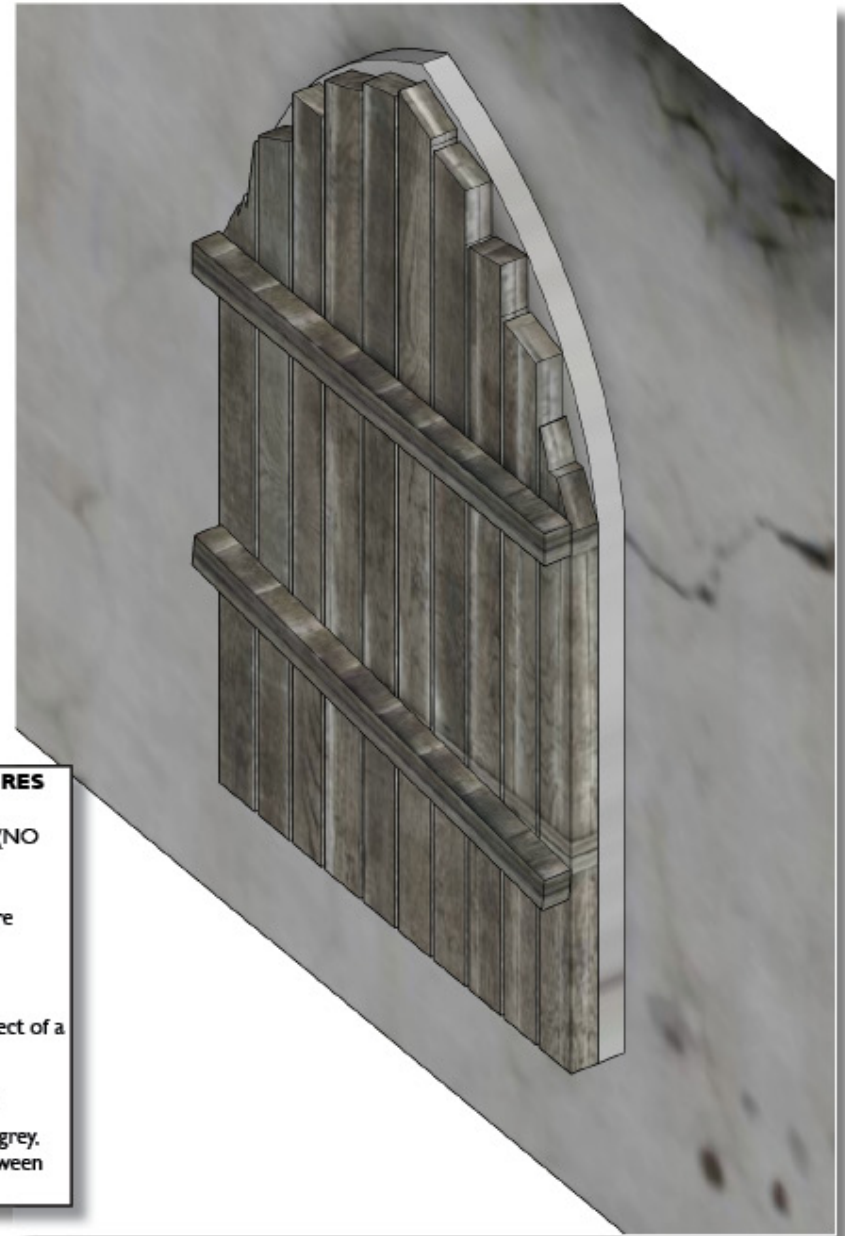
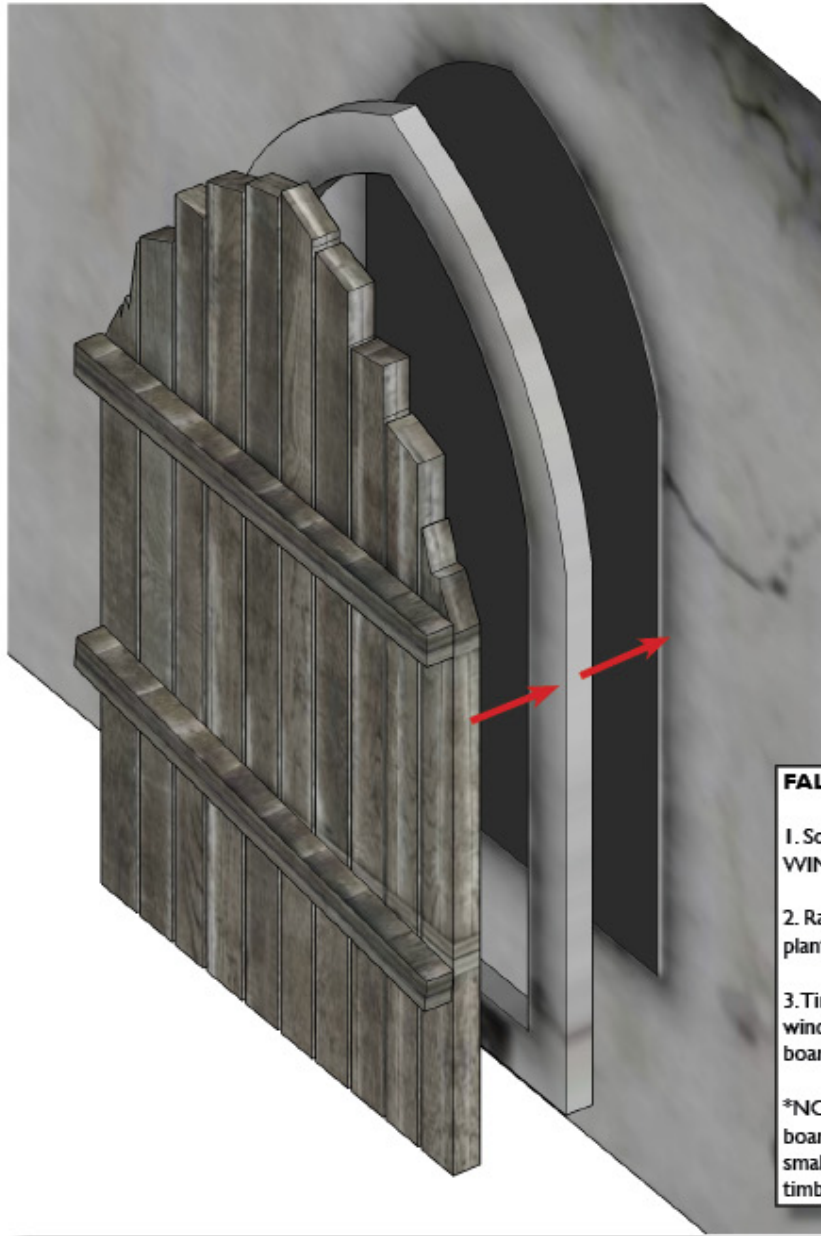


