



# THE TOXIC GARDEN



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## COMPELLING PROPOSITION:

Fly through the toxic garden of Transylvania and escape from the dangerous plants as they attack you.

Be taken on an intrepid survival adventure where you climb aboard a giant drone to discover what happened in Transylvania.

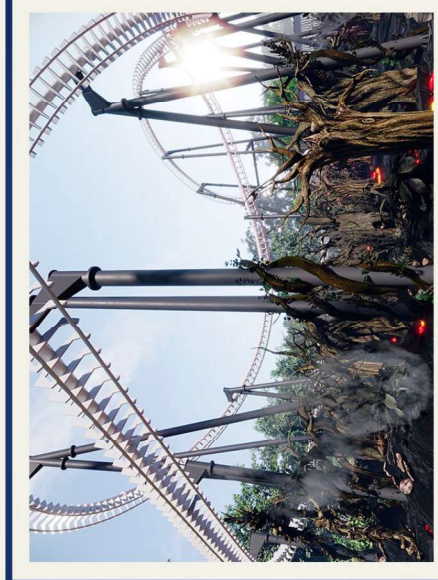
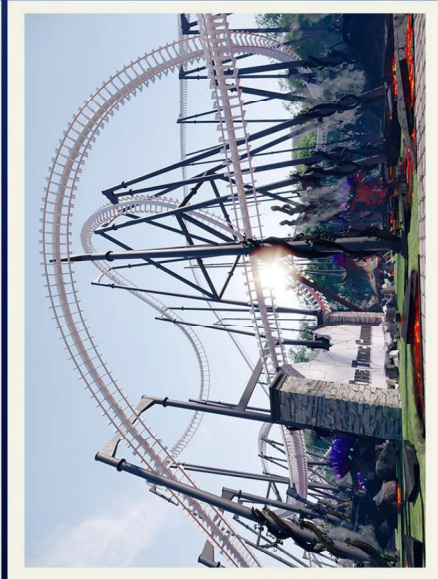
Become a courageous adventurer, flying over the toxic garden, which has been transformed by dangerous gases released from the ground after an earthquake. Defy the toxic plants, that are now the monster of a burnt forest, and escape from the clutches of these hideous creature.

But beware! a mere brush with these monster and you too will be transformed into a hideous evil creature.



## STORYTELLING

A botanical garden in Transylvania, called the Poisoned Garden, is home to the most beautiful specimens of carnivorous and poisonous plants. There has been an earthquake nearby and cracks have opened up in the ground. The subsoil at this location in Transylvania is rich in a peculiar gas that has come into contact with the carnivorous plants transforming them into grotesque and dangerous organisms of enormous proportions. A roller coaster twist and turns through an exhilarating Transylvanian botanical garden, infested with ferocious carnivorous plants. A group of survival adventure-seekers decide to fly over the infested area in a drone, in search of an adventure that tests their instinct. Will they manage to escape the clutches of these horrendous creatures?



Carnivorous plants, which have been turned into monster after coming into contact with the subterranean gas, infested everything around them. Everything becomes grotesque and terrifying for anyone who wants to enter this garden. Large cracks in the earth where gas escapes are clearly visible in many areas of the garden. Plants are mutating. The adventure-seekers fly their drone over the garden, encountering 2 dangerous situations. The first, a vegetable monster chases the adventurers and the drone flies so fast to escape the hideous creature that, passing through the botanical garden, it also destroys the main sign. The second, a forest of lava-burnt plants that looks like a hand trying to catch them.



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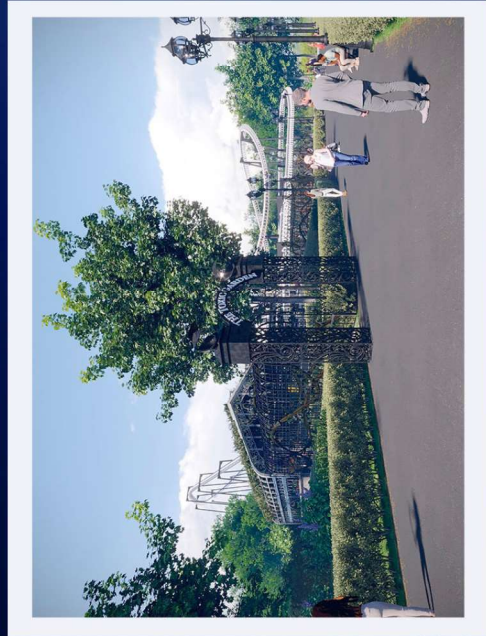
# ATTRACTION KEY BEATS



## TOXIC GARDEN ENTER

**Location:** Botanical Garden

**Guest Role:** Prove yourself

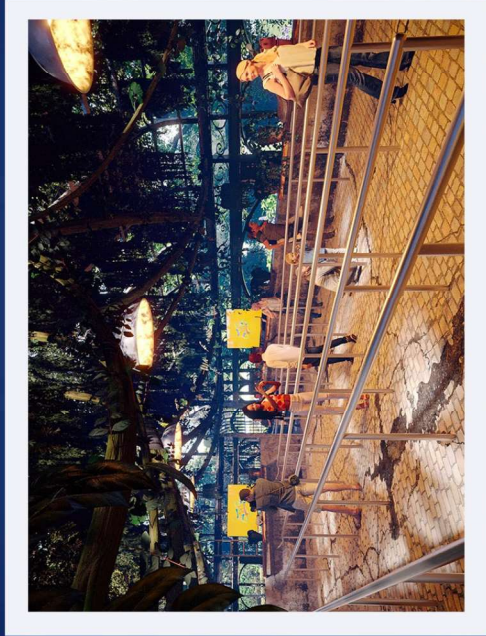


## QUEUE LINE

**Location:** Greenhouse

**Guest Role:** Discover information through monitors and understand how to defend yourself against attacks by monster plants

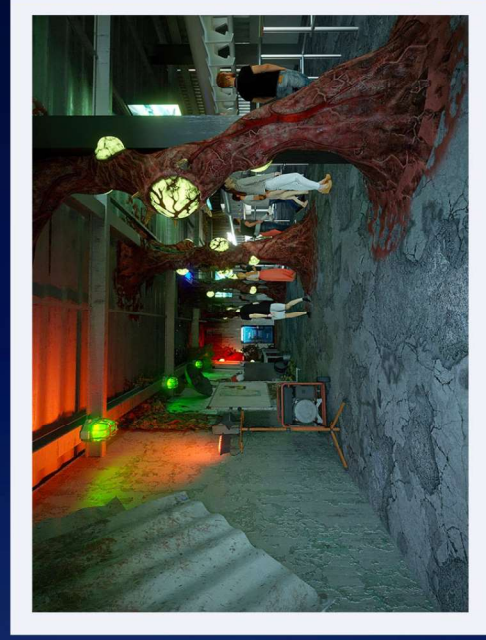
**Key Beat:** Guest learn their role and prepare to venture on their journey



**Location:** Hangar Drones

**Guest Role:** Wait to board the drone to begin the adventure and listen to the information that is given on the monitors

**Key Beat:** Guest prepare to venture on their journey



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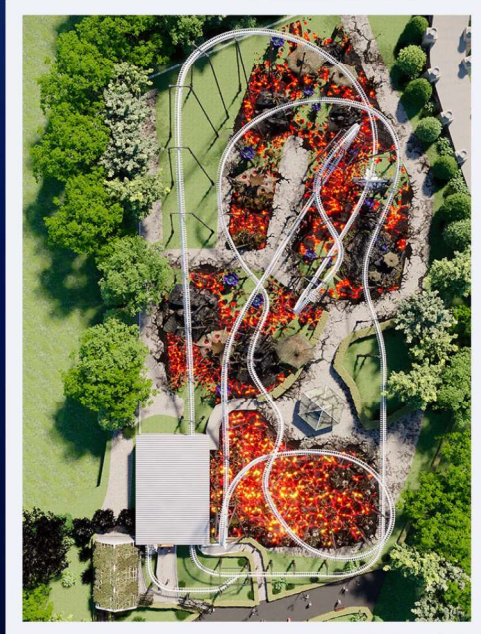
# ATTRACTION KEY BEATS

