



COLOSSOS

KAMPF DER GIGANTEN

PROJECT 2019
THEME BOOK V.10

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MAKING



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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 Magic Making Creative.

IMPORTANT FENCING NOTE:



Any situation where a person is at risk from fall, from a height of 60 cm or more, protected with timber fencing or similar, **the vertical members and their fastenings must be guest facing inwards** to prevent vertical slats/pickets from being kicked out and placing guests at risk of fall from height.



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PROJECT OVERVIEW



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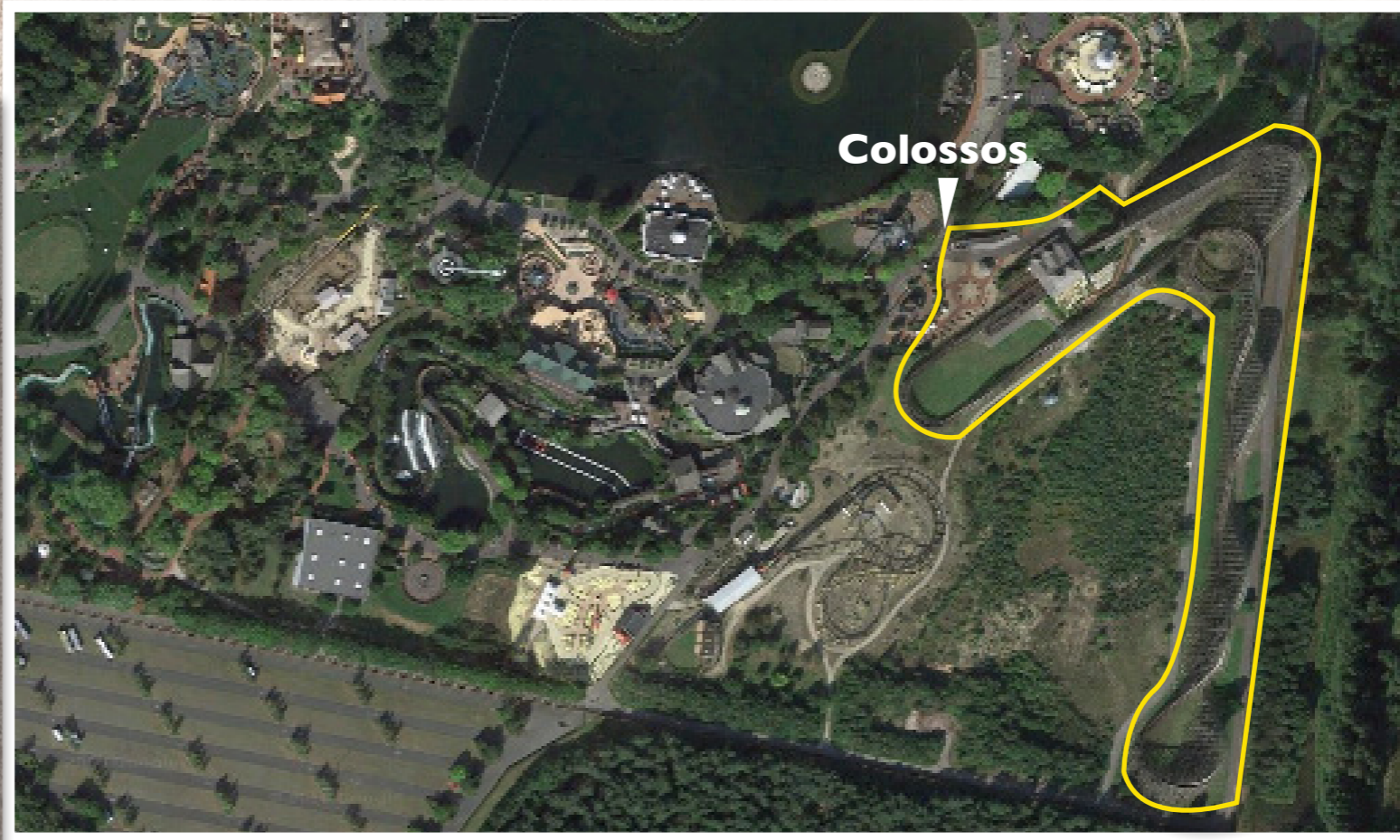
COLOSSOS
KAMPF DER GIGANTEN

SITE OVERVIEW

Attraction Location



Plaza Area Zoomed In



Location Plan in Heide Park



Colossos Ride Drone Photo



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RIDE KEY FACTS

- **Europe's highest and fastest** wooden coaster
- Wooden Coaster aimed at thrill seekers
- A minimum height restriction of 1.2m
- Ride Height 60m / **drop 46m** with a 61° degree descent
- Ride Length: 1500m
- Ride Speed: **110km/h**
- Actual throughput 1,200 PPH
- Combination of ride features –zero G, 3 camel humps, 560° helix, bunny hops, **'phantom track' illusion** near miss
- **26M tall, 25M long iconic creature** which cars pass through
- Special effects including **fire effects**, lighting and audio
- Length of ride element of experience: 145 seconds



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ATTRACTION STORYLINE

The Experience

Epic theming and world-class special effects will add unprecedented thrill and a new 'wow' factor to this adrenalin ride. Powerfully combining the old with the new, it will deliver a unique and extraordinary experience, creating huge anticipation and attracting existing and new thrill seekers alike.

The Story

For 15 years, Colossos stood tall at Heide Park, dominating the skyline. But it hid a secret...

An elemental creature of fire has been living beneath Colossos, deep beneath the ground, pinned down by its enormous structure. Legend has it that this was the true, secret purpose of Colossos.

The creature was no match for the energy of Colossos whilst it ruled the skyline, suppressed by the screams of its riders and the thunderous rumble of its timber.

But, whilst Colossos slept, for 3 years the creature took its chance to rise from its prison, unseen and unnoticed amongst the stillness...

A creature of spiritual, elemental origin, older than time itself. The creature cannot be killed, but its growth can be halted, only by balancing it with the energy of the almighty Colossus. The two locked in perfect balance, one unable to exist without the other, locked together forever...

Can you come between the fire and the wood and do your part to suppress the beast?



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ATTRACTION BREAKDOWN

Ride Entrance / Approach

New to the ride and visible from the ride view plaza stands the new iconic theming feature; an epic creature made of wood and fire, standing 26 metres tall, tangled up with the roller coaster itself. Each time a train passes the iconic creature, it reacts with a surge of spectacular anger, delivered through bursts of flame effects from the area surrounding it.

Queue Line

Guests will enter through a new portal, symbolising the battle of Colossos and the newly awakened creature. As guests wait in the queue line they will get the first suggestion of the eternal and gruelling battle between Colossos and the mighty creature that has emerged from beneath. Its roots have started to take over the station, climbing up the walls and into the ceiling structure.

Ride

Aboard the train, with lap bars secured, the journey begins. Slowly and nerve rackingly the train ascends 60m to the top of a panoramic platform; nothing ahead is visible. Tension rises, there is no escape now.

The train slowly rolls towards the drop where it descends a 61° downward slope, plummeting 46m and reaching the first camel back at a breathtaking speed of 110km. Reaching the top of the first camel back the riders will be surprised and overwhelmed by the feeling of airtime, with only the lap bar restraining them. Two further camel backs will drive the adrenalin of the guests to a maximum before the train climbs a hill at 0 G force and enters the 560° helix, where the riders will completely lose their sense of direction.

As the train comes out of the helix and riders think the worst is over they approach the grand finale – the mighty roaring and fire-spitting beast! The train races over another camel back towards the furious, burning beast; flame SFX blaze from him as the train approaches. Riders experience a heart-stopping moment as the track in front of them appears to have been ripped aside – he's holding the track in his hand – they are going to be hurled into mid air! With a spine-chilling near-miss effect the train unexpectedly diverts into the beast's mouth before riders can catch their breath. The train will exit the beast and manoeuvre one last curve, finally returning home to the station after almost 2.5 minutes of pure adrenalin.

We have done our part - and **Colossos – Kampf der Giganten** - will rule for another day.



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COMPELLING PROPOSITION

BOARD PAPER VISUAL

(NOTE: INACCURATE RIDE LAYOUT IN BACKGROUND)

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KEY VISUAL



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ENTRANCE PORTAL

DESIGN



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ENTRANCE

The entrance portal is based on enhancing the existing portal. It is themed to look like it's made out of large timber logs with metal bracing and carved designs. Integrated into each post are metal lanterns, preferably that can be lit with real flame, although MMM can recommend simulated flame effect torches. Logo placement will be in the centre of the marquee. The tree monster, depicted as being wrapped in coaster track and rope, menaces guests from above the entrance.



Entrance Portal Stylistic Visualisation Only
*LOGO PLACE IS PLACE HOLDER IMAGE ONLY

PORTAL DESIGN INTENT

UPDATED PORTAL DESIGN



PORTAL REDUCED SCOPE

FLICKER FLAME BULB
Use light outer casing existing on-site

Metal Laser Cut Sign with faux rivets and illumination.

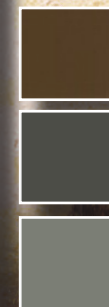
Faux Vines

FAUX METAL BRACES WITH LARGE RIVETS x2

STONE PAINT FINISH
Wood & Metal Bracing
Colour Refs:
1. WOOD: RAL 8025
2. Metal frame: RAL 7022.
3. Rivets: RAL 7023.

Additional colours to be added to create an aged & Burnt appearance.

Example Reference Sign

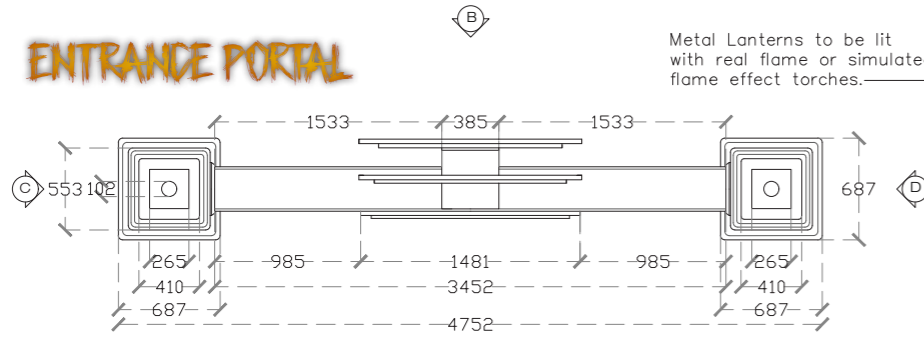


13



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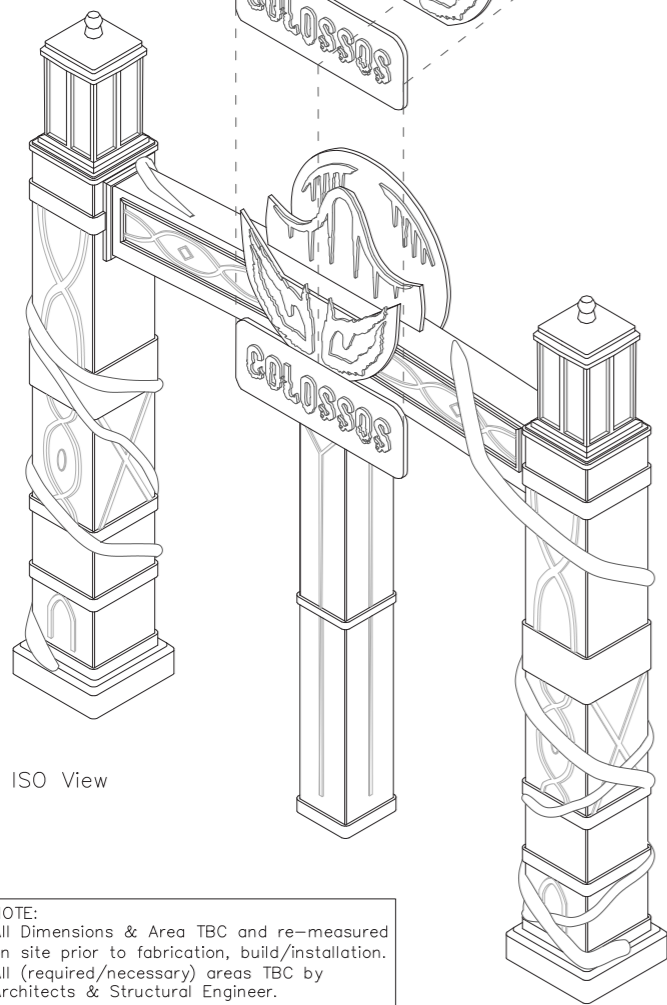
ENTRANCE PORTAL