STATION BUILDING
[ARCHITECT'S PLAN - NOT TO SCALE*]



HEIDE PARK - 2014
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14WINGS





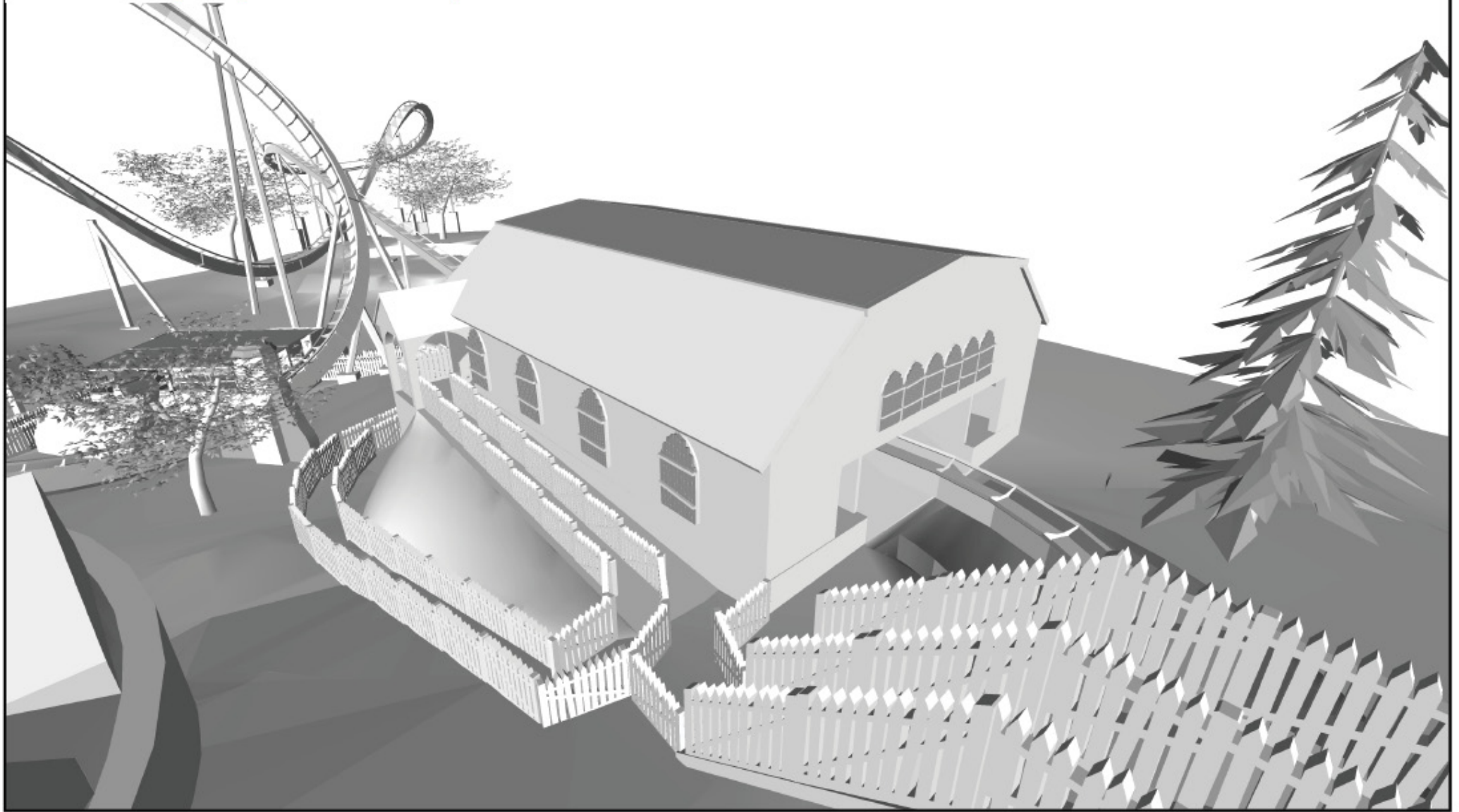
FALSE WINDOW FEATURES

1. Solid station wall elevation (NO WINDOW HOLE)
2. Raised window frame feature planted onto wall (GRP)
3. Timber 'boards' fixed to window frame to create an effect of a boarded up window*.

*NOTE: If area of wall behind boards is painted black / dark grey, small gaps can be allowed between timbers.

WINDOWS DETAIL [THEMING APPLICATION CONCEPT]

NOTE: concept model only - to help convey building in 3D.
Please refer to detail design drawings for correct station elevations/layout etc