## RIDE

**Location:** Botanical Garden

**Guest Role:** Prove yourself

**Key Beat:** Avoid losing life as you encounter danger around every corner

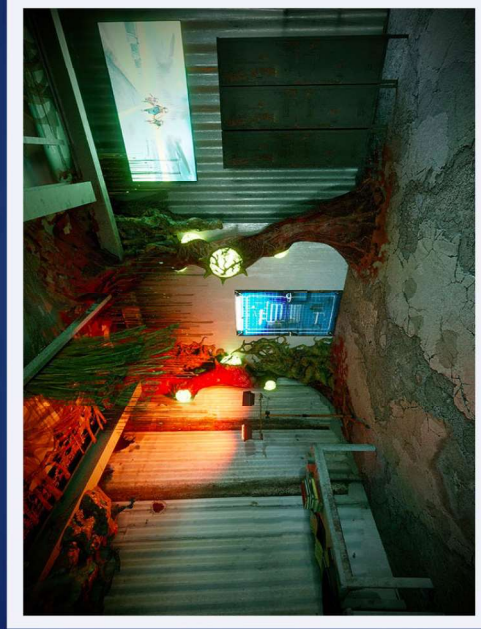


## DO NOT BE AFRAID

**Location:** Botanical Garden

**Guest Role:** Be courageous

**Key Beat:** Martin congratulates guests

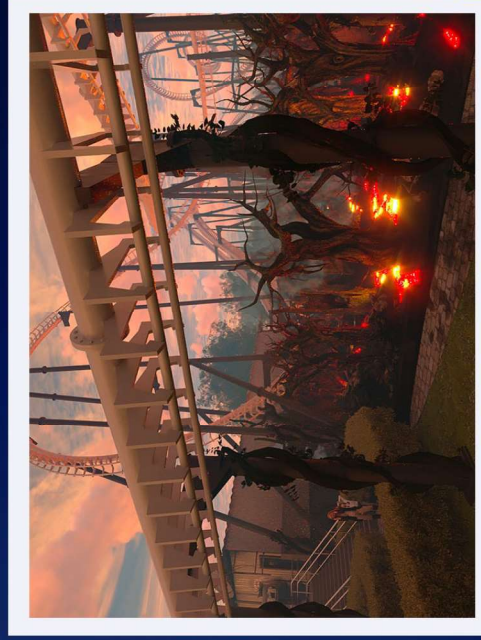


## EXIT

**Location:** Drone Hangar

**Guest Role:** Be proud of yourself

**Key Beat:** guest have had an incredible adventure



# TOXIC GARDEN

## THE CHALLENGE

The daring adventurer is lured into the toxic garden by voices that beckon him.... come on, let's see if you can escape my graps....enter and prove yourself by challenging the creatures that inhabit this garden. Triumphant music draws the adventurer closer to the gate. It seem that someone is being rewarded for having succeeded. He is overwhelmed with enthusiasm and now wants to put himself to the test and overcome his fears.

As he goes through the gate, the atmosphere changes. Plants rising from the ground begin to twist around posts, the iron structures forming a tunnel that leads to a large greenhouse where people are waiting impatiently. They have to stand in line, but the atmosphere is not reassuring. Some of the glass is broken, branches are poking through the ceiling making the atmosphere stifling and heavy. Roots protrude from the walls, spreading in all directions. Monitors installed along the path broadcast news about what is happening in Transylvania. The monitors intermittently broadcast news reports and disturbing images.

Now and then, the screams of cheering people can be heard coming from outside, alternating with terryfying cries and creaking. Fascination and curiosity are mounting. There are cracks not only on the walls, but also on the floors. The greenhouse structure is rusty and dilapidated.

People queuing goes as far back as the hangar, where courageous adventurers can climb into the giant drone to start their challenge.

The scenery changes more dramatically as you enter the drone station. Here everything is decadent, old and musty. Flickering lights illuminate old tables, benches and abandoned objects fleetingly. No winner is acclaimed.



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The noises not reassuring. On the monitors Martin, the preseter of this bizarre adventure, explains the rules of the games so you don't get caught and can try to win the challenge.

The rule are: be fast, do not touch the creatures and do not look back.

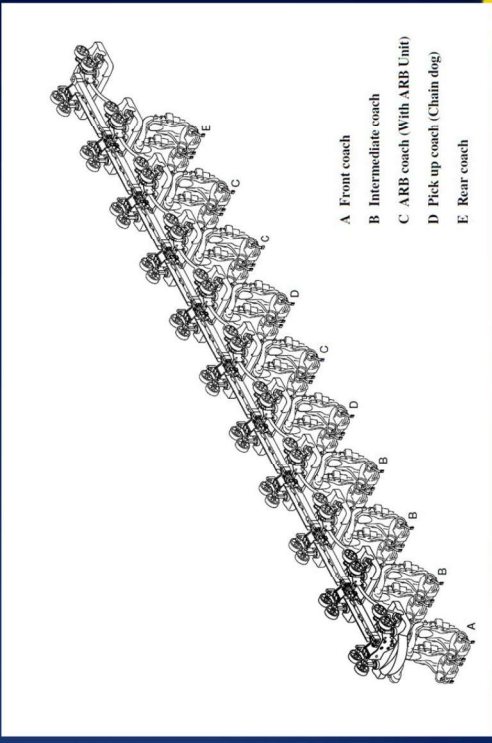
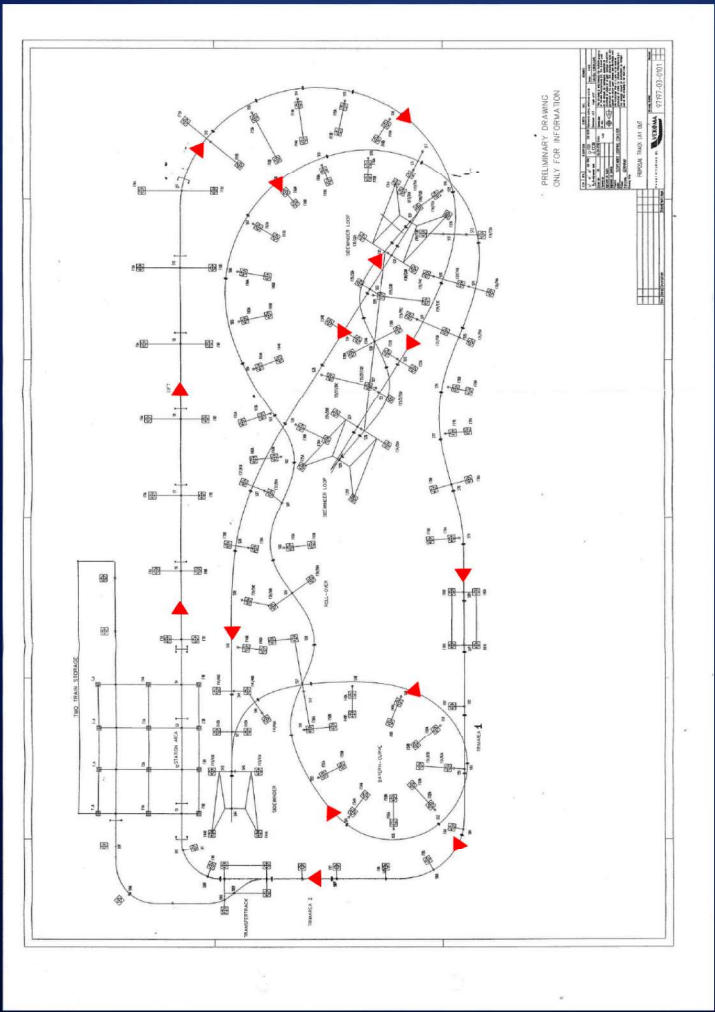
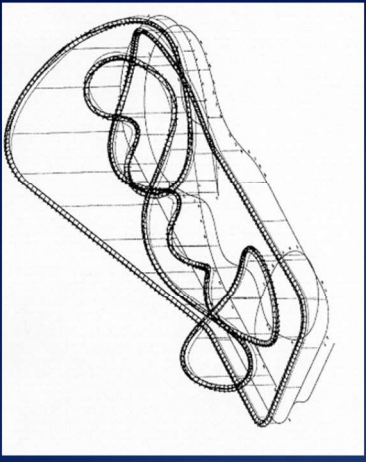
Be as careful as you can, and off you go. the drone flight crosses a lava glowing, burning forest, which gives off smoke and an acrid smell. Blast of heat are blown at brave adventurers, so they become afraid of getting burnt.