PLAN
Scale 1:20
LOGO TBC

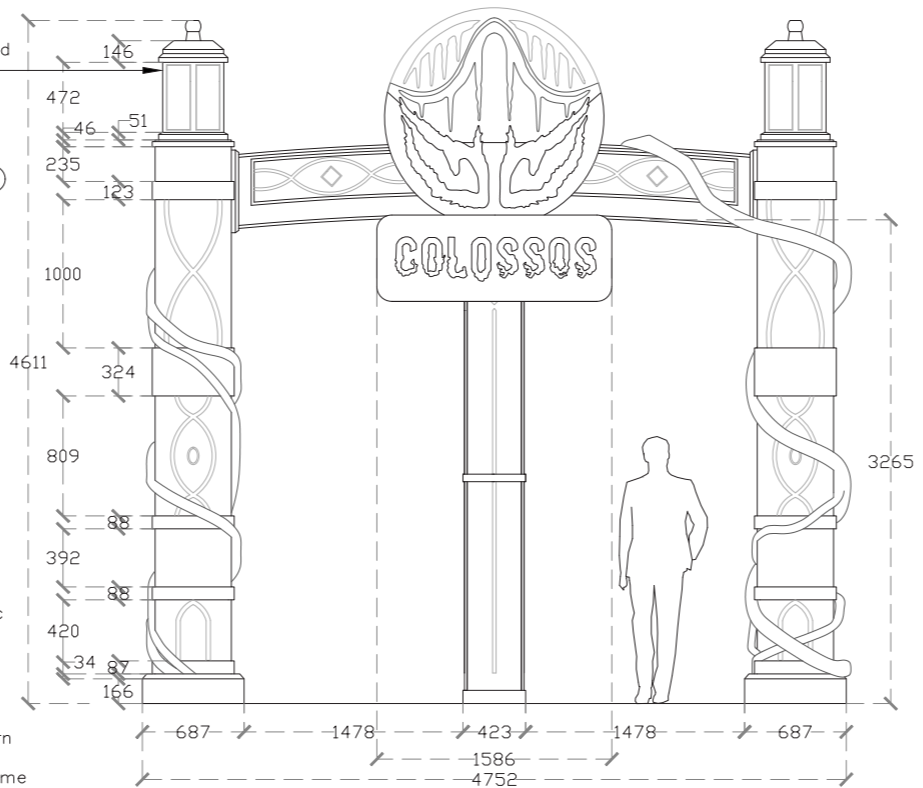


Logo



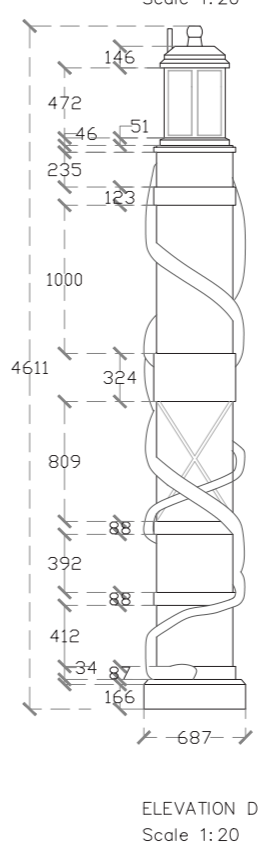
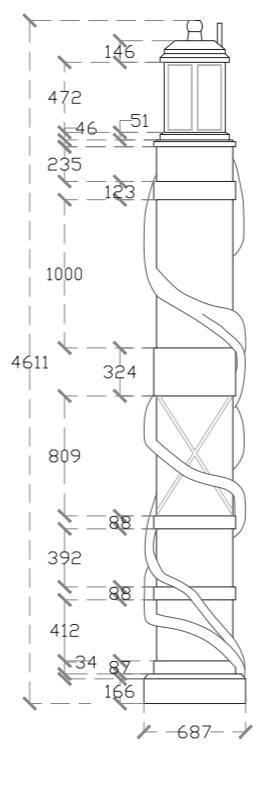
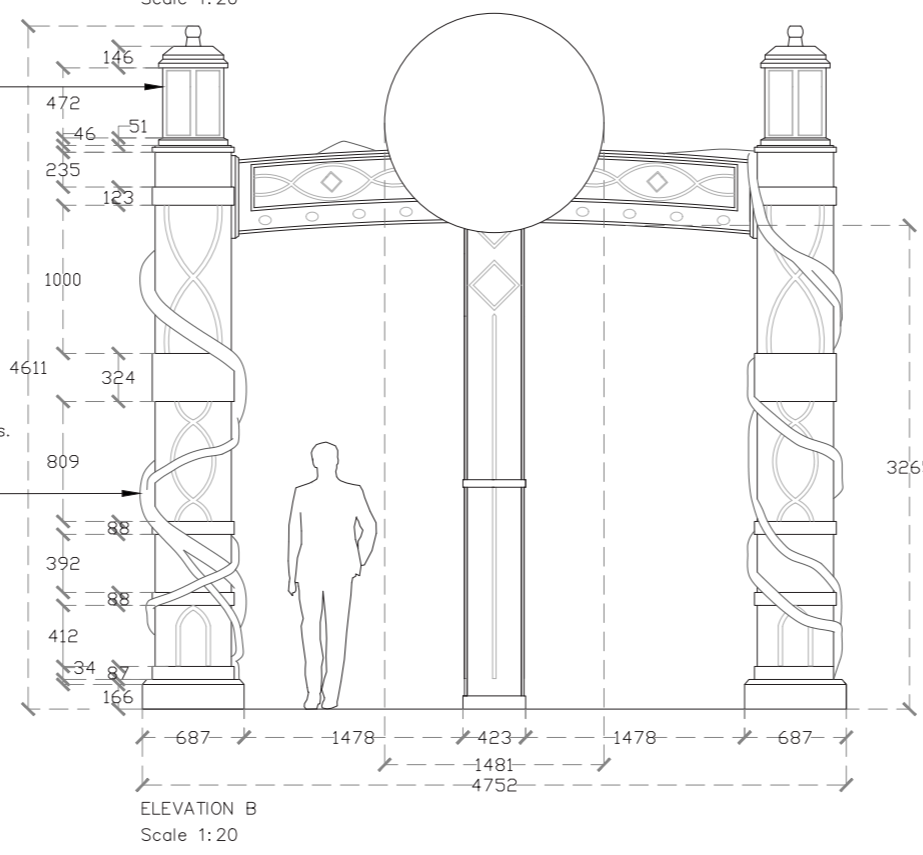
NOTE:
All Dimensions & Area TBC and re-measured on site prior to fabrication, build/installation. All (required/necessary) areas TBC by Architects & Structural Engineer.

Metal Lanterns to be lit with real flame or simulated flame effect torches.



Metal Lantern to be lit with real flame or simulated flame effect torches.

Vines climbing portal pillars.



Existing Entrance Portal
To be scenically re-dressed and new sign added. New hanging 'Main Entrance' and 'Fast Track' entrance signs with new branding.

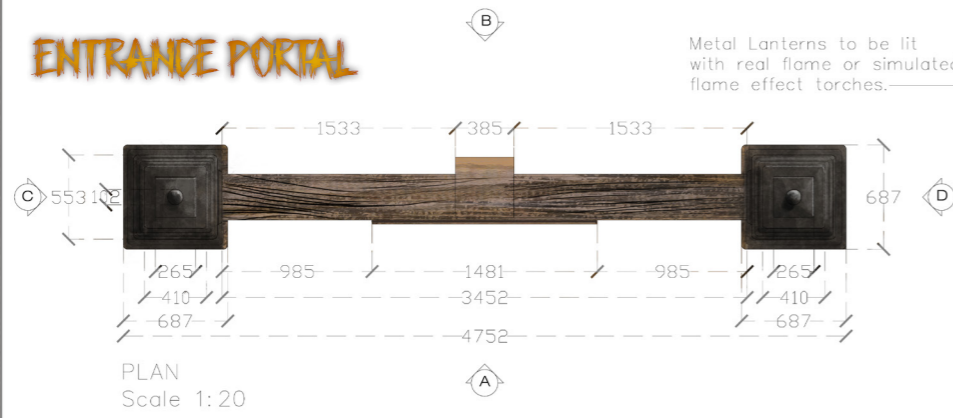
AUDIO SPEAKERS LOCATED WITHIN PORTAL AREA TO PLAY MAIN BGM TRACK

Client:	
Project:	
Drawing Title:	COLOSSOS Plan, El
Date:	20.0

REFER TO PORTAL DESIGN INTENT PG13 for design intent



ENTRANCE PORTAL



SEE TECHNICAL DRAWING FOR
3D SIGN BUILD. LOGO TBC



Metal Lanterns to be lit
with real flame or simulated
flame effect torches.



Metal Lanterns to be lit
with real flame or simulated
flame effect torches.



Vines climbing
pillars

REFER TO PORTAL DESIGN INTENT PG13 for design intent



QUEUE LINE

DESIGN



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TEXTURE REFERENCES

WOOD BOARDING

All existing wood boards and panelling to be distressed with burn marks of various levels.

BURNT TIMBER



GLOWING TIMBER



CHARRED TIMBER



SMOKE-STAINED TIMBER



ROOTS / VINES / BEAST

Organic vines / branches

SMOULDERING VINES



GLOWING TIMBER



BROKEN BARK



SOLID VINES



STONE WALL FINISH

Concrete Walls / Stones / Tiki Faces

CRACKED STONE WALLS



SCORCHED STONE THEMING



LANDSCAPING

Queue Landscaping

The queue will utilize some of the existing growth and vegetation to tell the story of the Tree Monster taking over Colossus during its downtime. In addition, creeping vines will function as an extension of the Tree Monster's tendrils. Felled burnt trees along the queue will demonstrate the Tree Monster's power – implying he has been spewing fiery breath since his emergence.



OVERGROWN VEGETATION

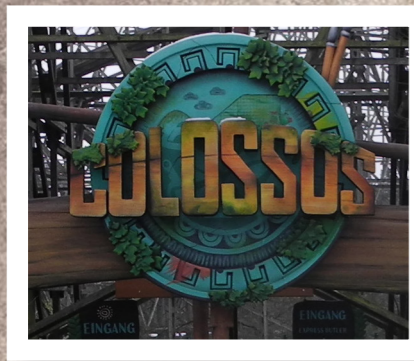


CREEPING VINES



BURNT TREES

LANDSCAPING / THEMING PLAN



EXISTING ENTRANCE PORTAL SIGN TO BE REMOVED AND POSITIONED HALF IN THE GROUND TAKEN OVER BY VINES IN QUE LINE



ROCKS FORCED OUT OF THE GROUND. Located in random locations within queue line.



BURNT TREE TRUNKS - Located Randomly around the queue line



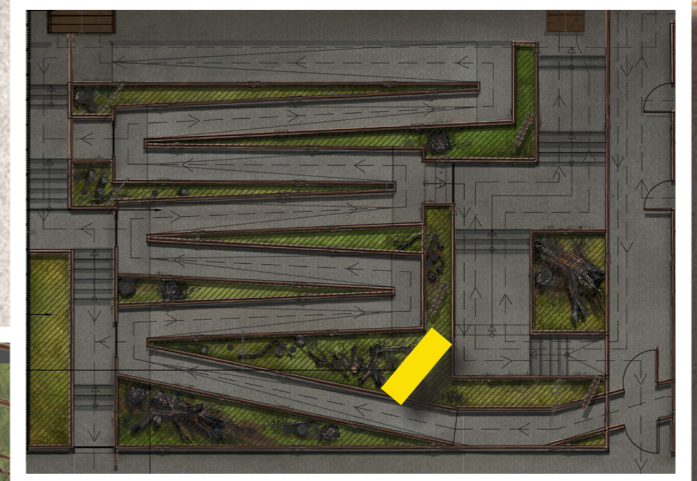
Timber Burnt Relic Posts x 10
*DESIGN.TBC



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COLOSSOS ORIGINAL SIGN



Proposed Location



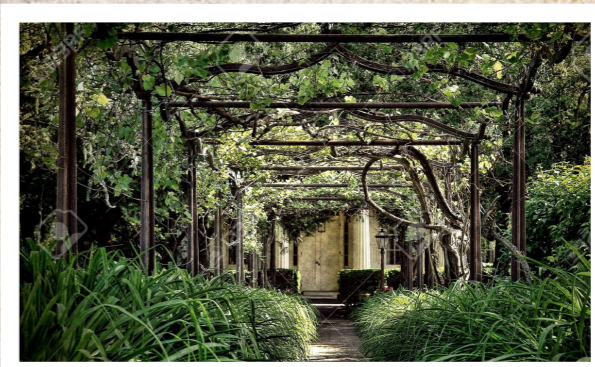
EXISTING ENTRANCE PORTAL SIGN TO BE REMOVED AND POSITIONED HALF IN THE GROUND TAKEN OVER BY VINES IN QUEUE LINE



PERGOLA FOLIAGE



*NOTE: RE-USE EXISTING



Queue Shade Structure

The existing canopies are overgrown to make the area theming more organic and in line with the station building. It's overgrown with natural vegetation and some dried, tangled vines for set dressing.

PERGOLA LANDSCAPING PLAN

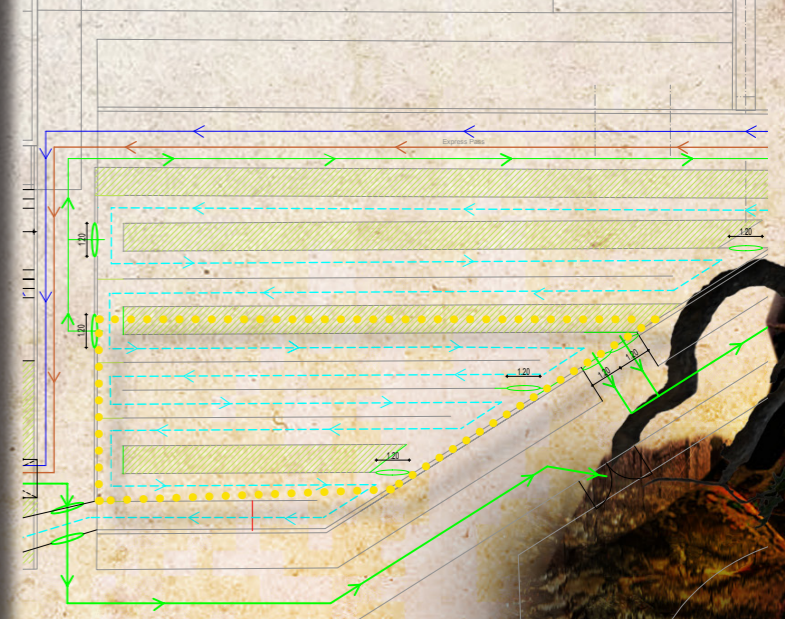


Existing Structures

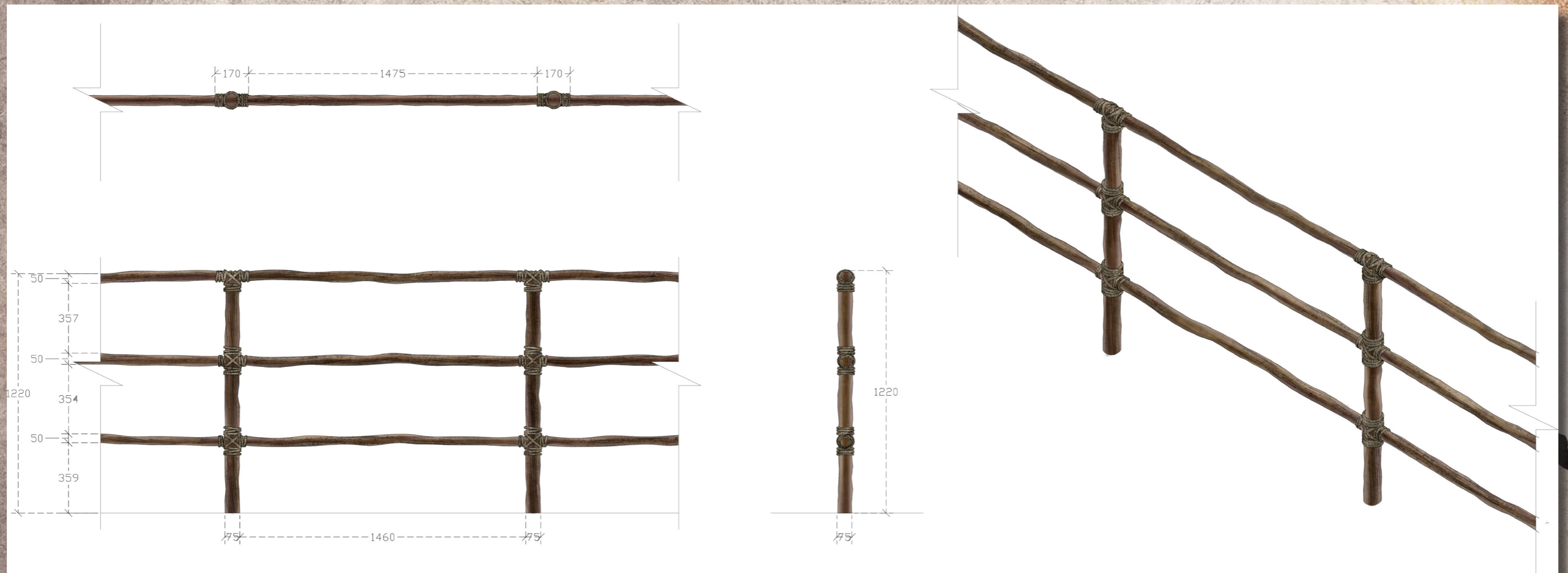
Natural Over Growth

The existing canopies are to become overgrown with planting crawling up the main structure.