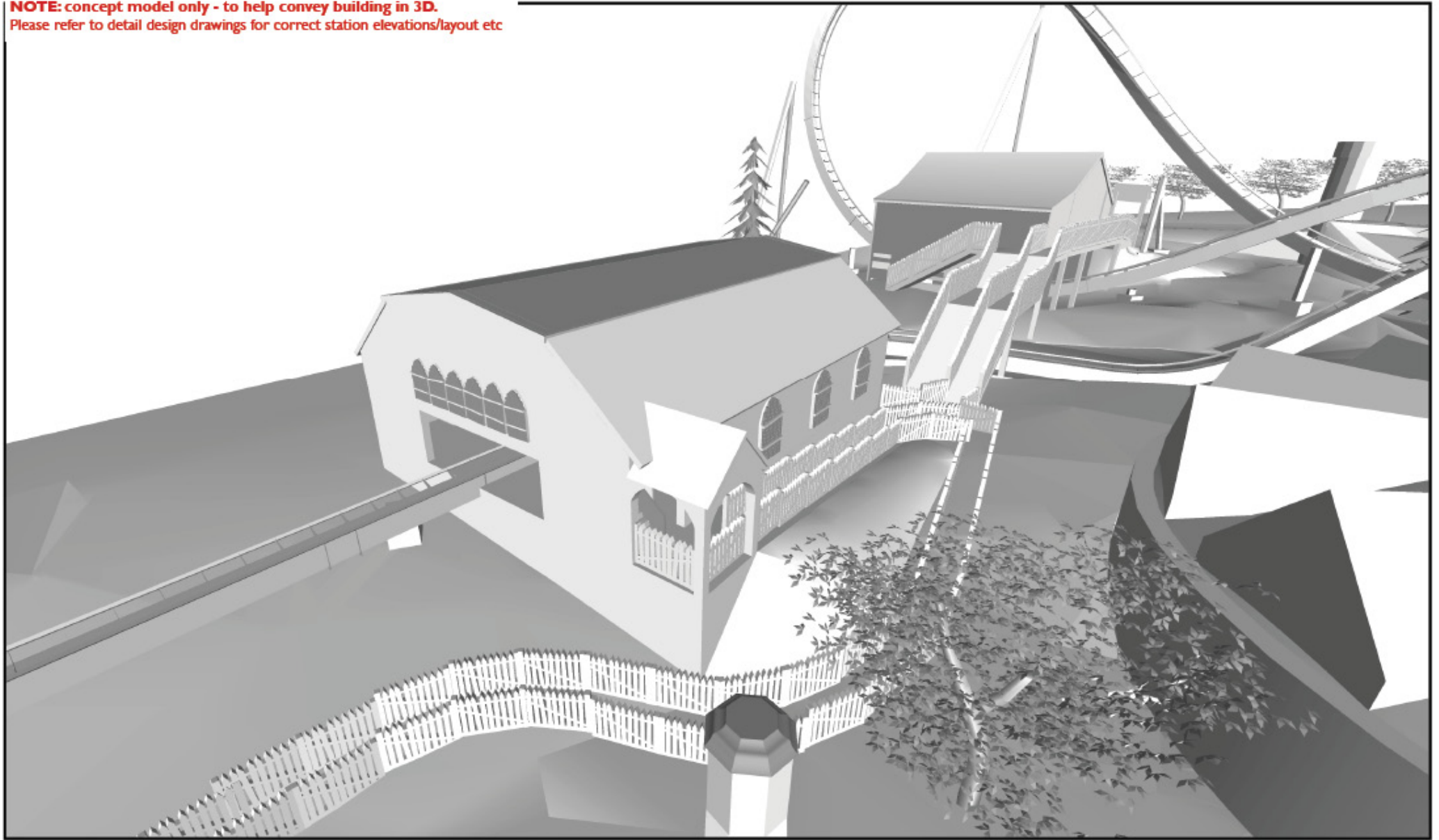
STATION BUILDING 3D MODEL
SCREEN GRAB



HEIDE PARK - 2014
DRAFT THEME BOOKLET v.04
14WINGS



NOTE: concept model only - to help convey building in 3D.
Please refer to detail design drawings for correct station elevations/layout etc



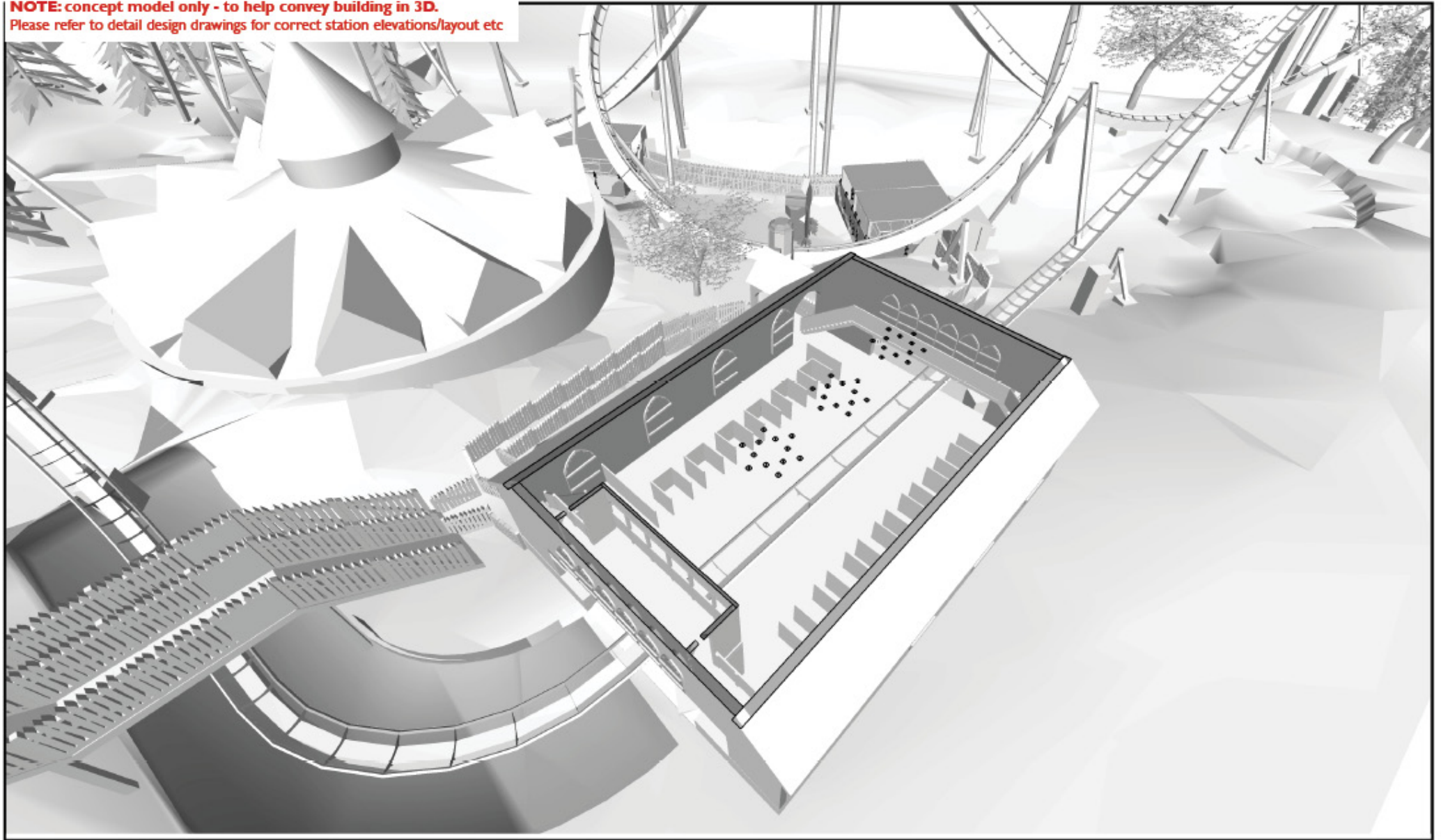
STATION BUILDING 3D MODEL
SCREEN GRAB



HEIDE PARK - 2014
DRAFT THEME BOOKLET v.04
14WINGS



NOTE: concept model only - to help convey building in 3D.
Please refer to detail design drawings for correct station elevations/layout etc