And then, the two most dangerous challenges: the crazy flight of the drone which, to escape the monsters, destroys everything in its path and the forest of plants that look like hands, claws reaching out towards the drone ready to get you. When you arrive at the station, mission accomplished, you can say that you are fearless and that monsters don't scare you....at least not those in the garden of Transylvania.





# TECHNICAL DRAWINGS



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BURNT FOREST

DRONE HANGAR

GREENHOUSE  
Queue line

ENTRANCE

FASTRACK

EXIT



NEAR MISS 1

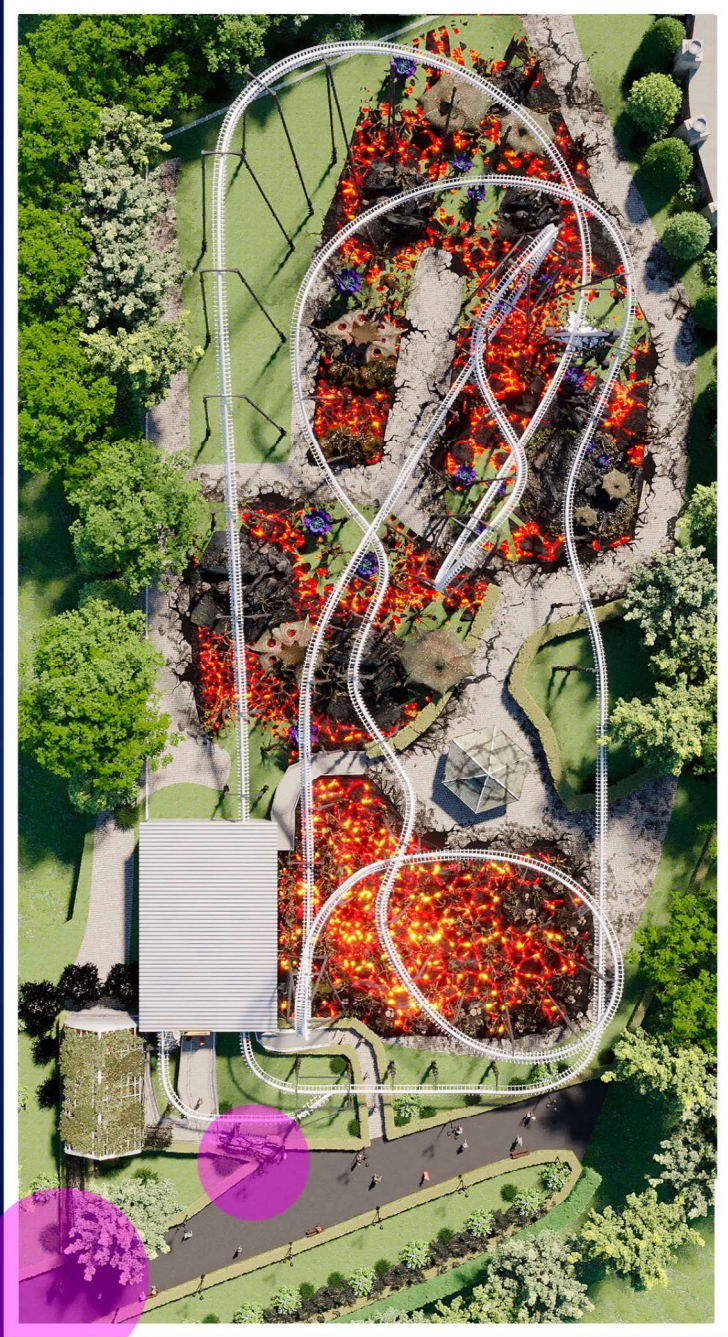
NEAR MISS 2



10



ENTRANCE AND FASTRACK



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## ENTRANCE

The entrance to the attraction is a wrought-iron portal.

This is where fearless adventurers embark upon their adventure and decide to put themselves, and their courage, to the test.



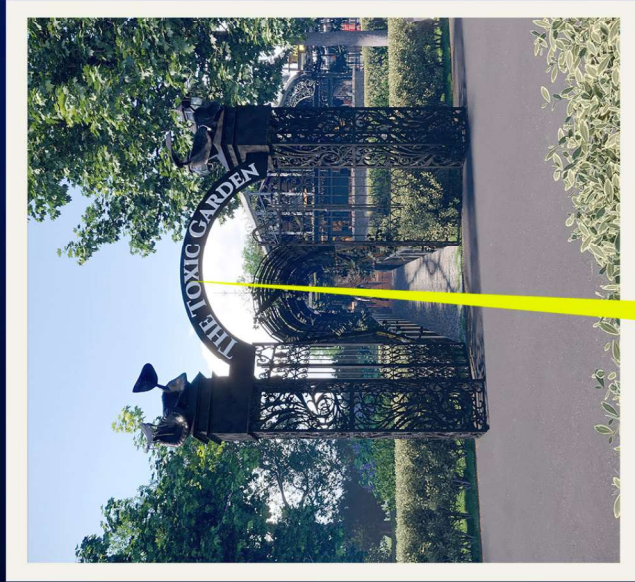
Forest Sounds, Birds, Rumbling



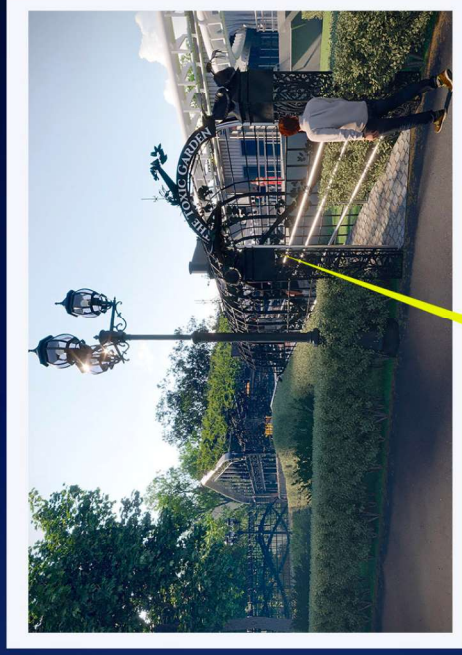
Music: Forest ambience



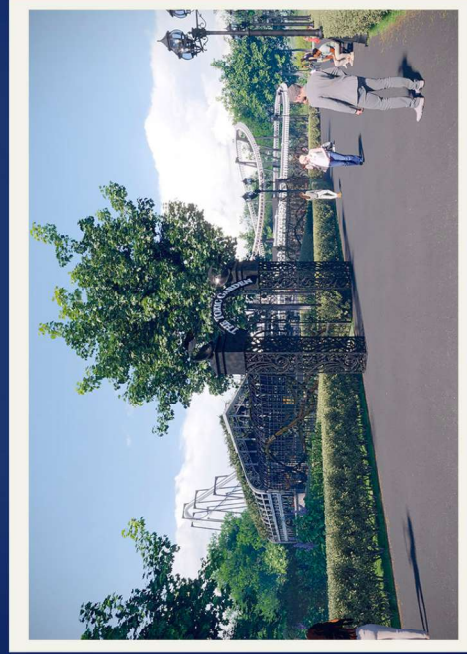
Warm spotlights illuminate the portal



3D sign



Iron gate



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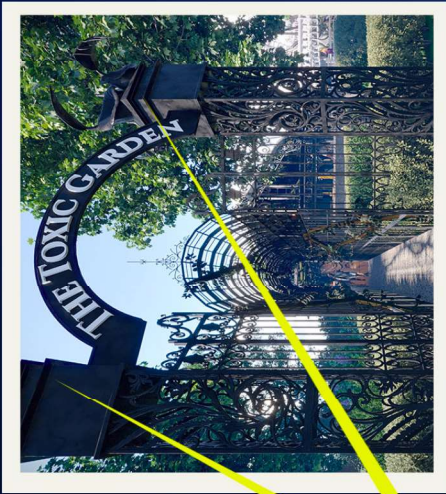