Existing fabric covers to be retained and aged with areas highlighted with burn scorch marks.



QUEUE LINE FENCING



EXISTING FENCE FINISHES

Fences to be painted to simulate wood with lashing the joints with rope or leather bindings.



RAL 8024



RAL 6003



RAL 6013



RAL 8028



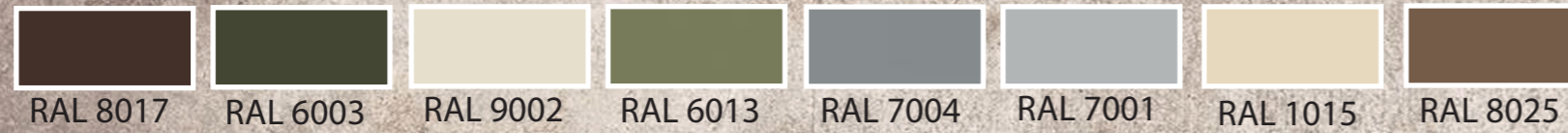
RAL 6013



Rope Binding

Colours may vary to final production to be confirmed by proof of supplier sample.

QUEUE LINE WALLS



Colours may vary to final production to be confirmed by proof of supplier sample.

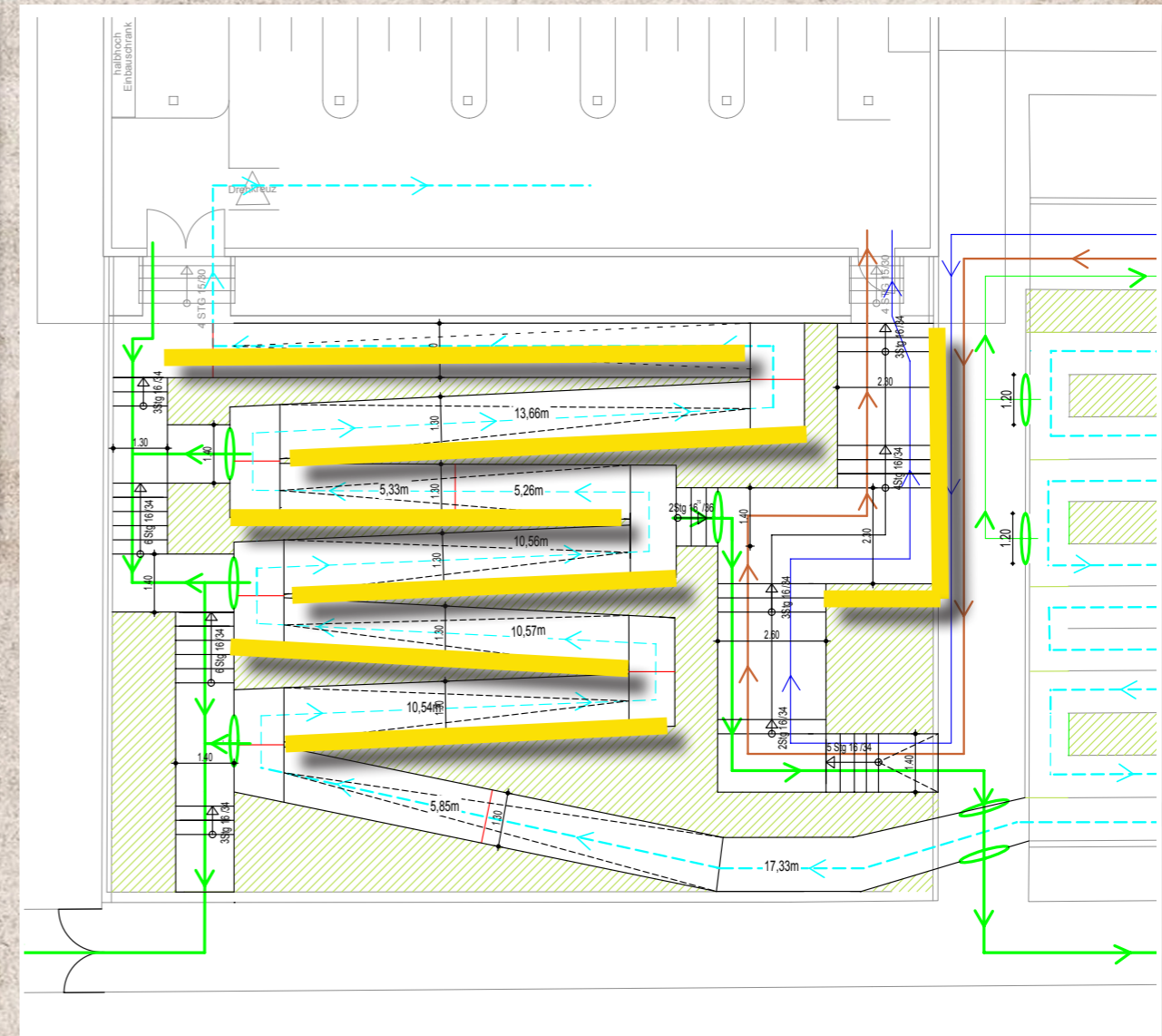


Existing Queue Line Over Head



EXISTING WALLS

All existing walls to be made to look like old stones as per reference images.



*Existing walls to be repainted to be checked on site for quantities.

QUEUE LIGHTING DESIGN

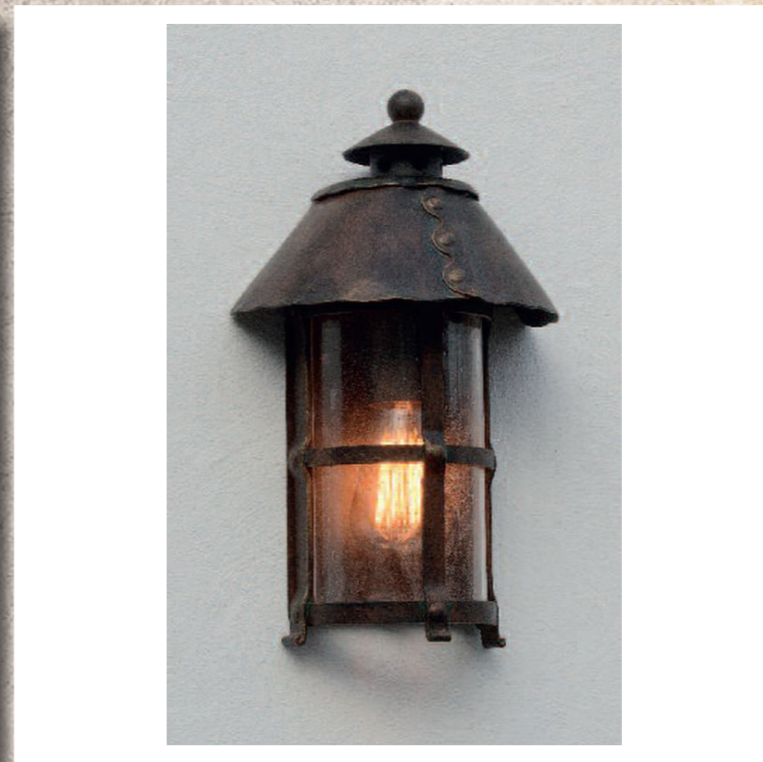


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EXTERNAL LIGHTING REFERENCES

RUSTIC & MEDIEVAL-STYLE LANTERNS



WOODEN LANTERN POSTS



Lantern posts should feature occasional burn marks and scorches to indicate damage caused by the Tree Monster.

*LIGHTING SHOULD SIMULATE A BURNING FLAME. * Remove Existing Green Posts Lighting



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EXTERNAL LIGHTING PLAN (CAD)



IMAGE REFERENCE Q.001
(BANNERS)



IMAGE REFERENCE Q.002
(BURNT/TORCHED TREE PART)

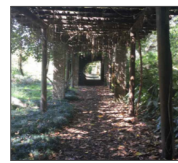


IMAGE REFERENCE Q.003
(QUEUE SHADE STRUCTURE)

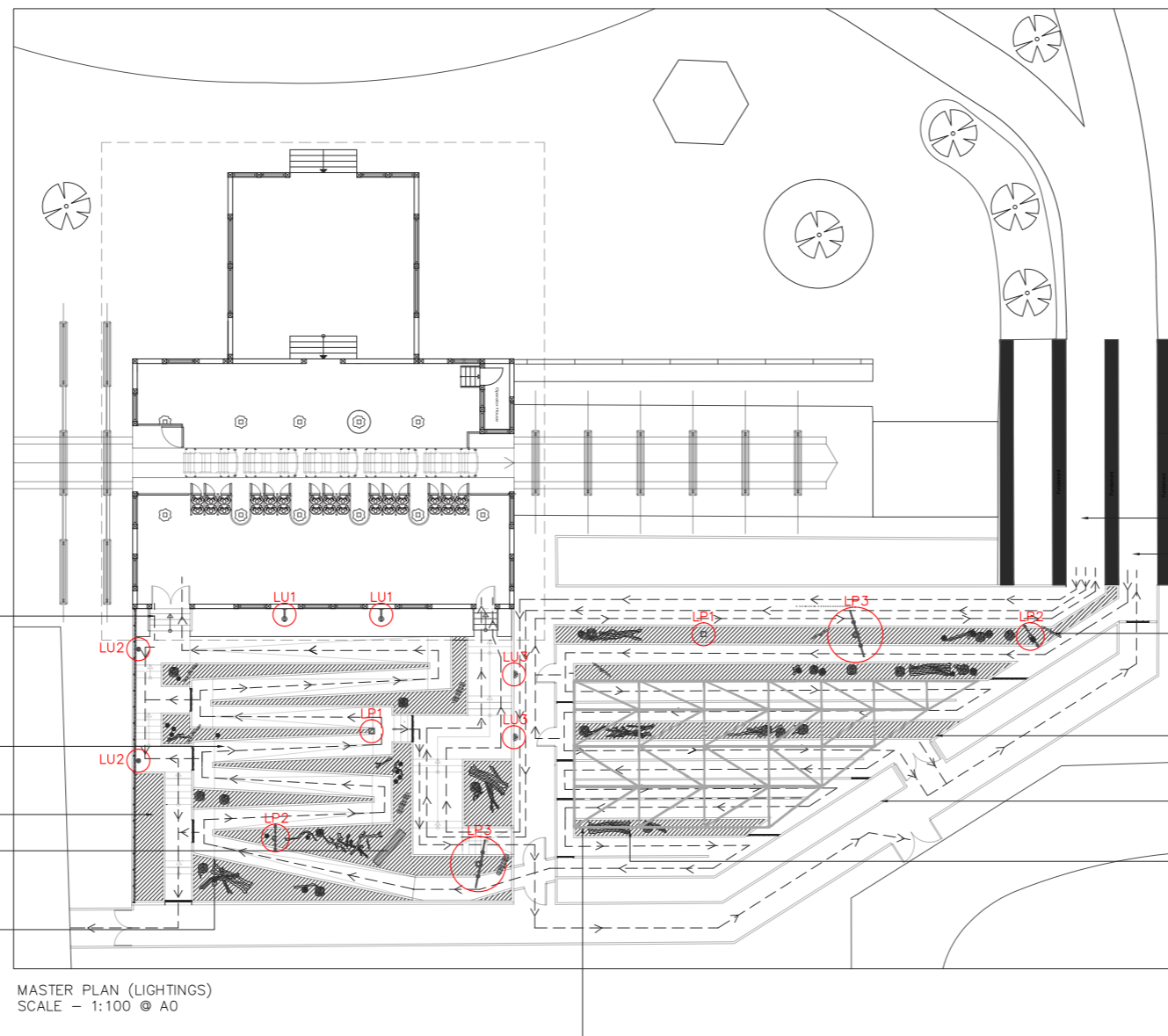
Steps to allow users enter into building

Existing queue line infrastructure with banners and lightings

Area for landscaping between queue lines

Existing entrance portal sign to be removed and positioned half in the ground taken over by vines in queue line - see image reference Q.004

Existing walls to be made to look like old stones as per reference image - see image reference Q.005



MASTER PLAN (LIGHTINGS)
SCALE - 1:100 @ A0



IMAGE REFERENCE Q.004
(ENTRANCE PORTAL SIGN)



IMAGE REFERENCE Q.005
(QUEUE LINE WALLS)

Entrance to fast track

Entrance to normal track

Banners along queue depicting the legend of pinning down the tree-monster underneath the colossal structure - see image reference Q.001

Area for landscaping between queue lines

Existing fences to be painted to simulate wood with lashing the joints with rope or leather bindings

Displayed burnt tree part along queue line - see image reference Q.002



Queue Shade Structure. The existing canopies are overgrown to make the area theming more organic and in line with the station building - it's overgrown with natural vegetation and some dried, tangled vines for set dressing - see image reference Q.003

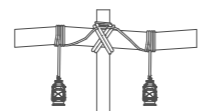
Please refer to technical lighting drawings



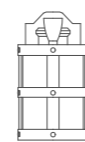
LP1



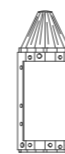
LP2



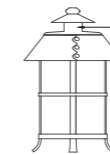
LP3



LU1



LU2



LU3

NOT TO SCALE

NOTE:
All Dimensions & Area TBC and re-measured on site prior to fabrication, build/installation. All (required/necessary) areas TBC by Architects & Structural Engineer.