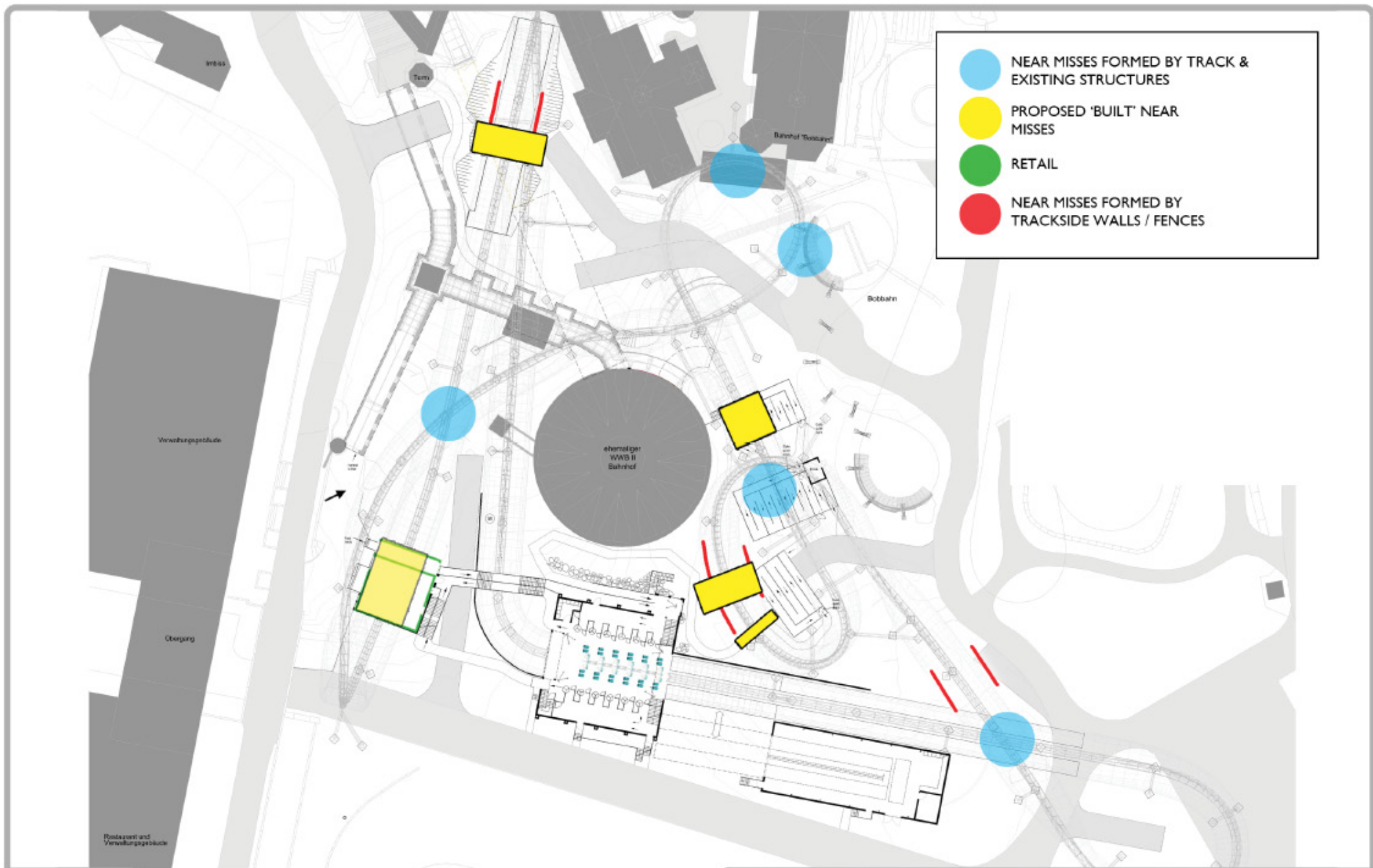
STATION BUILDING 3D MODEL

SECTION SLICE SCREEN GRAB



HEIDE PARK - 2014
DRAFT THEME BOOKLET v.04
14WINGS





- NEAR MISSES FORMED BY TRACK & EXISTING STRUCTURES
- PROPOSED 'BUILT' NEAR MISSES
- RETAIL
- NEAR MISSES FORMED BY TRACKSIDE WALLS / FENCES

NEAR MISS LOCATIONS

STANDALONE NEAR MISS FEATURES



HEIDE PARK - 2014
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14WINGS



COVERED TRENCH SECTION NEAR-MISS

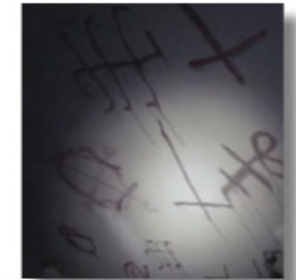
Concept is to create a short section of retaining structure in the cutting, creating a small section of trench (approx 4m deep). Simple planks span the top to create a simple, economical letterbox near miss effect.

This can be scenically enhanced further by painting a pentagram on the top, which can be seen from the top of the first inverted drop.

To further rationalise the design from a theming point of view, simple decorative bridge sides could be added, to infer that it is an old bridge structure

(NOTE: Purely theming, NOT a working bridge).

ON-RIDE VIEW: NEAR MISS ON APPROACH



LOCATION REFERENCE



VIEW FROM ABOVE



SHOP STRUCTURE NEAR-MISS

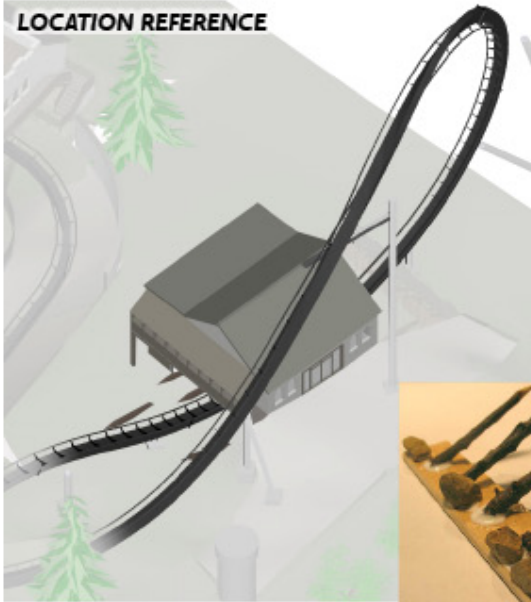
Concept is for shop building to span the ride track, creating a substantial near miss feature in itself.

*Timber spikes to add more intensity and create the impression of less space for the ride vehicle to fit through safely.