## ROUTE

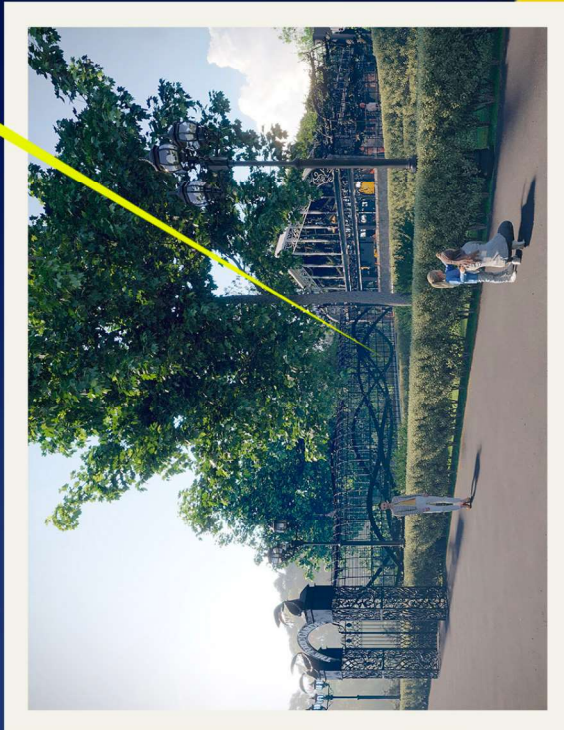
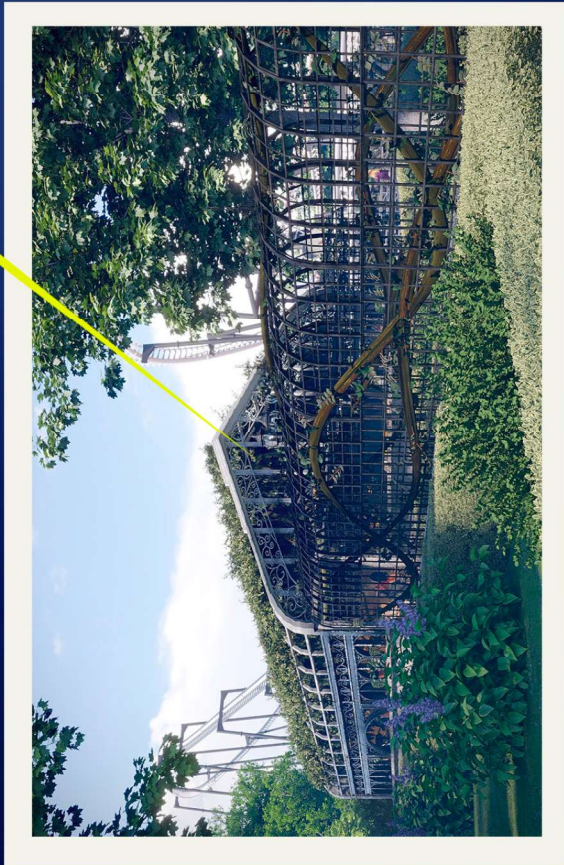
Through the portal, adventurers walk into a tunnel made of wrought iron, covered by creepers that encircle it. The plants keep their distance, they do not immediately become monstrous, to allow in the guests and make them fall into the traps they have prepared. From there you enter the eerie black greenhouse, with misted and dirty glass panes, where the first changes begin to take place.

Forest music (birds, bells) and at the same time threatening noises  
Voice calling for the bravest guests to enter and take on the challenge

Wrought-iron greenhouse



Hot Light



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GREENHOUSE



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## GREENHOUSE

In the greenhouse, guests begin to see the first signs of nature being transformed. While waiting, you can look around and realise how much the plants are suffocating, decaying and even changing their surroundings. Monitors placed inside the greenhouse continuously inform guests about the dangers that await them, (through a narrator who tells the story of the transformation of the plants into evil creatures, and how dangerous it is to get close to them as well as the potential dangers of even brushing against them).



Monitor: news reports, danger warnings



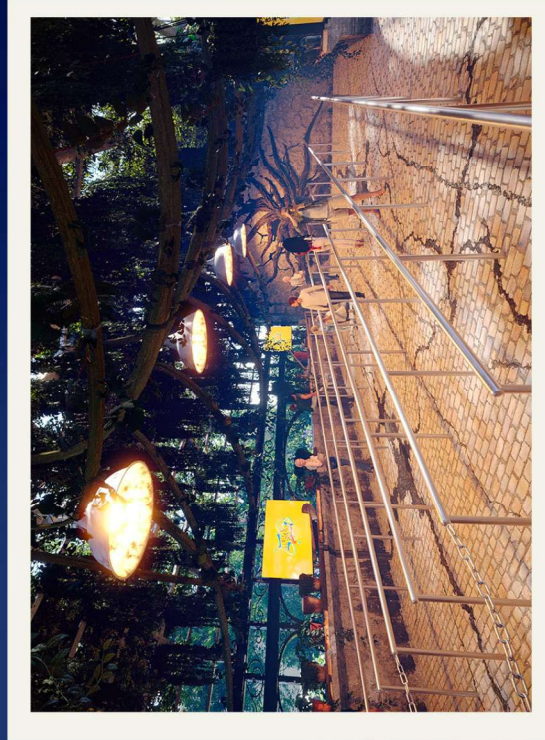
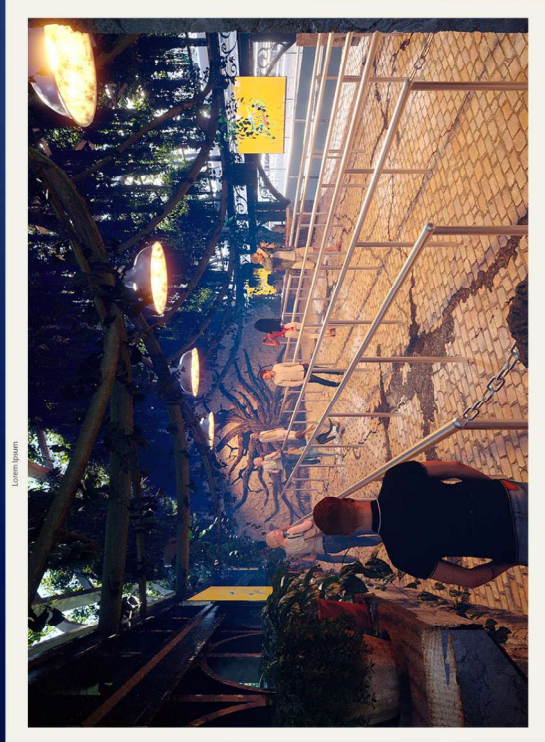
Warm light lamps