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EXTERNAL LIGHTING PLAN



IMAGE REFERENCE Q.001
(BANNERS)



IMAGE REFERENCE Q.002
(BURNT/TORCHED TREE PART)

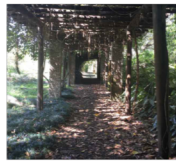


IMAGE REFERENCE Q.003
(QUEUE SHADE STRUCTURE)

Steps to allow users enter into building

Existing queue line infrastructure with banners and lightings

Area for landscaping between queue lines

Existing entrance portal sign to be removed and positioned half in the ground taken over by vines in queue line - see image reference Q.004

Existing walls to be made to look like old stones as per reference image - see image reference Q.005



MASTER PLAN (LIGHTINGS)
SCALE - 1:100 @ A0



IMAGE REFERENCE Q.004
(ENTRANCE PORTAL SIGN)



IMAGE REFERENCE Q.005
(QUEUE LINE WALLS)

Entrance to fast track

Entrance to normal track

Banners along queue depicting the legend of pinning down the tree-monster underneath the colossal structure - see image reference Q.001

Area for landscaping between queue lines

Existing fences to be painted to simulate wood with lashing the joints with rope or leather bindings

Displayed burnt tree part along queue line - see image reference Q.002



Queue Shade Structure. The existing canopies are overgrown to make the area theming more organic and in line with the station building. It's overgrown with natural vegetation and some dried, tangled vines for set dressing - see image reference Q.003

Please refer to technical lighting drawings



NOT TO SCALE

NOTE:
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EXTERNAL LIGHTING PLAN - LP1



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP1
FRONT ELEVATION
SCALE - 1:20 @ A4



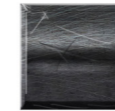
RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP1
SIDE ELEVATION 1
SCALE - 1:20 @ A4



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP1
REAR ELEVATION
SCALE - 1:20 @ A4



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP1
SIDE ELEVATION 2
SCALE - 1:20 @ A4



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP1
PLAN
SCALE - 1:20 @ A4

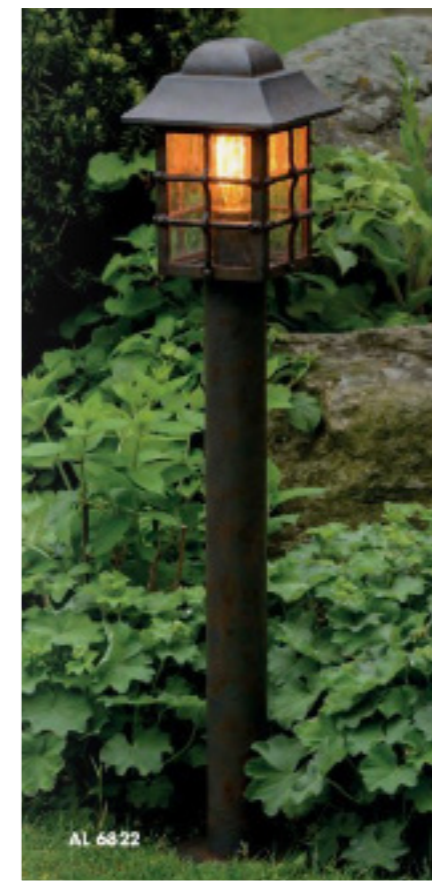


LOCATION PLAN

Flicker Flame Effect Lighting

Aged Metal Finish Light.

**CAT: ROBERS:
AL 6822
VINTAGE FINISH**



AL 6822



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EXTERNAL LIGHTING PLAN - LP2

Timber beams to be made to look broken and skewed by the creature and held together by rope.



LOCATION PLAN



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP2
FRONT ELEVATION
SCALE - 1:20 @ A4



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP2
SIDE ELEVATION 1
SCALE - 1:20 @ A4



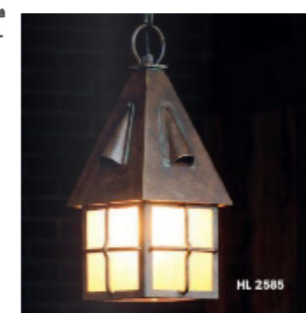
RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP2
REAR ELEVATION
SCALE - 1:20 @ A4



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP2
SIDE ELEVATION 2
SCALE - 1:20 @ A4



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP2
PLAN SCALE -



Colour Tone Blends

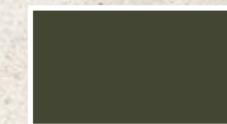
RAL 8024



RAL 8028



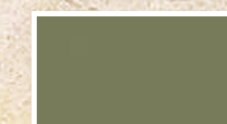
RAL 6003



RAL 6013



RAL 6013



Flicker Flame Effect Lighting

CAT: ROBERS
AL 1599 (Hanging) OR HL2585
Vintage Finish

Flicker Flame Effect Lighting



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EXTERNAL LIGHTING PLAN - LP3



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP3
FRONT ELEVATION
SCALE - 1:10 @ A0



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP3
SIDE ELEVATION 1
SCALE - 1:10 @ A0



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP3
REAR ELEVATION
SCALE - 1:10 @ A0



RUSTIC & MEDIEVAL - STYLE LANTERN POST - LP3
SIDE ELEVATION 2
SCALE - 1:10 @ A0

Timber beams to be made to look broken and skewed by the creature and held together by rope.



RUSTIC & MEDIEVAL - STYLE LANTERN POST
PLAN
SCALE - 1:10 @ A0



LOCATION PLAN



CAT: Robers:
HL 2587-A
Vintage Finish
Flicker Flame Effect
Lighting



Colour Tone Blends

RAL 8024	
RAL 8028	
RAL 6003	
RAL 6013	
RAL 6013	

Eg Robers Cat: Page 170



EXTERNAL LIGHTING PLAN - LU1



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU1
PLAN
SCALE - 1:10 @ A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU1
FRONT ELEVATION
SCALE - 1:10 @ A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU1
SIDE ELEVATION 1
SCALE - 1:10 @ A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU1
SIDE ELEVATION 2
SCALE - 1:10 @ A4



LOCATION PLAN

**Aged Metal Finish
Flicker Flame Effect
Lighting**

**CAT: ROBERS
WL 3610
Finish Vintage**



EXTERNAL LIGHTING PLAN - LU2



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU2
PLAN
SCALE - 1:10 © A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU2
FRONT ELEVATION
SCALE - 1:10 © A4



LOCATION PLAN
Aged Metal Finish.
Flicker Flame Effect
Lighting
Catalogue Model:
ROBERS: WL3648
Vintage Finish



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU2
SIDE ELEVATION 1
SCALE - 1:10 © A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU2
SIDE ELEVATION 2
SCALE - 1:10 © A4



EXTERNAL LIGHTING PLAN - LU3



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU3
 PLAN
 SCALE - 1:10 © A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU3
 FRONT ELEVATION
 SCALE - 1:10 © A4



LOCATION PLAN

**Aged Metal Finish
 Flicker Flame Effect
 Lighting**

**CAT: ROBERS
 WL 3459 OR A: 1428-H
 Vintage Finish**



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU3
 SIDE ELEVATION 1
 SCALE - 1:10 © A4



RUSTIC & MEDIEVAL-STYLE LANTERN UNIT - LU3
 SIDE ELEVATION 2
 SCALE - 1:10 © A4



WL 3459

QUEUE SIGNAGE



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COLOSSOS
KAMPF DER GIGANTEN

SIGNAGE DETAILS



Signage is made out of rough-sewn wooden planks with painted and carved titles. The wood grain should be visible through the paint application. A burning chiselled font should be used similar to that of Alton Towers 'The Wicker Man'.



-  RAL 3013
-  RAL 8028
-  RAL 2000
-  RAL
-  RAL 9011
-  RAL 8011
-  RAL

QUEUE LINE STORY

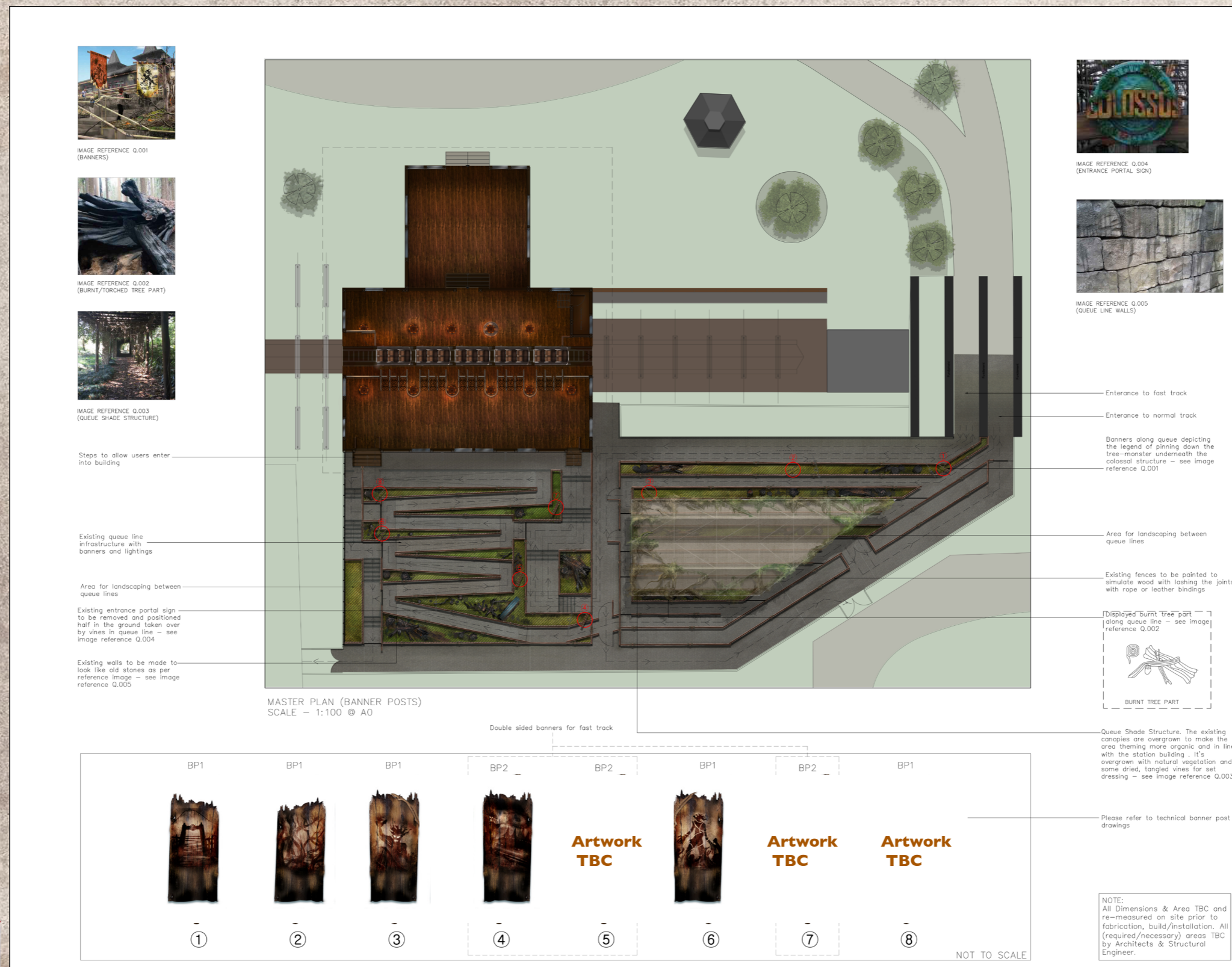
Queue Story Telling Large Timber Relics

Torn off track and station pieces are impaled in the ground along the queue depict the legend of pinning down the tree-monster underneath the Colossos structure. Theming contractor to develop 8x graphics telling the story of Colossos.

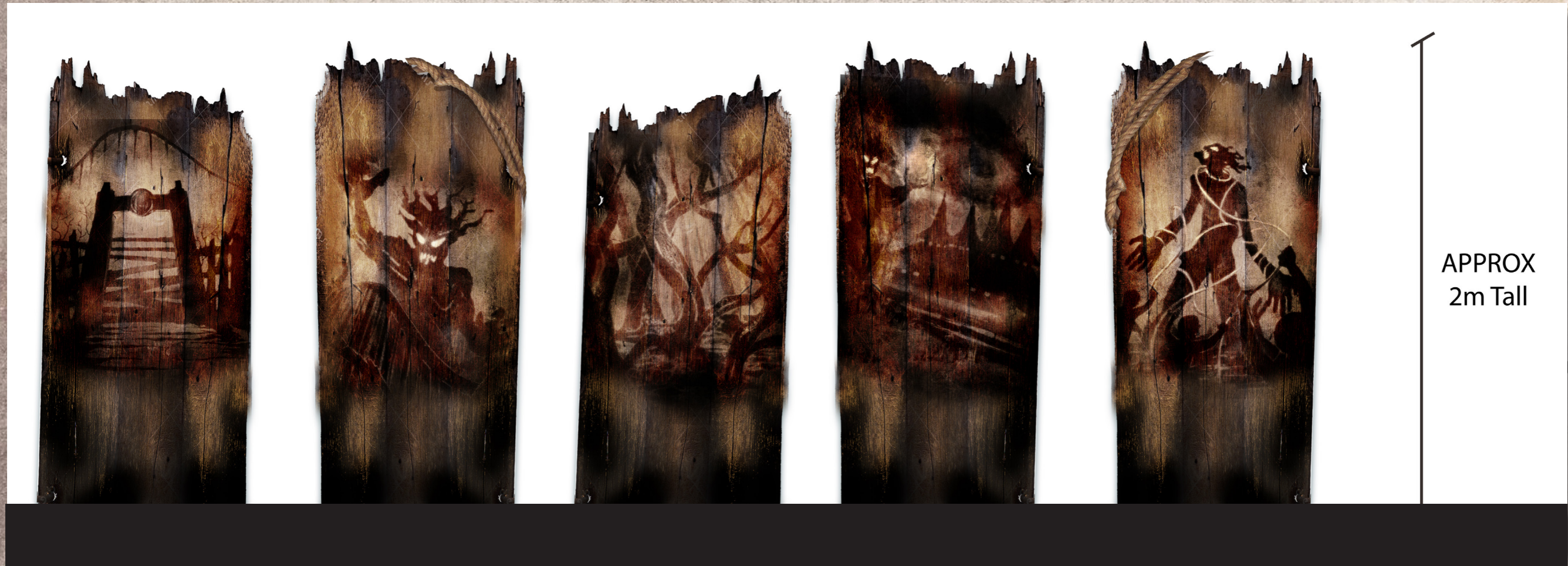


*Example distressed burnt signs.

Timber Relic Signs x8. Of which x3 are double sided. Each with their own individual graphic as marked on the attached plan.



QUEUE LINE STORY TELLING

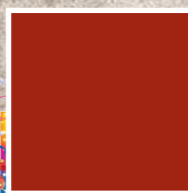


APPROX
2m Tall

Example Boards 5 of 8

Timber boards approx 2m high of various sizes. To look like they have been thrown and stuck into the ground from Colossos creature. Burnt at the base. Broken at the top with burnt edges. Burnt / scenically painted image.

There is the possibility that parts could be old ride track / station theming. Additional theming elements including rope / metal bracing can be applied to make it look like track has been broken off.