FRONT VIEW



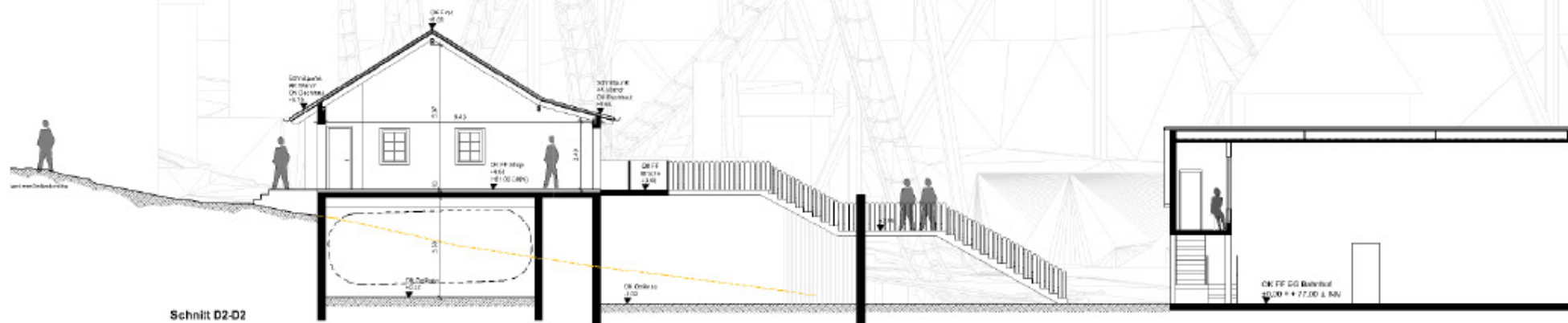
LOCATION REFERENCE



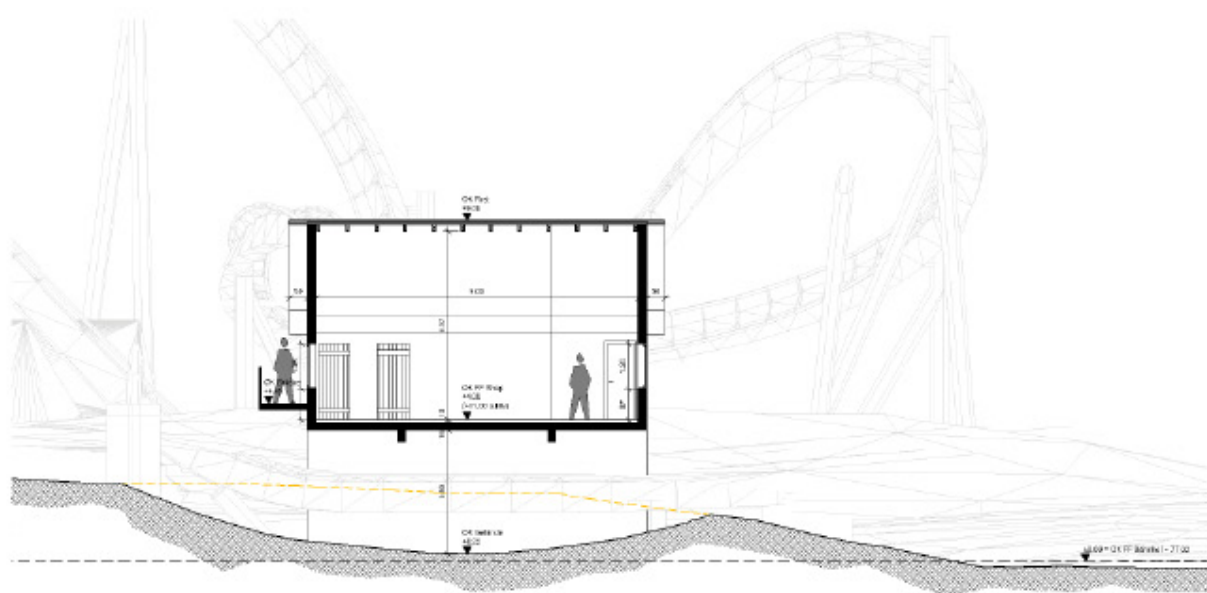
ONRIDE VIEW - APPROACH *SHOWING OPTION WITH TIMBER SPIKES



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.



Schnitt D2-D2



Schnitt D1-D1

LEGENDE

- | | | |
|-------------------------------------|--------------------------|---|
| OK FF | Oberkante Fertigfußboden | Bauteil A: Neubau Fahrgeschäft Wing Coaster |
| ± 0.00 | Gelb Normalnull | Bauteil B: Bestehende Turmellenanlage |
| ± 0.00 OK FF EG Bahnhf = 17.00 ± NN | | Bauteil C: Neubau Bahnhofsgebäude |
| ----- | Altbauch | Bauteil D: Neubau Foodshop / Laden |
| | | Bauteil E: Neubau Wartungsgebäude |
| | | Bauteil F: Außenanlagen |

KLOSTERMANN • MARQUARDT • SCHOBER • ARCHITECTEN BDA
 DIPL.-ING. JURICH HAASE • DIPL.-ING. HEIKO JÄHN • DIPL.-ING. ROBERT SZALAY
 29664 WALSRODE, LANGE STRASSE 1, TELEFON: 05161-9886-0