Music: eerie background, screaming, creaking



Smell of moss, mould



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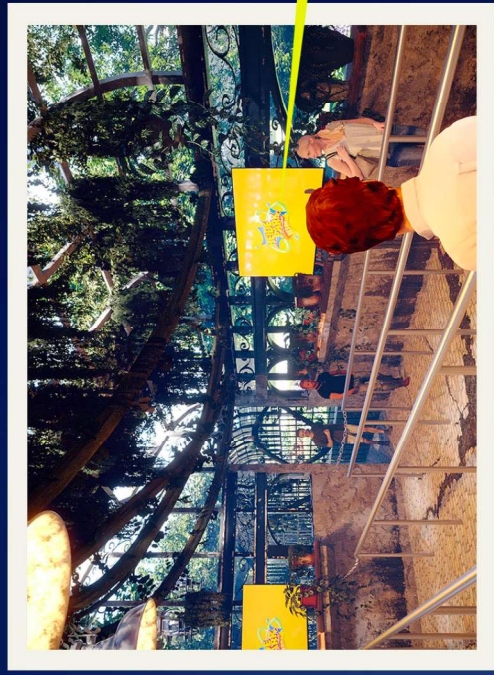
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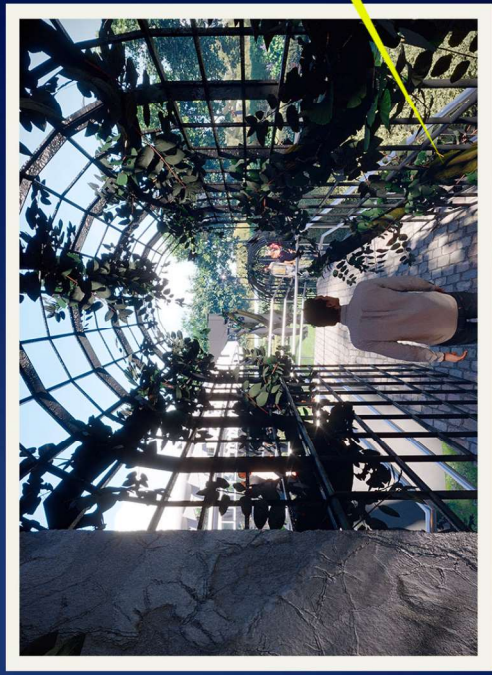
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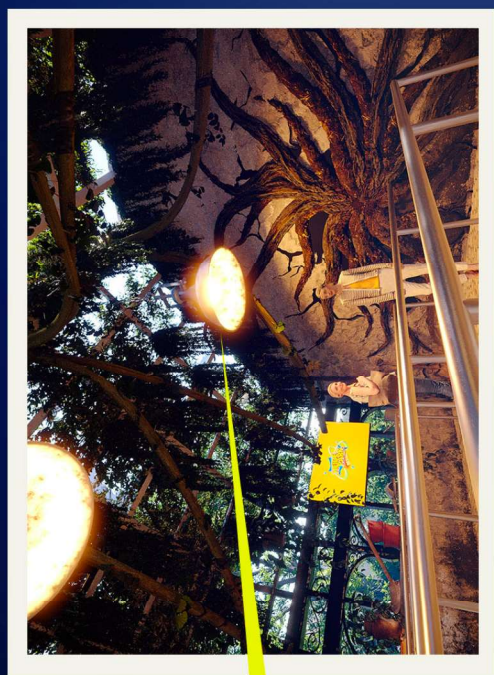
Monitor: news reports



Audio: cheering crowd  
Music: triumphant



Hot Light



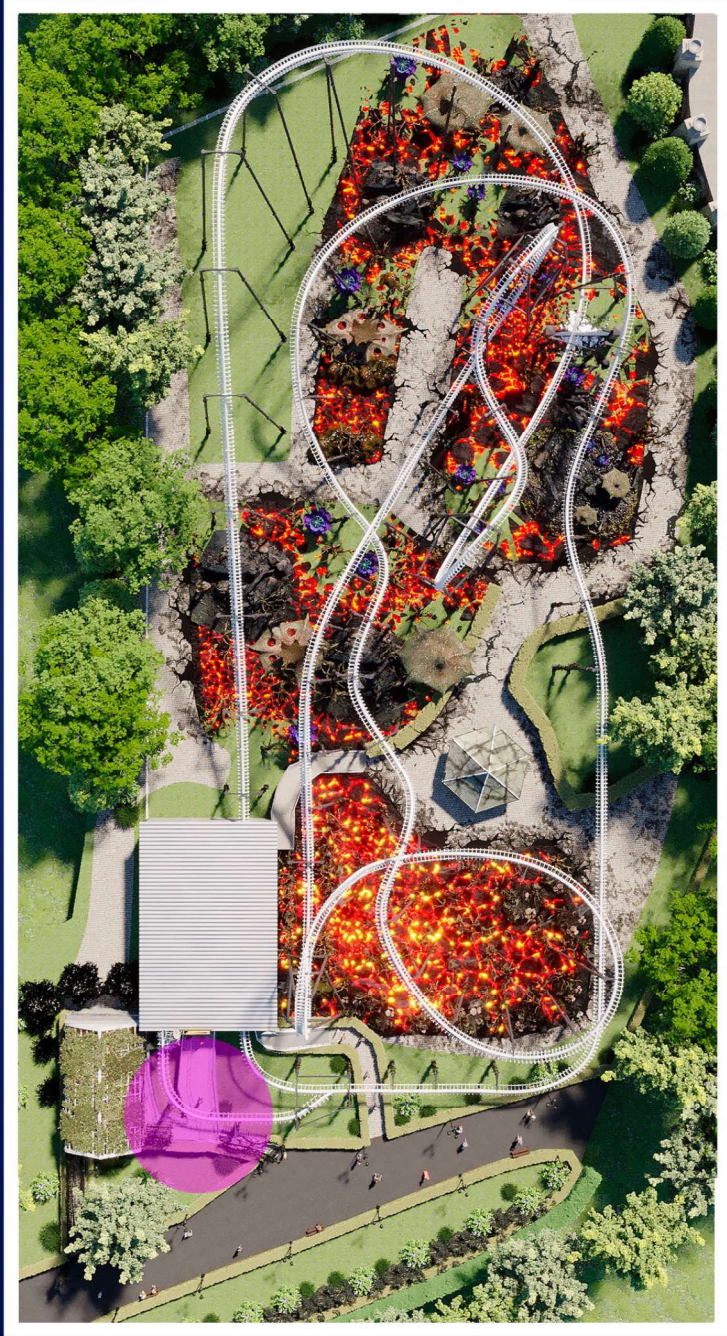
Music: distressing







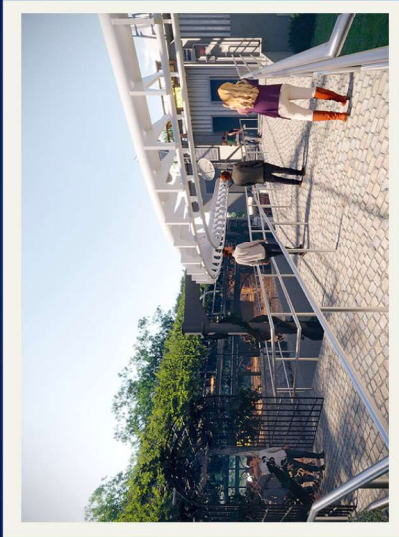
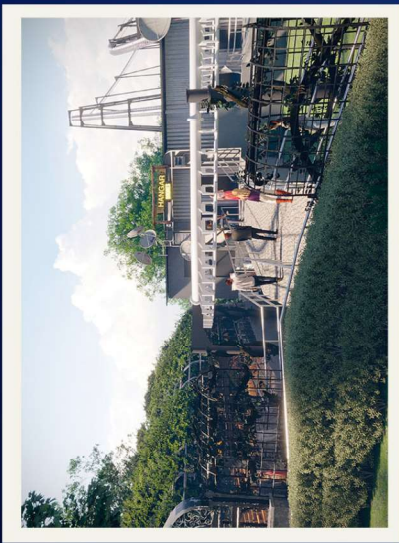
QUEUE LINE