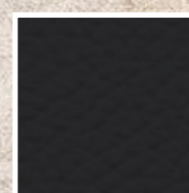
RAL 3013



RAL 8028



RAL 2000



RAL 9011



RAL 8011



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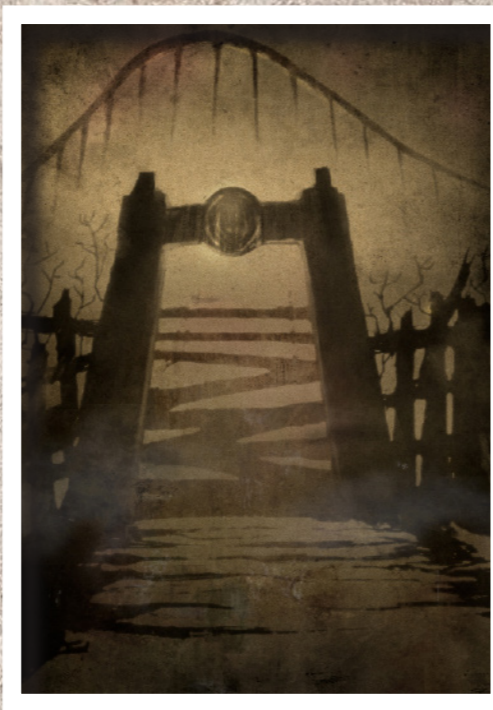
QUEUE LINE STORY

ARTWORK GRAPHICS

x8 Imagery as per reference image on previous page. X3 Select images to be double sided for fast track queue benefit. ARTWORK TO BE HAND PAINTED BASED OFF THE FOLLOWING IMAGES.



1) Colossos at Heide Park has run for 15 years



2) Closed and boarded up



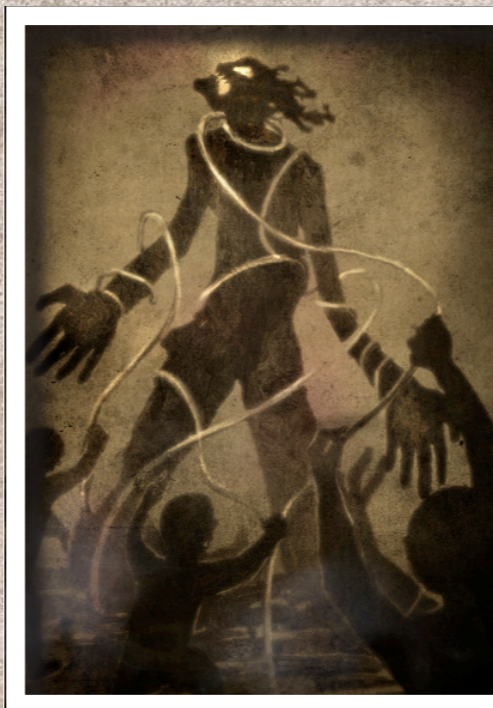
3) Nature took over the attraction.



4) The beast breaks through the ground



5) It sets its sight on Colossos.



6) People try pinning down the beast.



7) It cannot be destroyed only riding the ride with screams can halt its growth.



8) THE MIGHTY COLOSSOS

STYLISATION REFERENCES



MAYAN / AZTEC CALENDER OF EVENTS



DISTRESSED COLOURED FABRIC



CAVE MONSTERS HAND DRAWINGS

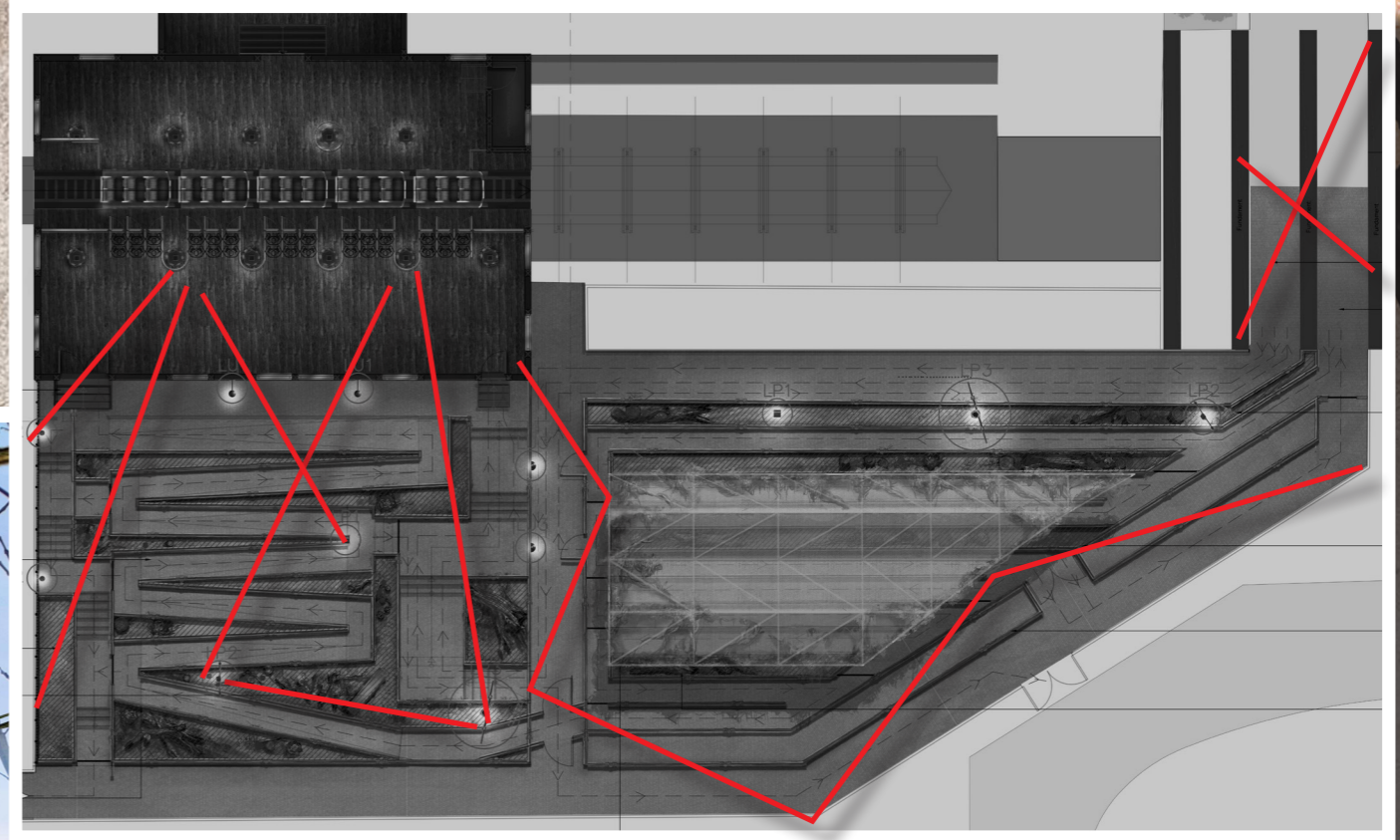


CAVE DRAWINGS



SYMBOLISM FOR THE CREATURE

HANGING VINES



Hanging Vines to be out of reach of guests. Draped where possible. To look like they are growing up items. Example hanging from the new light poles to the roof etc.



Examples Vine Look



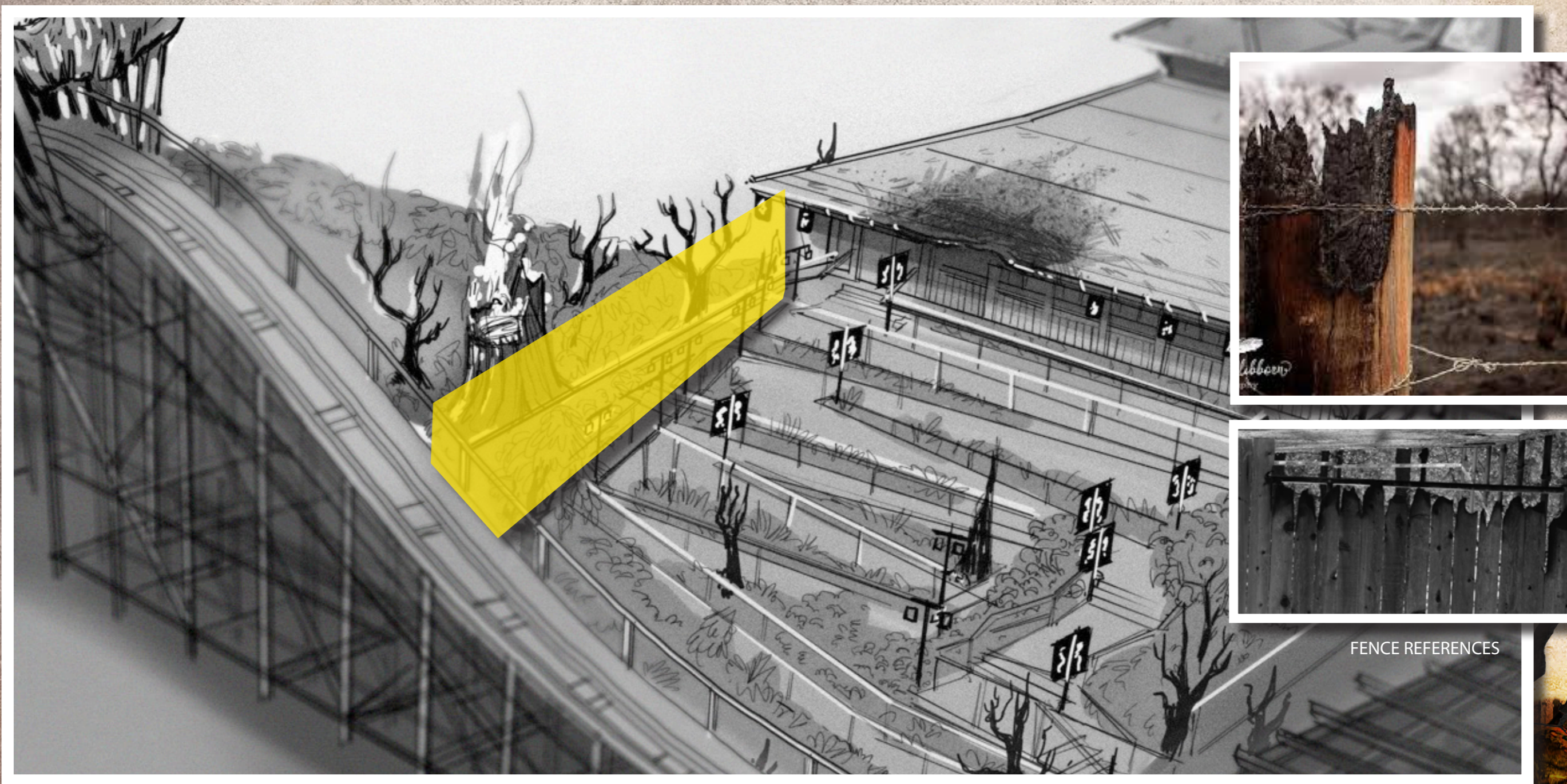
Vines hang over the queue line and plaza area.

The existing queue-line infrastructure should be re-used as much as possible to maximise the end product. This visual depicts the proposed illustrative banners, lighting and wall finishes in the queue-line.



QUEUE LINE FENCE TO HIDE TRICK TRACK

A 2.5m fence hides the sight lines to the beast and the trick track as to not spoil the illusion. Vines grow over the fence that is singed by the growing vines.



FENCE REFERENCES

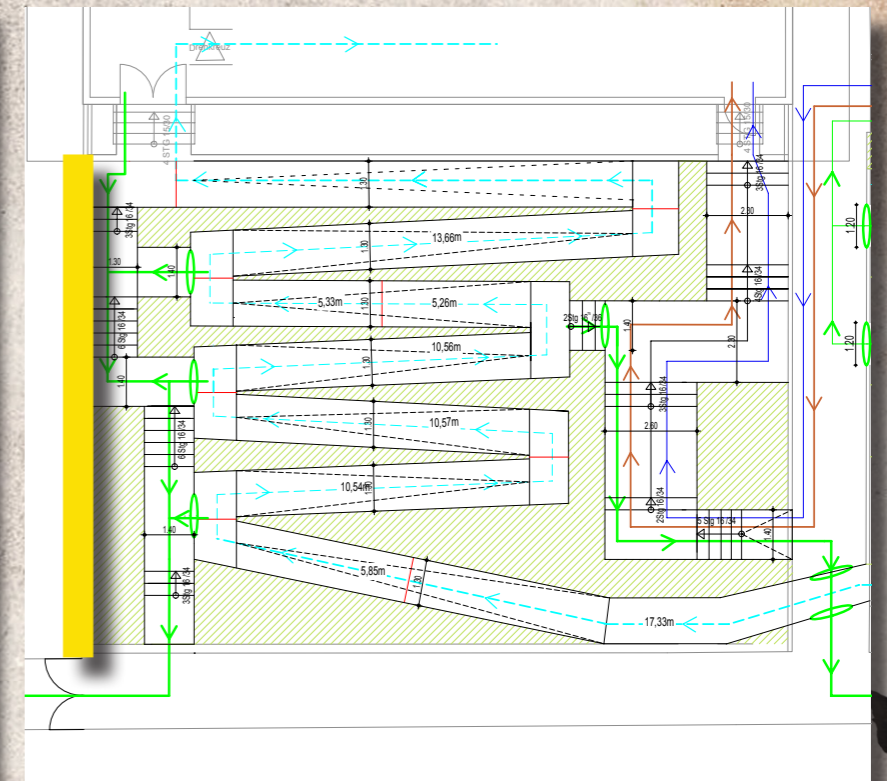
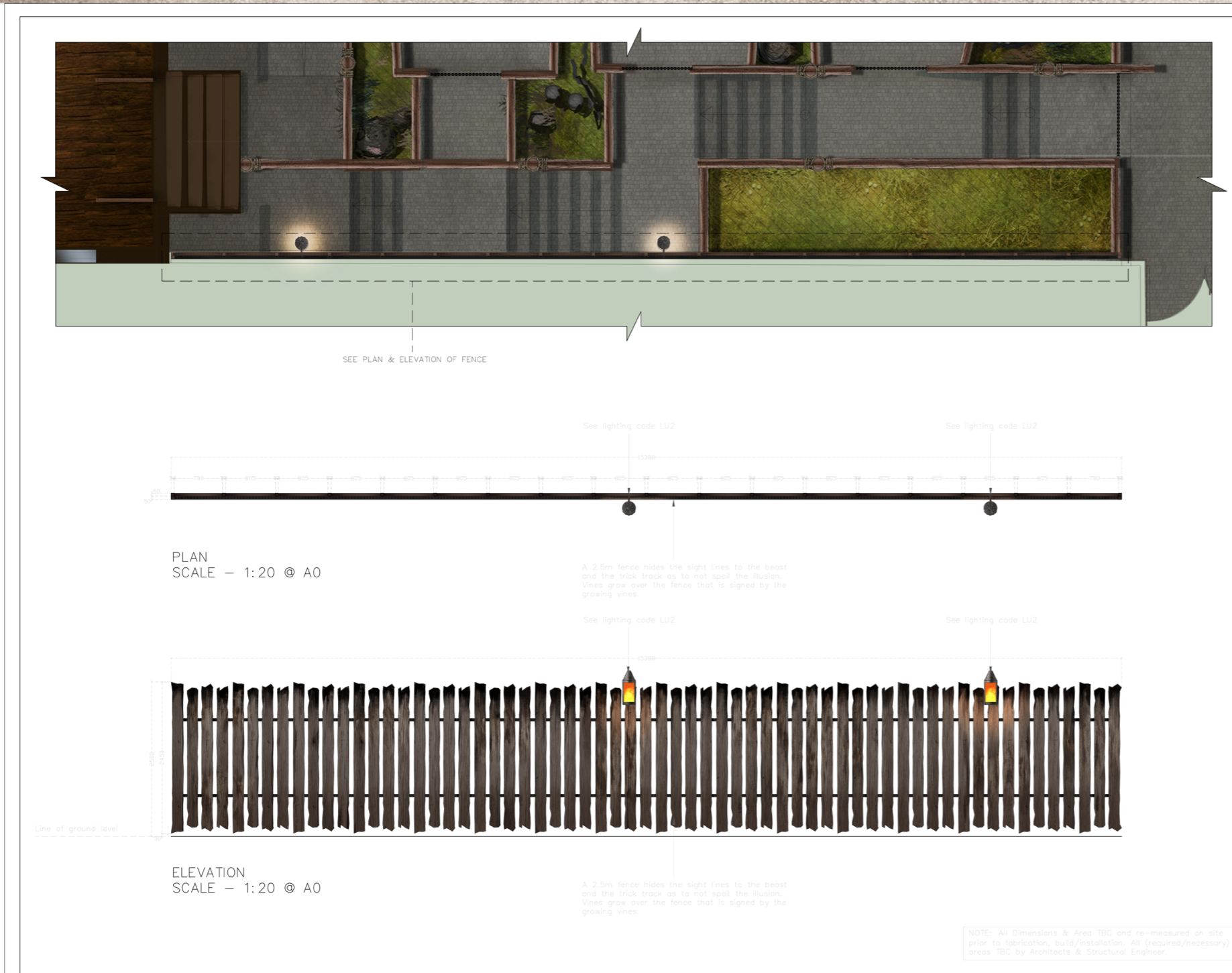