KMS

HEIDE PARK RESORT
 NEUBAU WING COASTER / FAHRGESCHÄFT UND ANLAGEN

PROJEKT-NR.
 2012-896

Revizien:
 Heide Park, Sobau GmbH
 Heide Park 1
 29616 Sobau



ZEICHNUNG-NR.
 10

MASSTAB
 1:100

BAUTEIL D - SHOP

Schnitt D1-D1 und D2-D2

BLATTGRÖSSE
 A2

GEZEICHNET
 Schöber

DATUM
 30.11.2012

BALNIERE

ARCHITEKT



2. SHOP BUILDING NEAR MISS
 [ARCHITECT'S DRAWING - NOT TO SCALE*]

HEIDE PARK - 2014
 DRAFT THEME BOOKLET v.04
 14WINGS

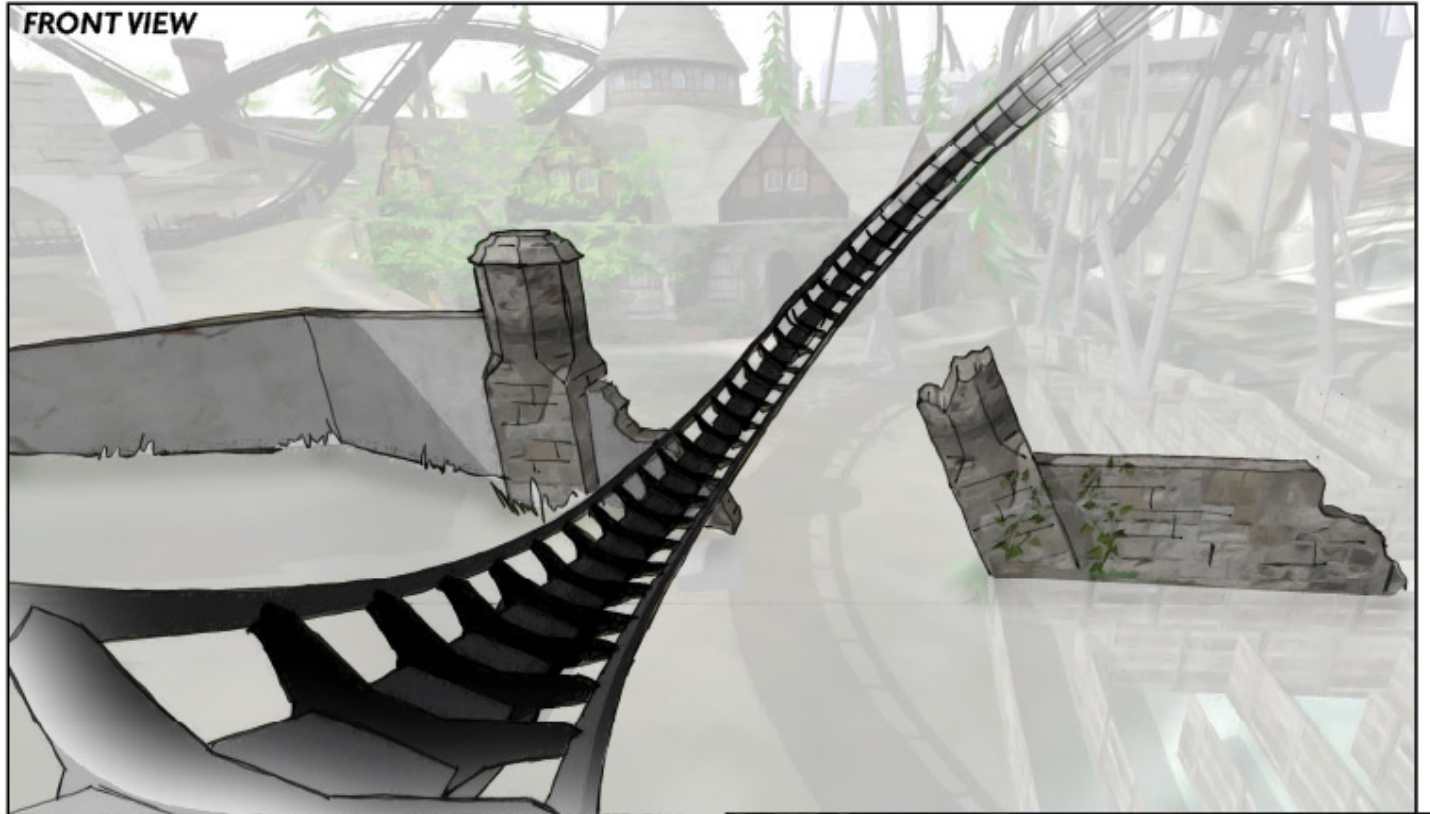


BROKEN WALL NEAR-MISS OPTION

Concept is for shop building to span the ride track, creating a substantial near miss feature in itself.

Timber spikes an optional addition to add more intensity and create the impression of less space for the ride vehicle to fit through safely.

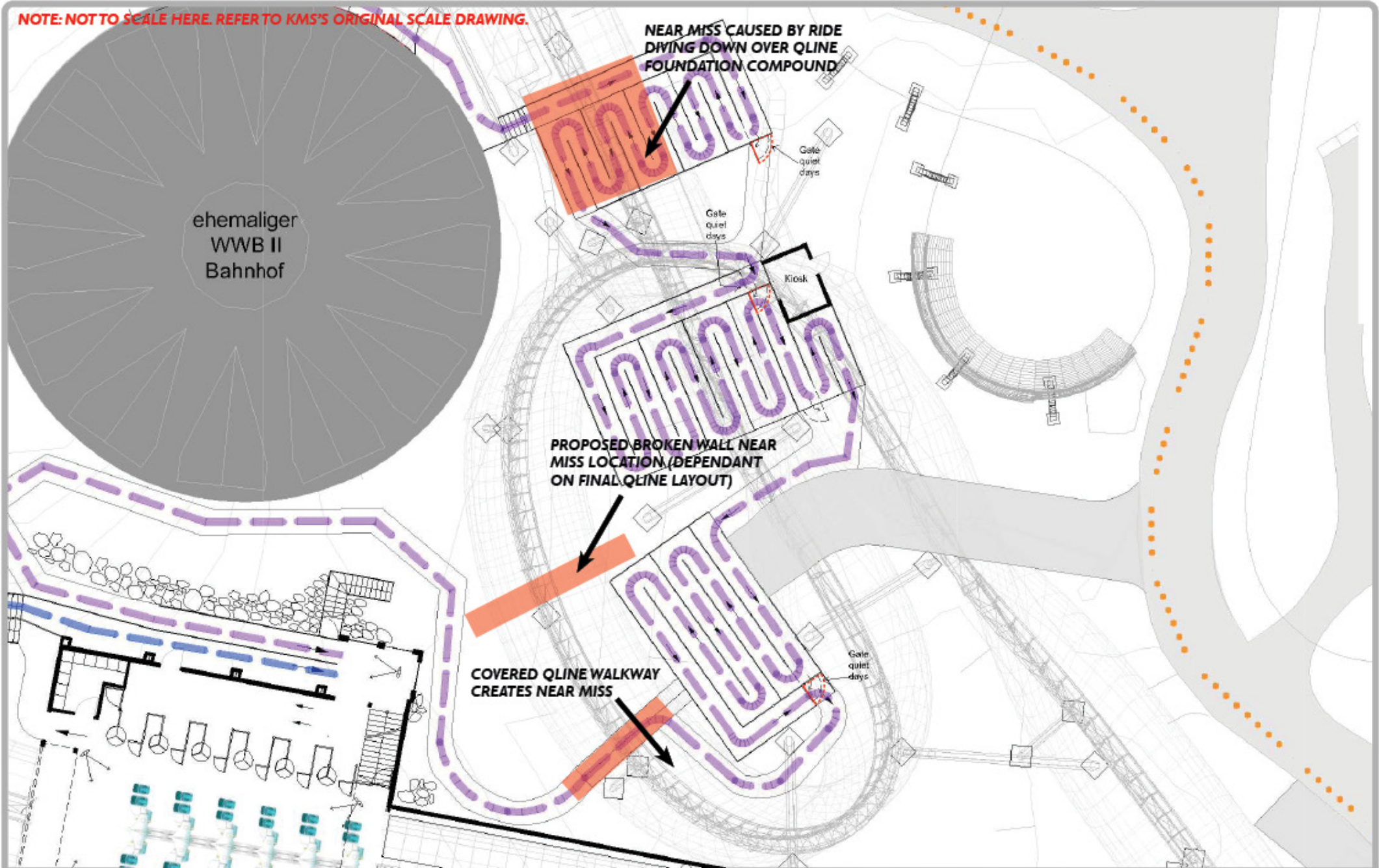
FRONT VIEW



LOCATION REFERENCE



NOTE: NOT TO SCALE HERE. REFER TO KMS'S ORIGINAL SCALE DRAWING.