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## Queue Line



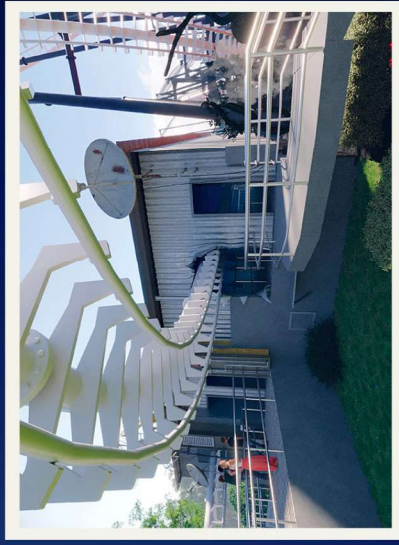
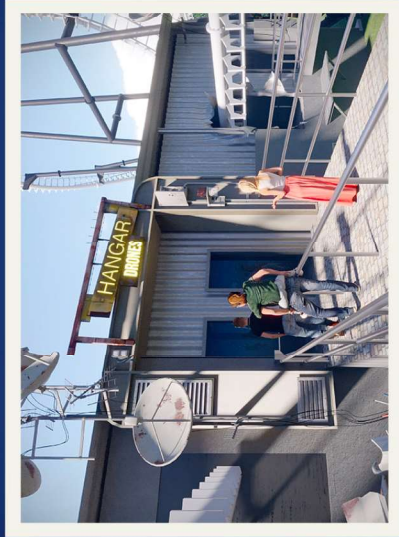
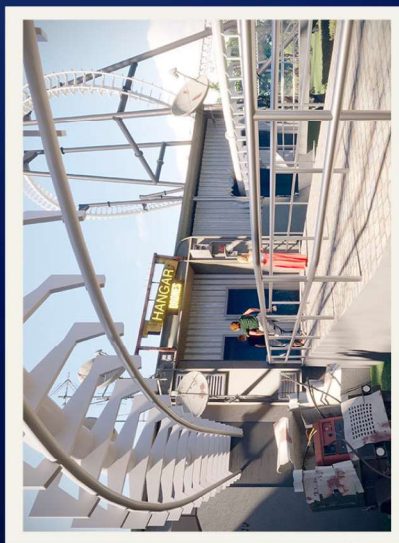
The queues continue outside the greenhouse and back into the drone station.



Distant shouts, cheering crowd



Music: triumphant alternating with dramatic



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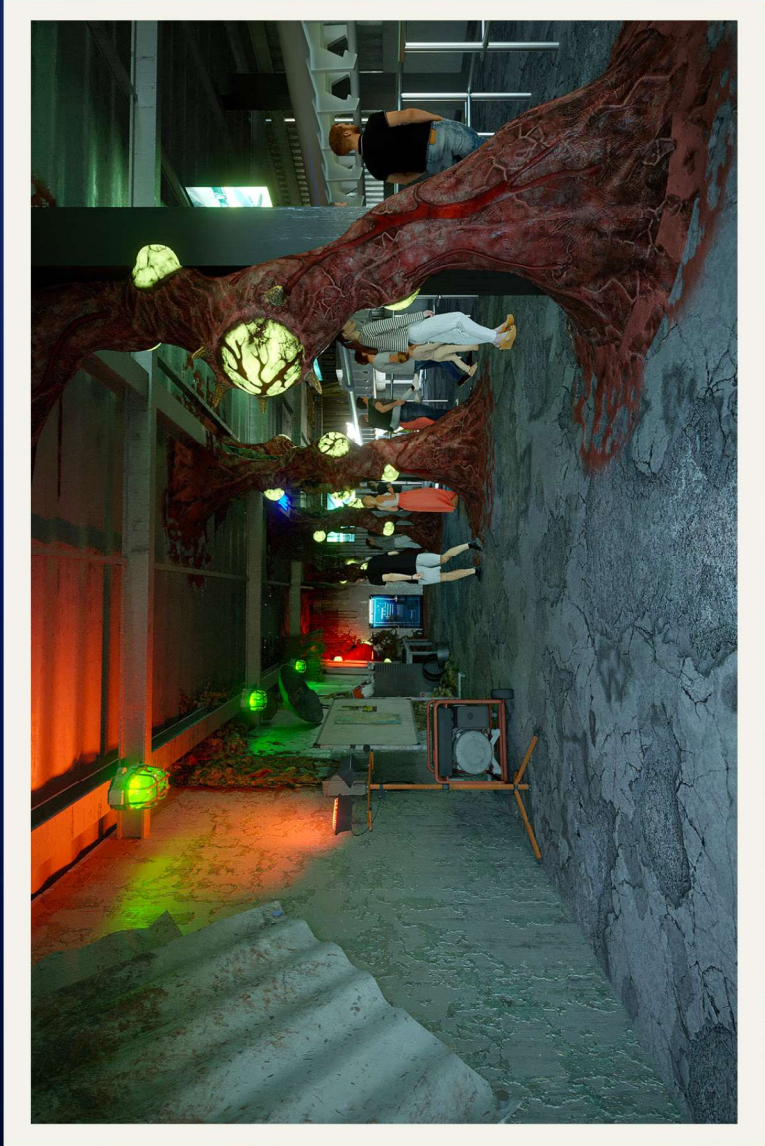
DRONE HANGAR



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## DRONE HANGAR



The station welcomes guests as they prepare to board the drone.

Monitors broadcast instructions on what not to do and how to avoid being attacked by a plant.

The station is badly lit with plants growing inside, destroying walls, floors and ceilings in their wake. It looks like an abandoned station, with plants pushing their way through the cracks in the walls, abandoned objects, wheels, signs, old tables. Everything looks old and abandoned. Flickering lights, a damp smell and scary noises like creaking and muffled voices.



Monitor: Martin presenter



Triumphant background sound, creaking, voices



Intermittent red and green lights

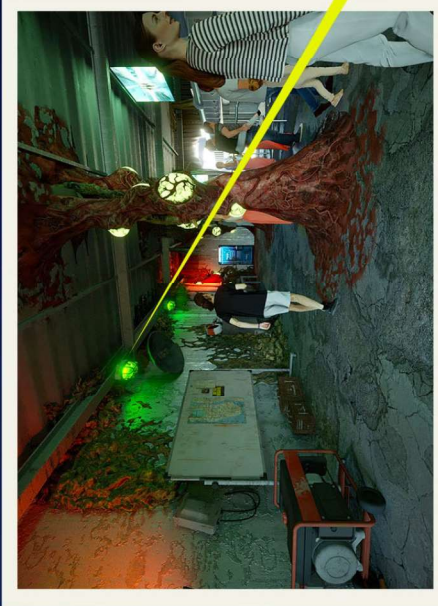


Mouldy smell

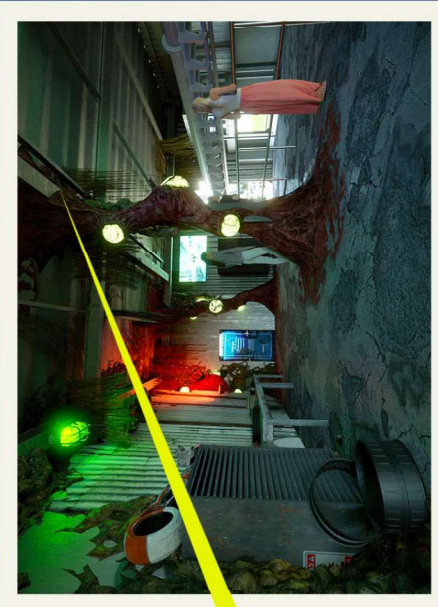
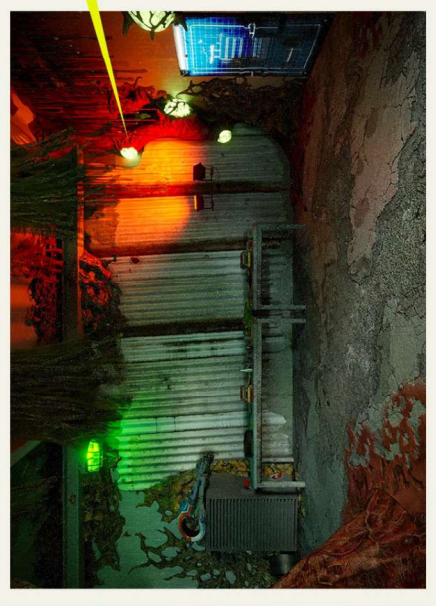