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QUEUE LINE FENCE TO HIDE TRICK TRACK

A 2.5m fence hides the sight lines to the beast and the trick track as to not spoil the illusion. Vines grow over the fence that is signed by the growing vines.



Fence to match the angle of the slope of the queue line paths.



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RIDE STATION INTERIOR DESIGN



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COLOSSOS
KAMPF DER GIGANTEN

STATION INTERIOR SHOW

The station building is overgrown and taken over with vines from the Tree Monster. The vines scorch everything they touch, leaving black marks on the wooden station building. Epic music plays, creating anticipation. Every time the train dispatches the burning branches burn brighter combined with the epic burning beat signifying the battle of Colossos.

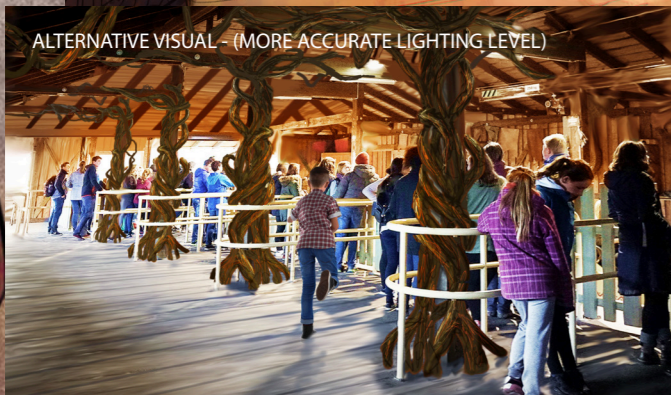
'DEFAULT Loading State' - (IDEAL LEVEL OF AMBIENT LIGHT)



'Train Dispatch Show State' - (IDEAL LEVEL OF AMBIENT LIGHT)



ALTERNATIVE VISUAL - (MORE ACCURATE LIGHTING LEVEL)



Vines & Roots

The ride station is overgrown with roots and vines taking back the Colossos station.

Burning Illusion

A burning scent and ambient smoke lingers in the station. Every time a train dispatches the vines burn with anger and the sound of the battle of Colossos plays out.



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STATION INTERIOR THEMING DETAILS



Bunting

Existing bunting to be removed.
Relocated to Mayan area of HP.

Windows

To reduce light Hessian like sheeting is scenically overlaid on the windows.
Imagery of Colossos

Mayan Stones

x2 Mayan stones to be retained with additional vines added.



Mayan Heads

x8 All existing Mayan head figures to be scenically painted with a wood finish and wrapped in either vines or Hessian fabric tied with rope.



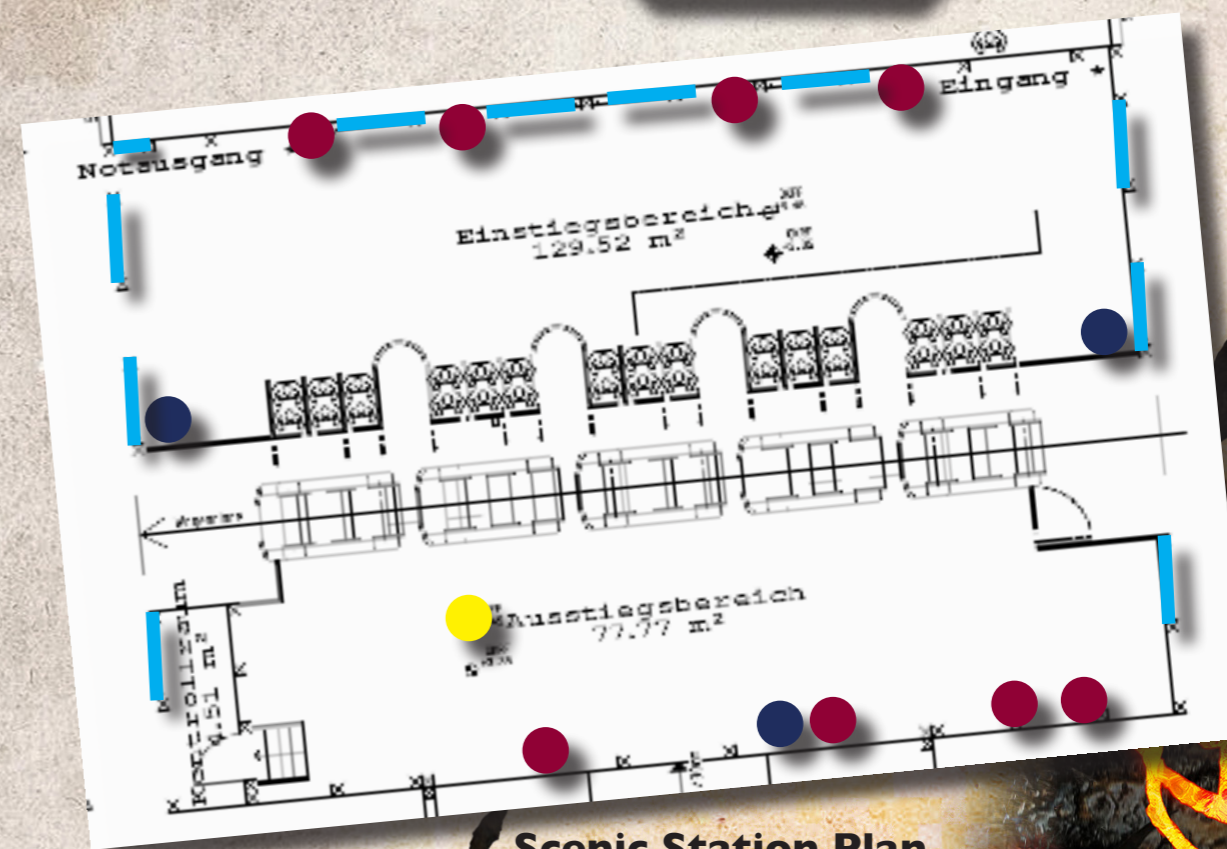
*Example face with vines



Crane Arm Base

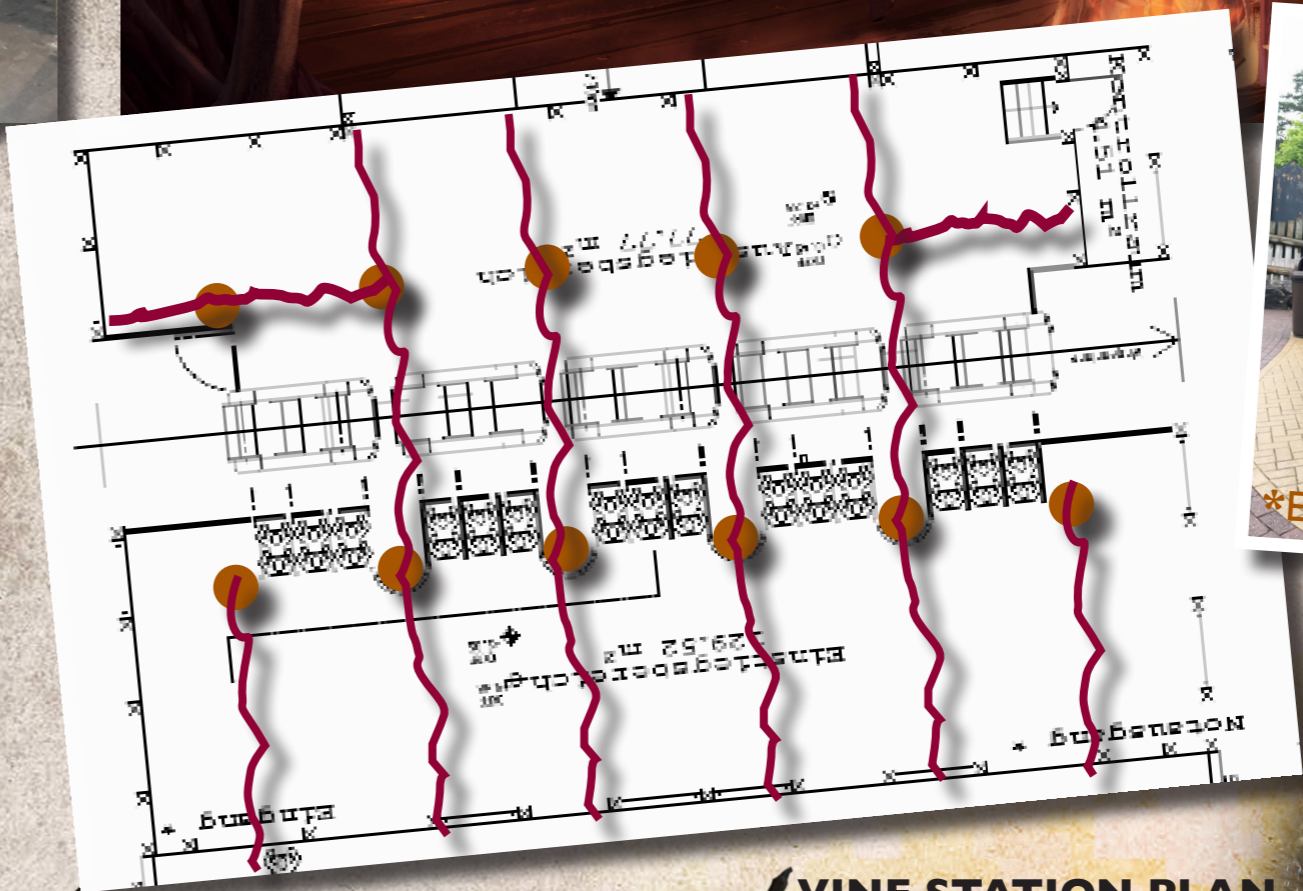
To be clad to look like stacked Mayan stones as per existing station circular stones.

*Example stone to look like multiple stacked stone wheels.



Scenic Station Plan

STATION INTERIOR VINES



Climbing Vines

All vertical columns to have climbing vines that grow into the roof trellis. Must allow for lighting to be installed to allow show programming of the roots burning from the ground up.

KEY

- x11 VERTICAL CLIMBING VINE CLIMBERS UP COLUMNS + BURNING SPOT LIGHT LOCATIONS
- x17 HORIZONTAL BEAM VINE CLIMBERS

VINE STATION PLAN



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STATION INTERIOR VINES

Ride vehicle with wooden style paint treatment simulating dark burnt oak.

Existing air gate timber boards – existing boards to be painted to look burnt and charred. Darker base paint to be applied first.