3. QLINE INTERACTION NEAR MISS [ARCHITECT'S DRAWINGS - NOT TO SCALE*]

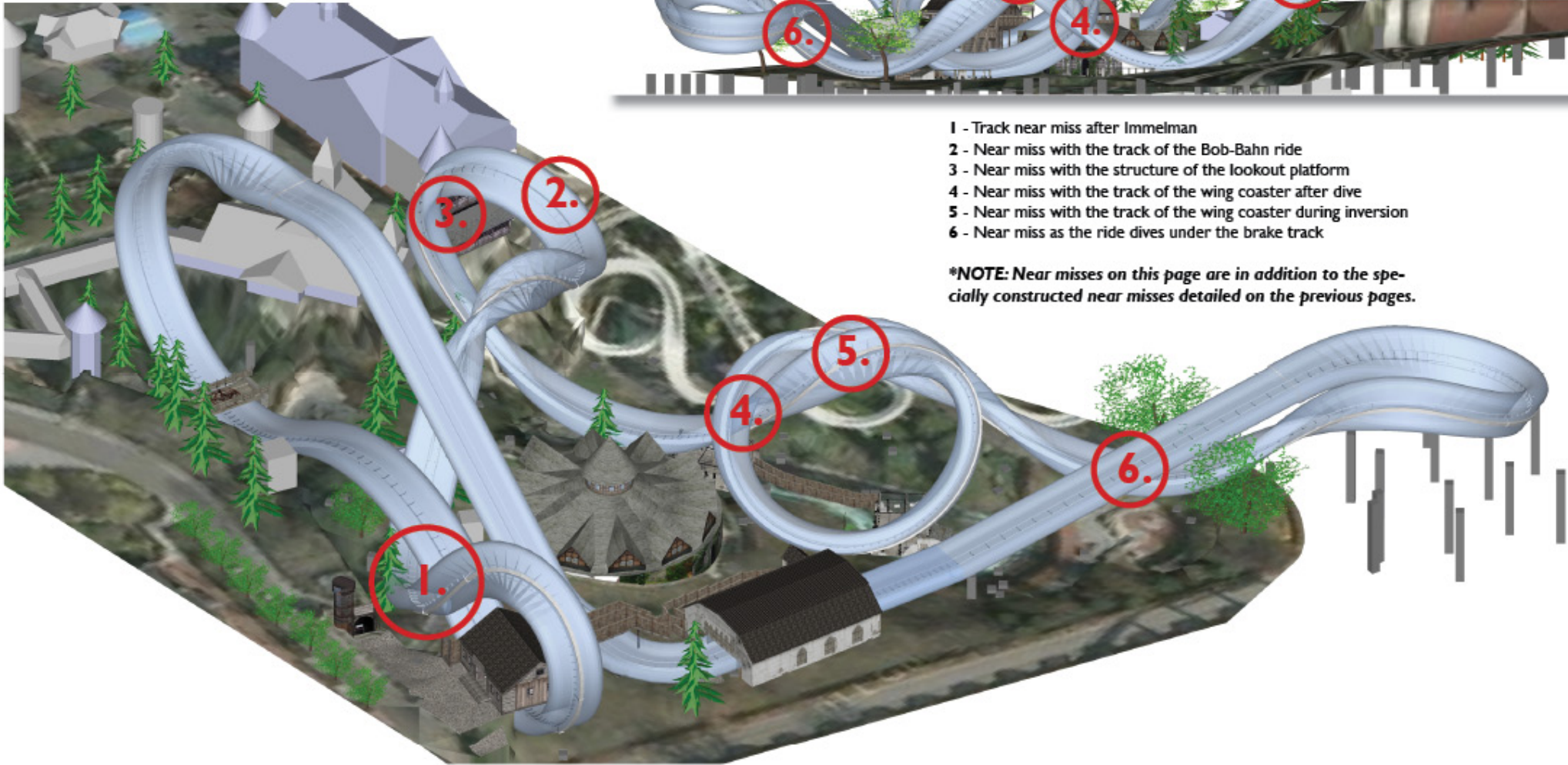
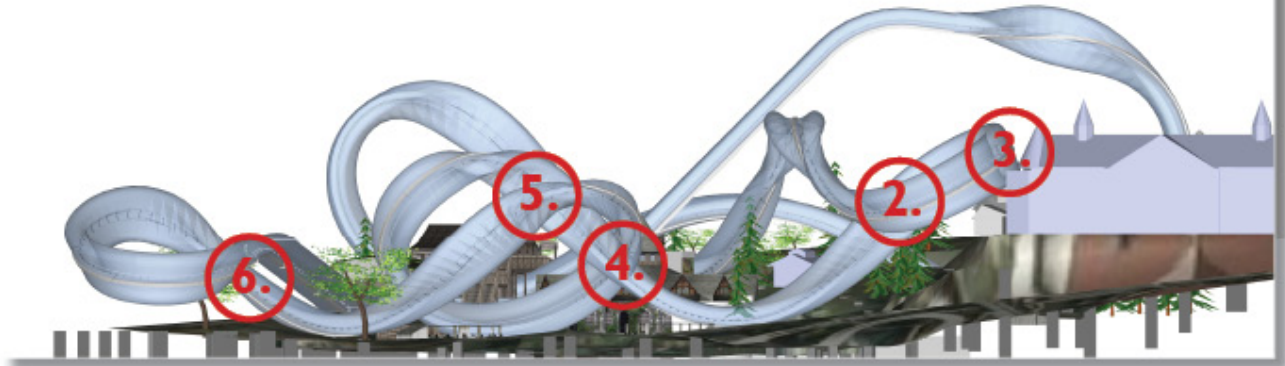


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DRAFT THEME BOOKLET v.04
14WINGS



ADDITIONAL NEAR MISSES

CREATED BY RIDE TRACK & OTHER STRUCTURES



- 1 - Track near miss after Immelman
- 2 - Near miss with the track of the Bob-Bahn ride
- 3 - Near miss with the structure of the lookout platform
- 4 - Near miss with the track of the wing coaster after dive
- 5 - Near miss with the track of the wing coaster during inversion
- 6 - Near miss as the ride dives under the brake track

**NOTE: Near misses on this page are in addition to the specially constructed near misses detailed on the previous pages.*

4. RIDE STRUCTURE NEAR MISSES [OTHER B&M RIDE LAYOUT TRACK NEAR MISSES]



THEMATIC & FEATURE SIGNAGE:

Themed area entrance arch/sign and main ride sign required [Size, shape & style to be determined by attraction name & branding]

Additional thematic signage [i.e. non operational] required through area to enhance attraction storyline etc.

Thematic signage examples/initial thinking for signage pattern styles include:

Old church signage - must be non-descript, and free from any religious connotations. Signs may have been re-painted over, severely damaged etc to suit theme.