Fans moving air

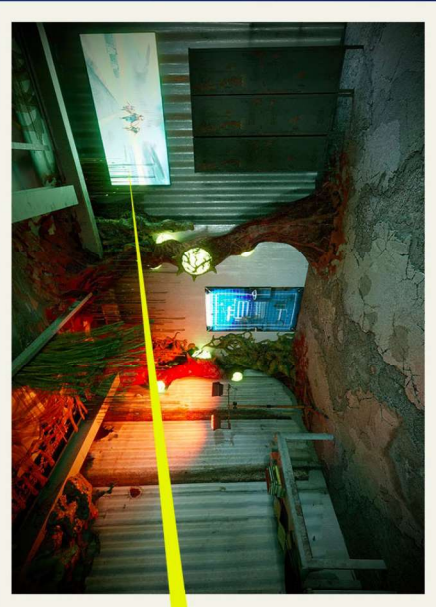




Red and green flashing lights



Air that moves the setting



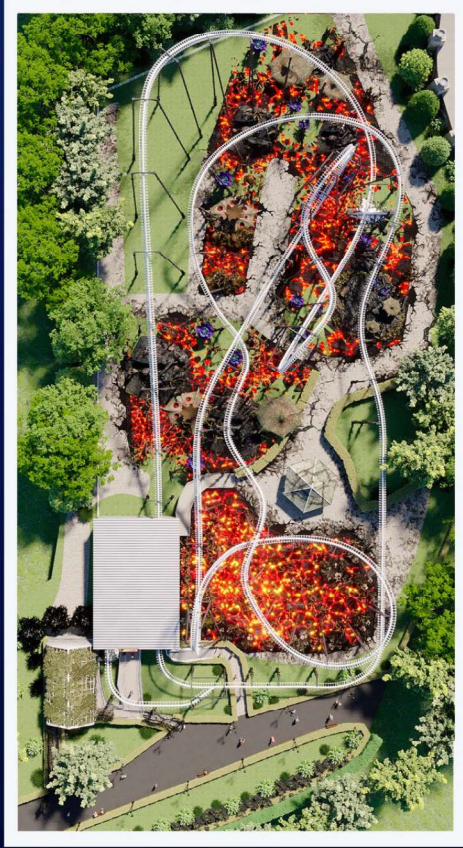
Monitor: Martin explaining the rules



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## ROLLER COASTER



### Lava and cracks

The adventure begins. Once on the drone there is no turning back. As you fly over the garden you see the cracks made in the ground by the earthquake.

Boiling lava, gas escaping, noises, creaking, smoke and everything is burnt, black.

Red and yellow lights, combined with colour, create the effect of lava in the cracks.

The plants have already changed shape and colour and are wrapped round the poles, as they climb, growing out of proportion.



Quick, chase, run away



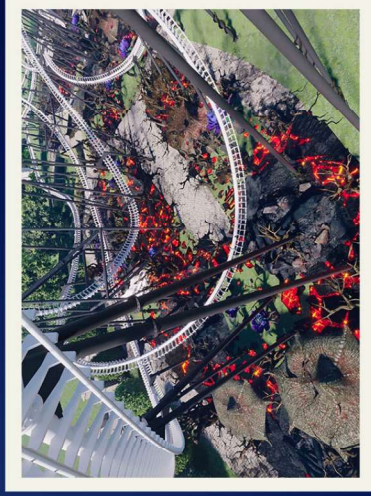
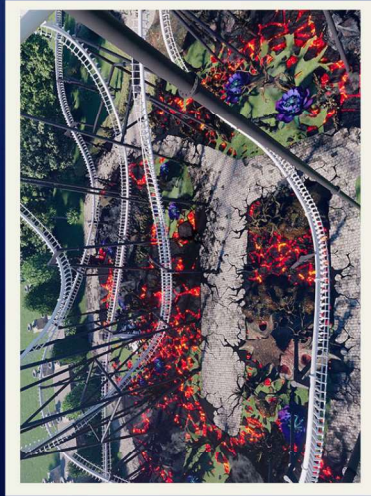
Smoke



Hot air as you pass over the lava



Red lights (lava)



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NEAR MISS 1



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## Near Miss 1

One of the perils you have to escape is the multi-headed plant, which tries to capture brave adventurers between its jaws transforming them into monsters. But the drone flies fast and passes so close to the main sign, that it destroys it, flying away to save the adventurers from the first threat.



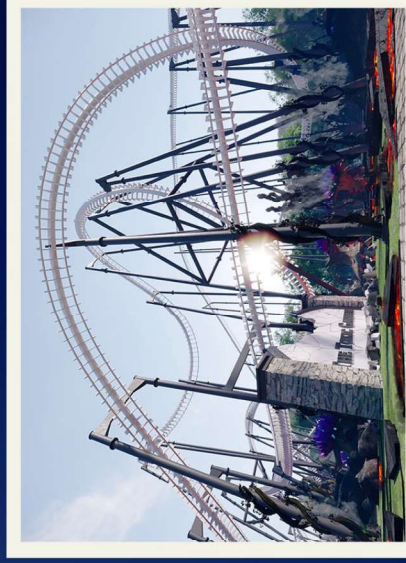
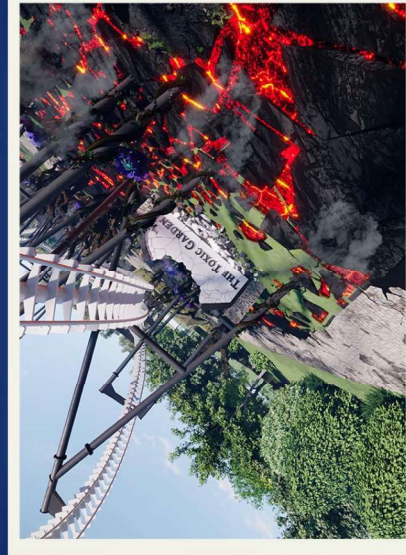
Scream when entering



Water vapour spray



Hot air when entering the mouth



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NEAR MISS 2

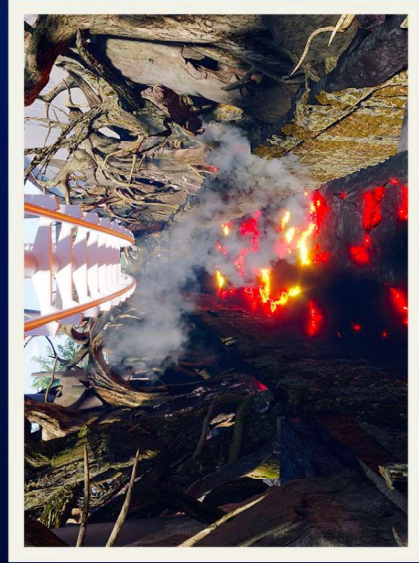


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## NEAR MISS 2



Another peril threatens the brave adventurers on their quest. Plants in the shape of hands and claws rise up in the forest, and are poised to capture anyone who passes close by them.