Existing metal railings – all to be painted and gradient dark black at the base fading into a medium brown

Vertical climbing vine climbers up columns + burning spot light locations

Steps to allow users enter into building



STORY TELLING PROJECTION

STORY NARRATIVE - 30 seconds

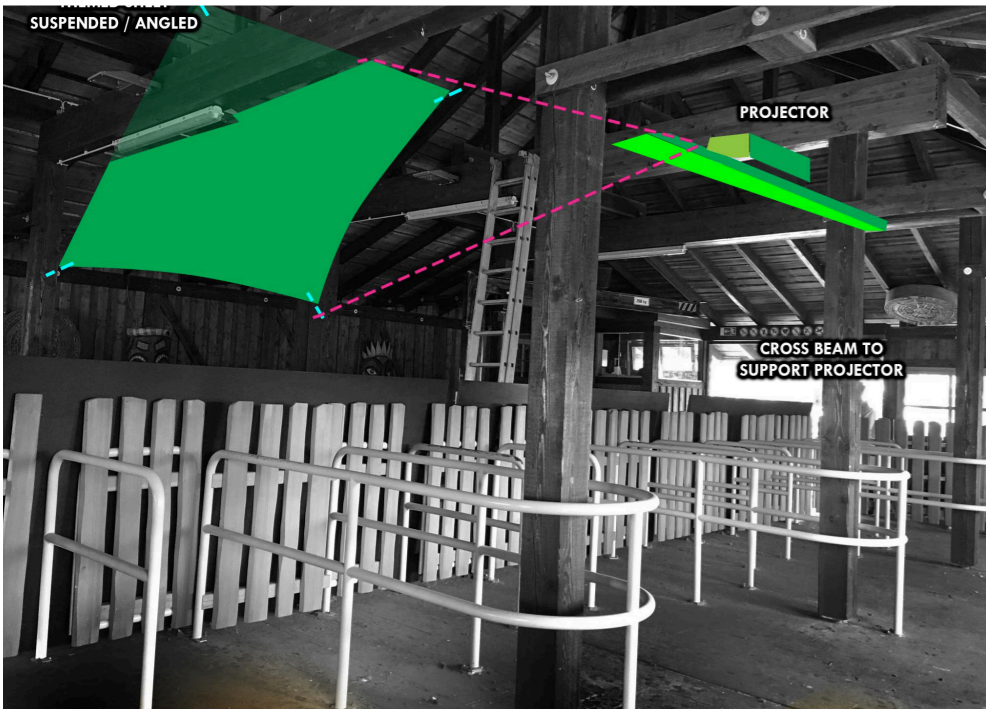
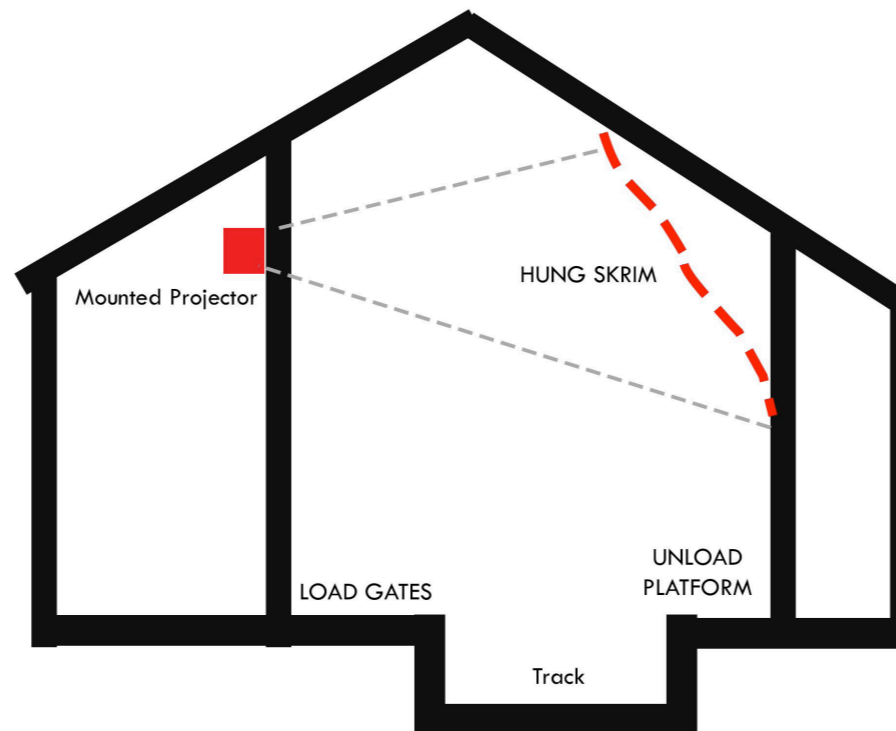
- 1) "For 15 years – Colossos stood tall."
People walking towards Colossos portal and coaster moving in background.
- 2) "However, time took its toll on Colossos, and for 3 long years, it remained silent on the skyline." Portal zooms in as boards fold into the gateway of the portal and vines begin to grow up the gates.
- 3) "Through that silence, an earth shattering roar was heard across the land."
Camera pans to the ground where the earth begins to crack. Cracking sounds & Colossos underground Roar echo
- 4) "It started small, then grew taller, faster & stronger."
Vines burst from the crack in the ground high into the sky.
- 5) "...until a creature of burning FIRE took it's chance to RISE from its underground prison..."
The camera pans to a mighty Colossos creature roaring.
- 6) "It's power had no match"
People try and kill the beast
- 7) "Those who tried to destroy it were met with a raging inferno."
But with mighty firey anger he sets fire to them all. FIRE SOUNDS IGNITING
- 8) SCREEN PLUNGED INTO FLAMES
- 9) "Legend has it that the SCREAMS from Colossos suppressed the beast."
Screams can be heard and create a noticeable pain to the creature.
- 10) "Nothing can stop it, but YOU can fight it. The time has come for us to ride, Together!!! we will destroy the beast..."
- 11) "Let the battle of the behemoths... commence..."
Camera pans up from guests in front of the towering ride to colossus above the track. Camera pans into his face where his eyes mouth and head burst into flames. Screen content then zooms into the mouth and a state of flickering flames.



Projected Content STATION Story Telling Concepts

A suspended burnt sheet hangs above the unload platform with projected content.

*Similar to Derren Brown Ghost Train Pre-Show.
Projector to be hidden with timber boxing to match or hidden by sheeting.*



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STATION FINISH DETAILS

Rope Details

Thick rope to be hung around station trying to tie back the growing vines.

Vines

Vines creeping up and along columns and beams.
Wood finish that leaves a burnt scorch mark.

BURNT TEXT

Burnt 'text' on the walls.

Example:

'IT CAME FROM BELOW'

Text TBC - x10 Locations TBC



Example Interior Finish

Wall Mounted Tools

x10 Over sized old themed hammers and saws wall mounted. (Tools to pin the beast down) Locations TBC on Site.

Window Details

x11 Scorched Hessian over the window with randomised burnt, rough edge, broken timber boarding.



Existing Wall Example



Existing Timber

Burnt charr effect from wall base to reduce in intensity vertically.
Some scorch marks in other areas.



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STATION FINISH DETAILS

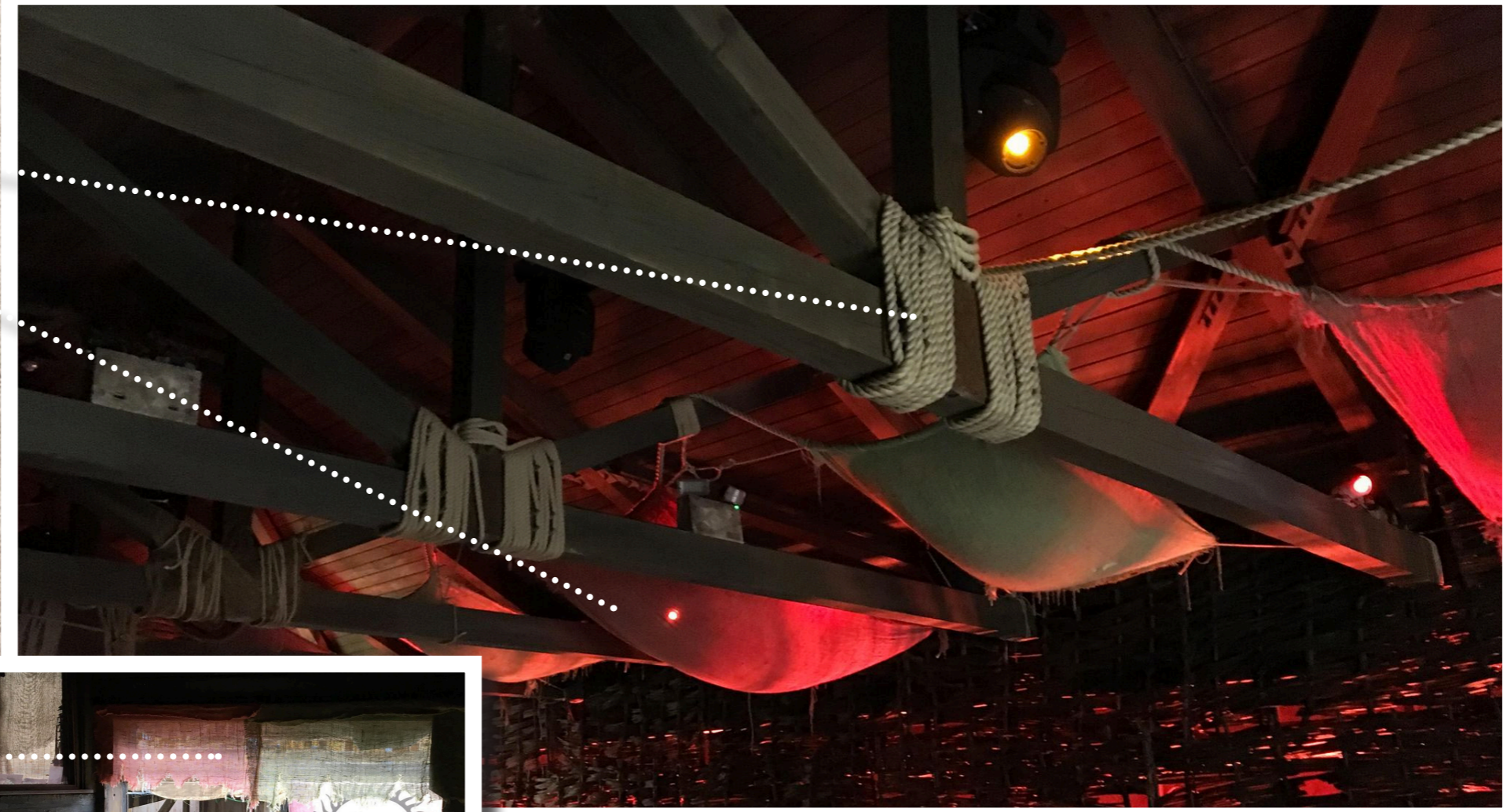
Rope Details

Thick rope to be hung around station trying to tie back the growing vines.

Hung Fabric

Hung coloured sails as per banner colours to be hung around station interior as per reference image to right.

x10 Locations



Reference: THE WICKER MAN - ALTON TOWERS RESORT

STATION FABRIC

Ripped coloured Hessian matching banner colours hung above track exit and entry doors, as per image to the right. Black drape to be positioned behind to improve darkness levels. **x2 Locations**



STATION SCORCHED TEXT PHRASES & LOCATIONS



BURNT TEXT *WORDING TBC

- 1) IT CAME FROM BELOW /ES KAM AUS DER TIEFE
- 2) WE WORK TO PIN DOWN THE BEAST /WIR BEKÄMPFEN DAS BIEST
- 3) A CREATURE OLDER THAN TIME /DIE KREATUR IST ÄLTER ALS DIE ZEIT
- 4) THE TIME HAS COME /DIE ZEIT IST GEKOMMEN
- 5) THE BEAST HAS RISEN /DIE KREATUR HAT SICH ERHOBEN
- 6) IT CANNOT BE DESTROYED /ES IST UNZERSTÖRBAR
- 7) COLOSSOS
- 8) RISE UP. TOGETHER /ERHEBT EUCH. GEMEINSAM
- 9) STRONGER TOGETHER /ZUSAMMEN STARK
- 10) BALANCE THE ENERGY /GLEICHT DIE ENERGIE AUS

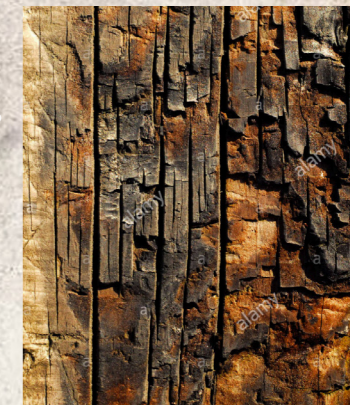
*LOCATIONS TO BE DECIDED ON-SITE

STATION AIR GATES & FENCE



STATION SIGNAGE

All existing signs to be replaced with new branded signage.

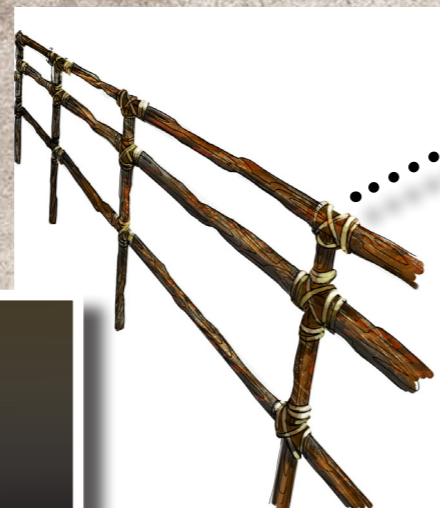


Existing Air Gate Timber Boards

Existing boards to be painted to look burnt and charred. Darker base coat paint to be applied first.

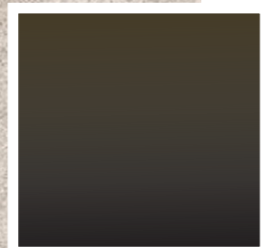
Existing Metal Railings

All to be painted. Gradient dark black at the base fading into a medium brown.



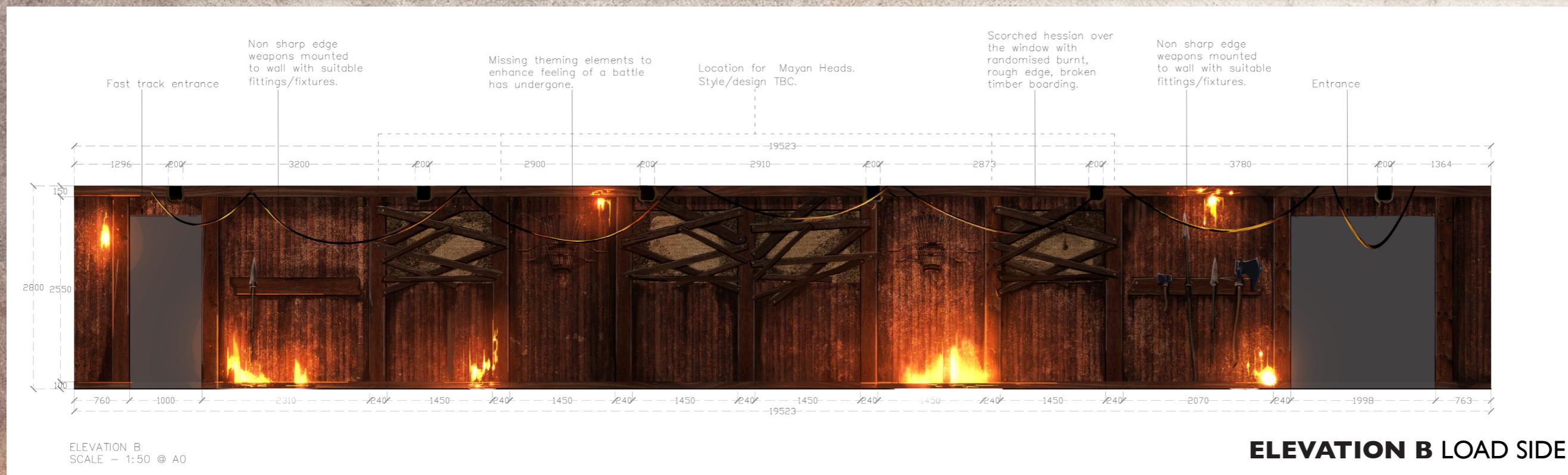
Rope Detail

Rope detail lashing junctions together. Robust fixing detail.