Civilian-made warning signs - 'KEEP OUT', 'NO TRESPASSING', etc.

Painted on timber and metal with scruffy brush-strokes.

Metal standard-issue noentry signs fixed to chainlink fences.



OPERATIONAL SIGNAGE:

Operational signage brief provided by Heide Park, Merlin Studios to provide feedback and input to content.

Operational signage pack to comply to Merlin group standard legislations - including correct use of pictograms, fully legible text etc.

Merlin Studios to provide design pattern template [Heide Park to approve]

Full signage pack to be then generated based upon Heide Park brief and Merlin Studios approved template.

Full signage pack generated by others [freelance resource] Merlin studios to approve signage pack prior to production.

For costing purposes - Operational signage to be dibond printed metal signs with sanded edges - design content TBC

Operational signage pattern style to be confirmed. Initial thinking is for style to be of scrap metal / old timber panels which the villagers have used as panels to create signage.



SIGNAGE PROPOSALS TO BE UPDATED ON RECEIPT OF FULL SIGNED OFF OPERATIONAL SIGNAGE BRIEF FROM HEIDE PARK

AUDIO VISUAL:

AUDIO:

Full atmospheric area audio required plus standard operational ride audio system.
Audio content tbc.

Standard operational ride audio brief to be provided by Heide Park, MMM to provide feedback and comment.

GENERAL AREA AUDIO:

OPERATIONAL PRE-RECORDED MESSAGES:

RIDE START:

LOCALISED SPOT EFFECTS:

EQUIPMENT:

All speakers/audio system to be suitably hidden or themed/'disguised' to suit overall area theme.
Where possible, speakers to be fixed well away from guest reach/access.
All speakers to be robustly secured and made tamperproof where possible.
Any manufacturers branding/badges [i.e. BOSE] to be removed prior to installation.

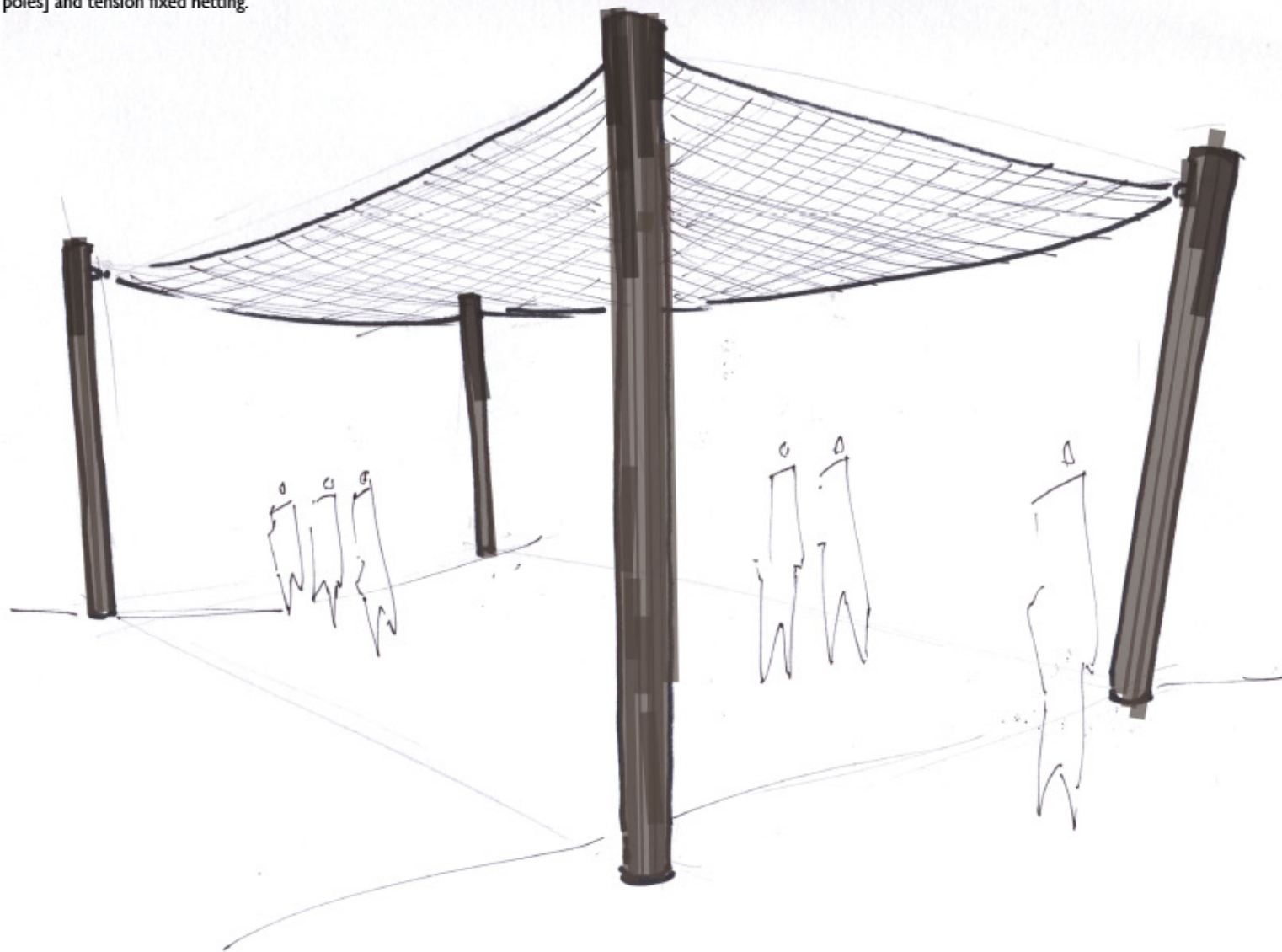
VISUAL:

Final section of Qline and ride photography kiosk to contain monitors [?]

A.V. PROPOSALS TO BE DEVELOPED IN LINE WITH BUDGET ONCE PLANS ARE FINALISED.

Where netting is required to protect guests from falling objects, pergolas to be as basic as possible
[subject to the necessary H&S requirements]

Timber post [telegraph poles] and tension fixed netting.



NETTING & PERGOLAS CONCEPT



AS EXISTING

1. Remove flower designs and re-paint rendered wall to look like aged and cracked plaster.

2. Re-paint Bobbahn text in a darker, more weathered style and more Transylvanian font.

3. Add details such as cracks and sections of broken plaster exposing stonework beneath.

4. Window frames and other timbers made darker to look like oak and to look more imposing.

5. Leave existing stonework as it is and design render sections to complement.

6. Re-theme canopy of mobile retail stall to look like aged canvas, tying in more appropriately with the building (rather than existing orange).



AS PROPOSED