They rise up from the ground and climb upwards as they try to trap anyone in the vicinity. They branch out in all directions, with tangled branches that can ensnare anyone who approaches.



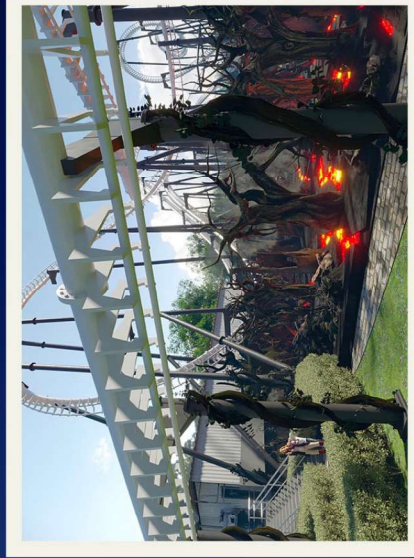
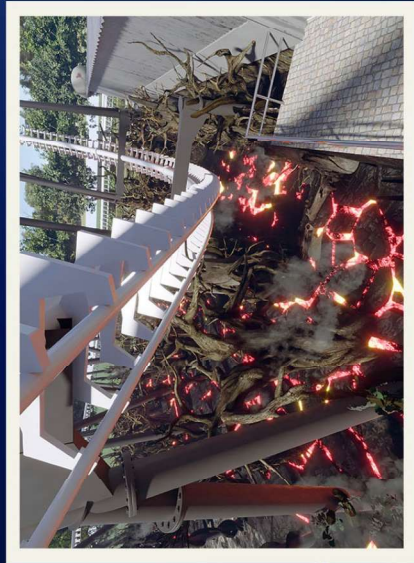
Smoke



Hot air



Confused voices, creaking



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BURNT FOREST



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## BURNT FOREST

The route taken by the drone during its flight through the burnt forest, over the mutating garden, gas coming out of the cracks in the ground and a glimpse of the lava that the earthquake has caused.



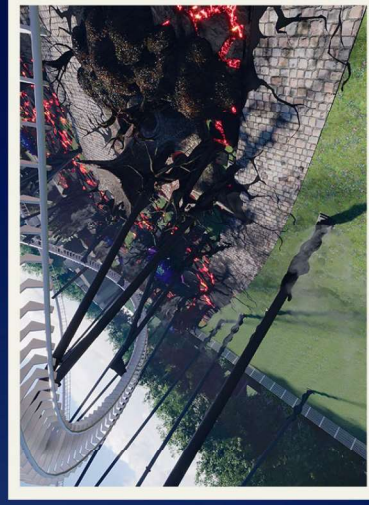
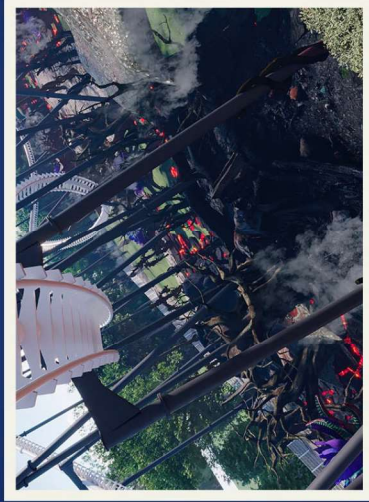
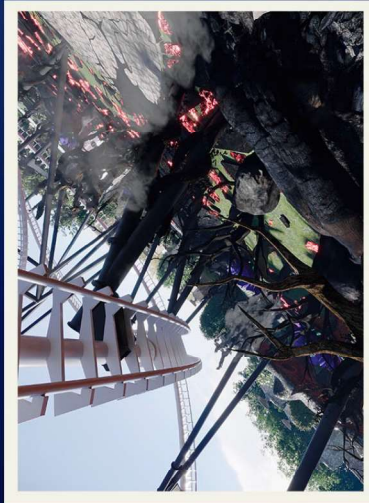
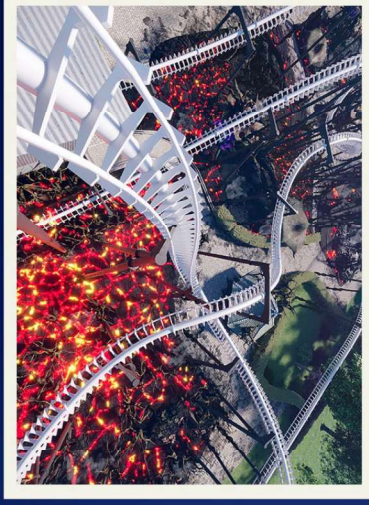
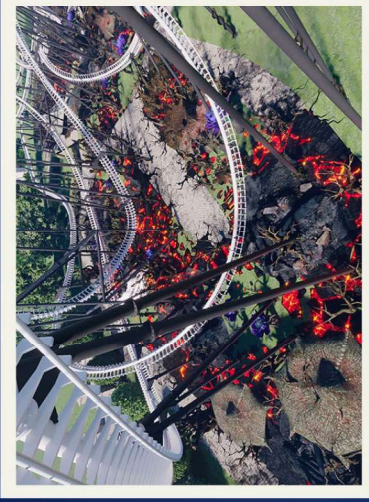
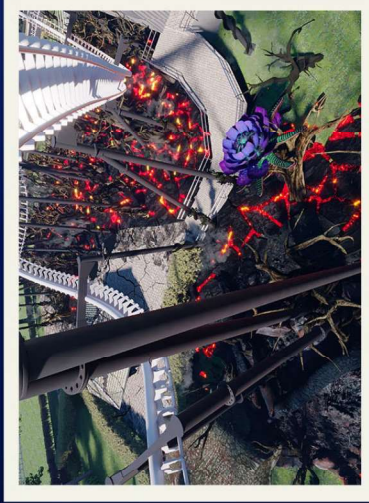
Hot air



Smoke



Breaking branches



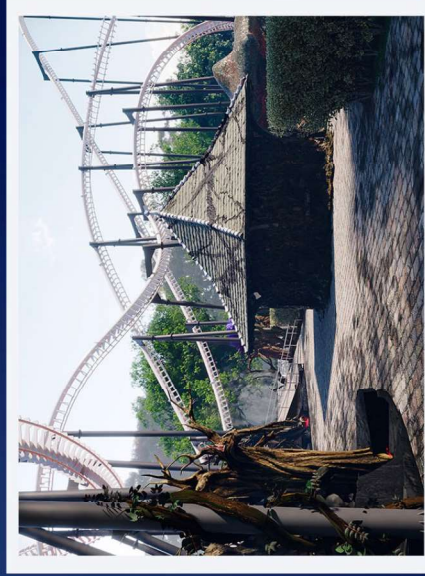
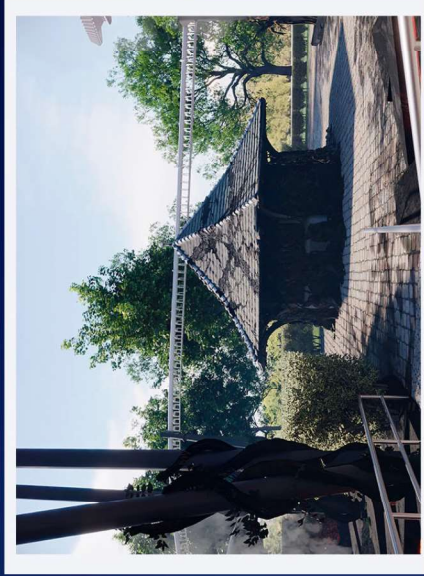
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## KIOSK

The gardening equipment store was also taken overrun by plants because inside there is the equipment that was always used to prune them.



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# DRONE



Vehicles can be transformed with designs and lines to make them more modern and dynamic. Keeping the base yellow and playing with various shades of grey and with black.

Stickers on existing vehicles

Stickers on existing vehicles

Reference

ETA-2 ACTIS  
AMANN SKYWALKER



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