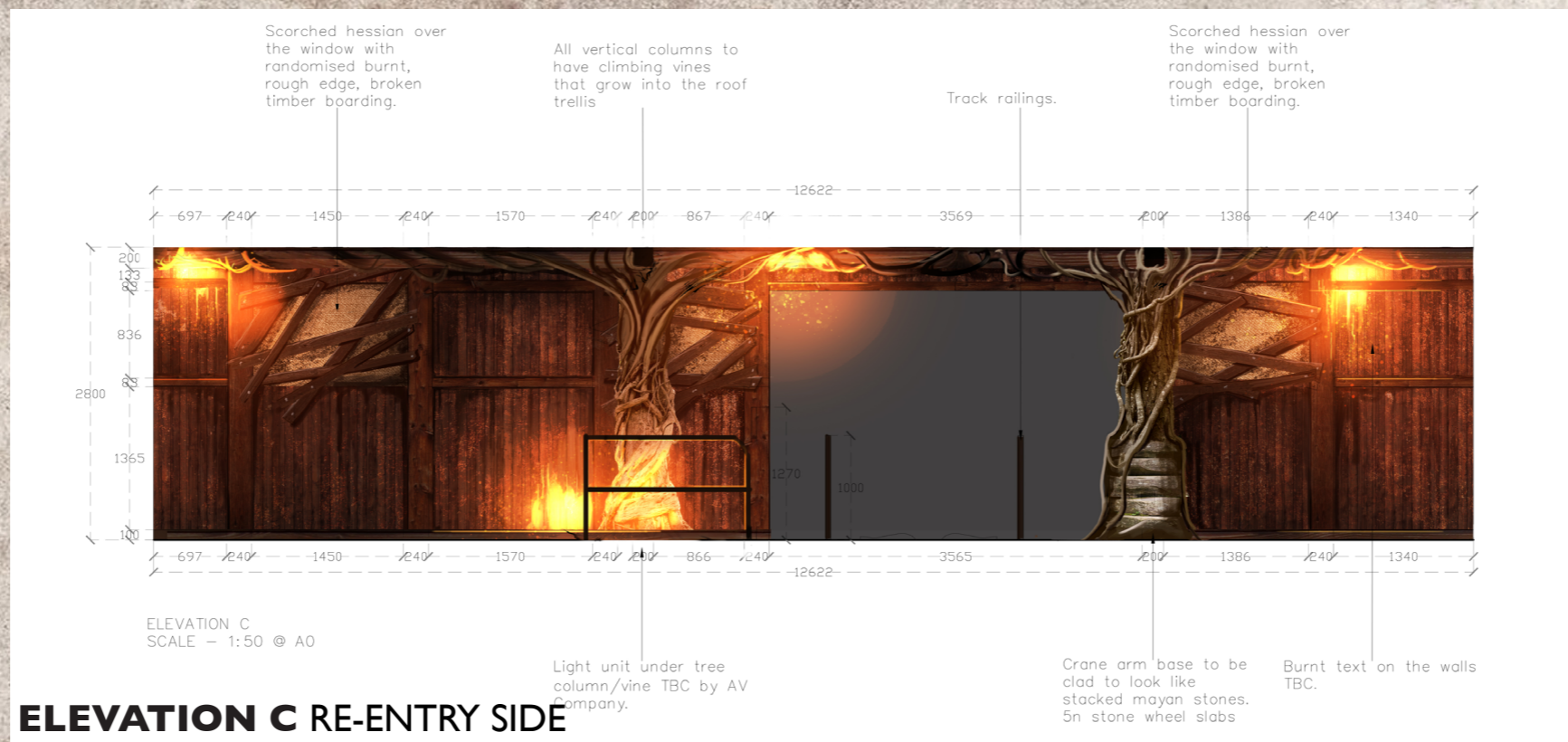


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STATION ELEVATIONS PART 1

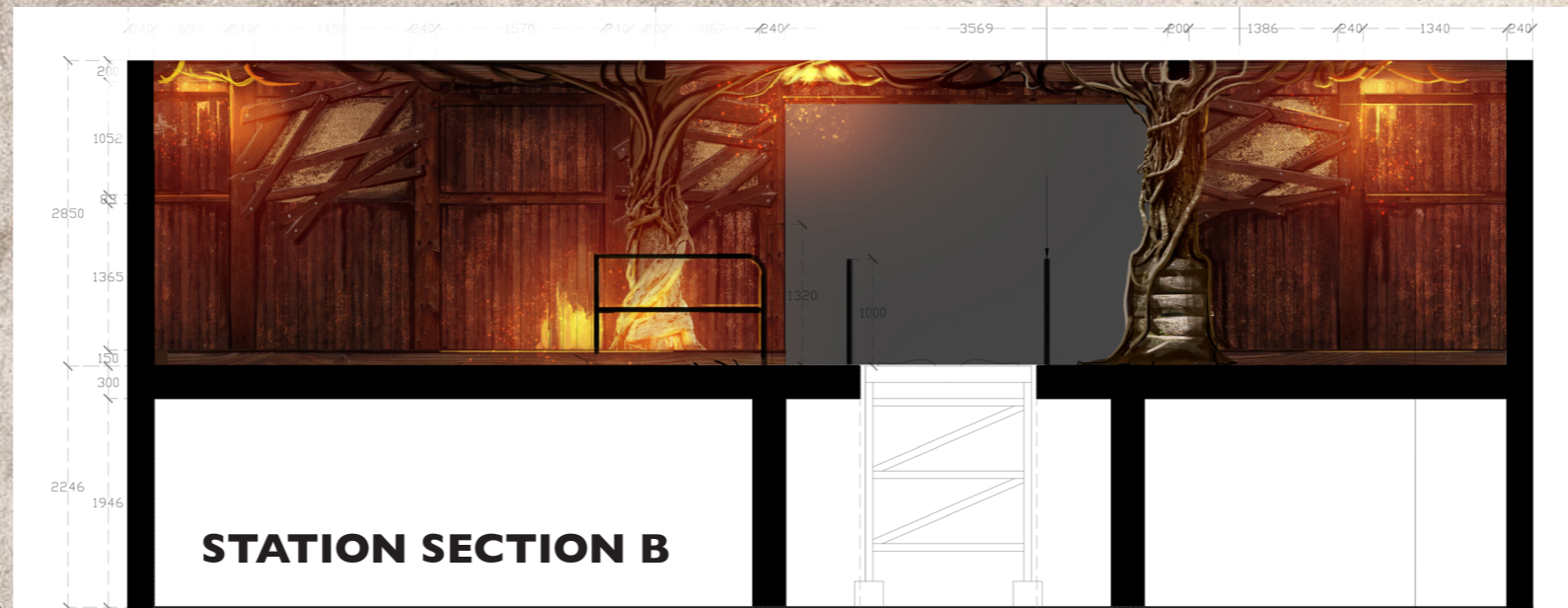
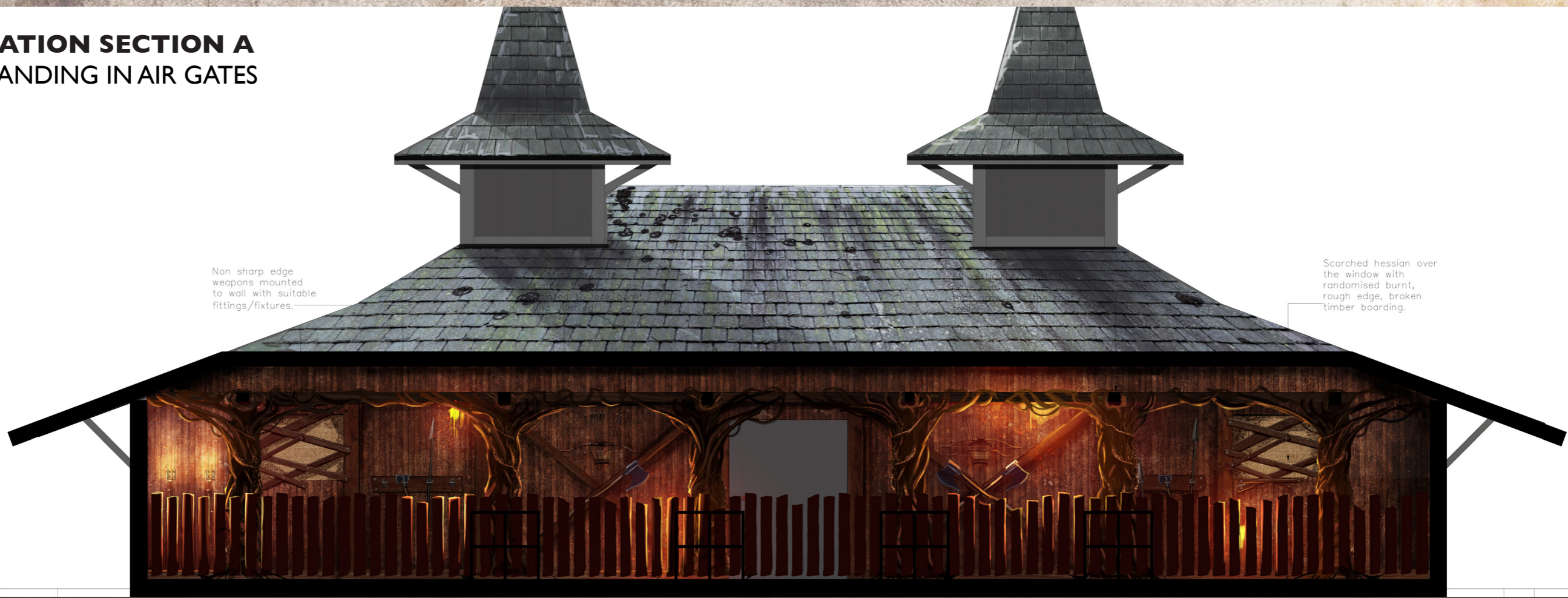


STATION ELEVATIONS PART 2



STATION SECTIONS

STATION SECTION A STANDING IN AIR GATES



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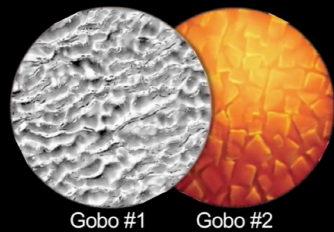
STATION LIGHTING / SOUND / SMOKE

As the train dispatches ambient fire gobo's illuminate the walls and floor of the station, in time with the dispatch audio and triggered smoke effects.

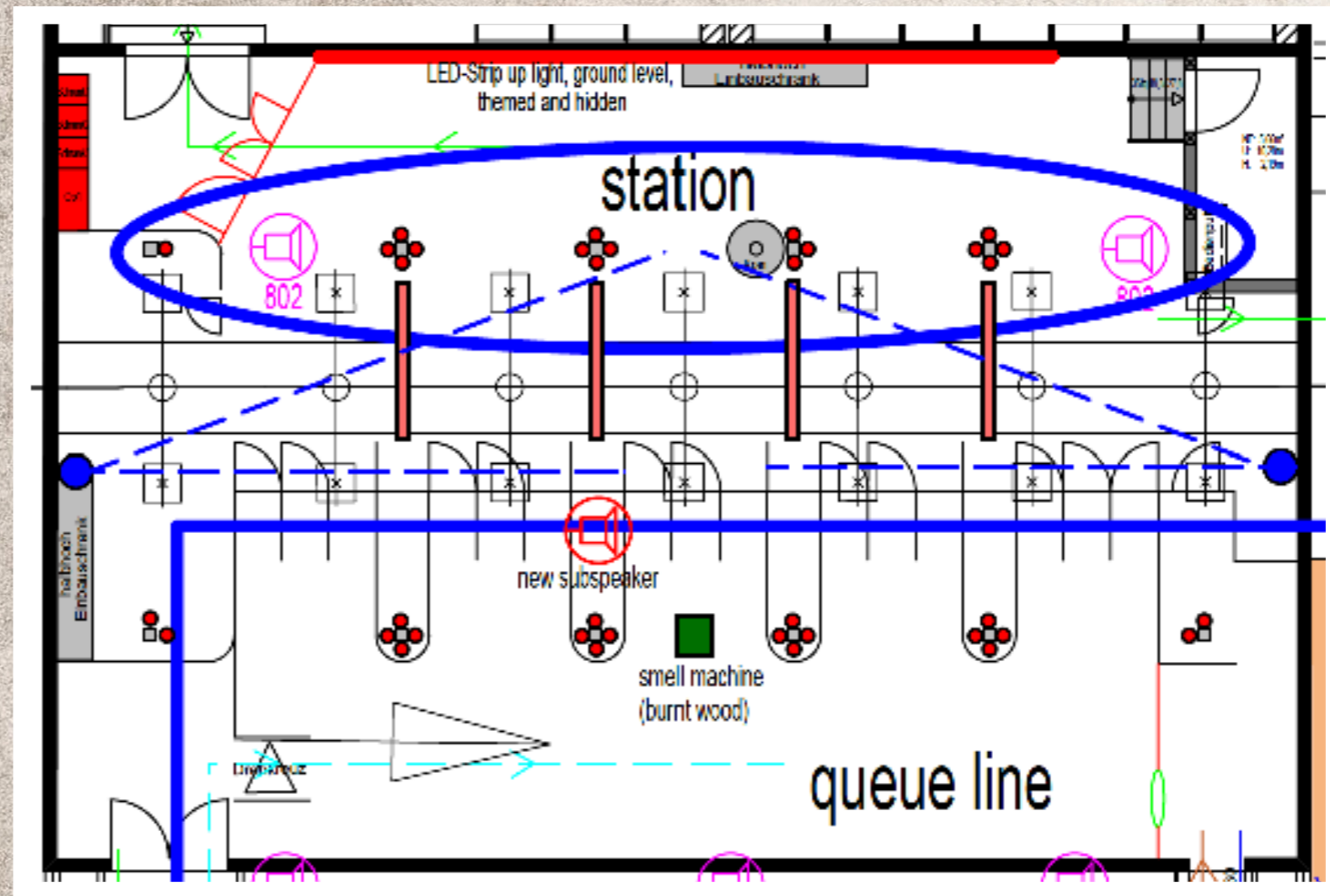
Video Link: <https://www.youtube.com/watch?v=YOzI2RznCX8>

Gobo #1: Water Effect Gobo
Direction: Up
Speed: Fast

Gobo #2: Amber Mosaic (33302)
Direction: Up
Speed: Fast



Lens: 50°
Focus: Soft



RIDE CARS

DESIGN



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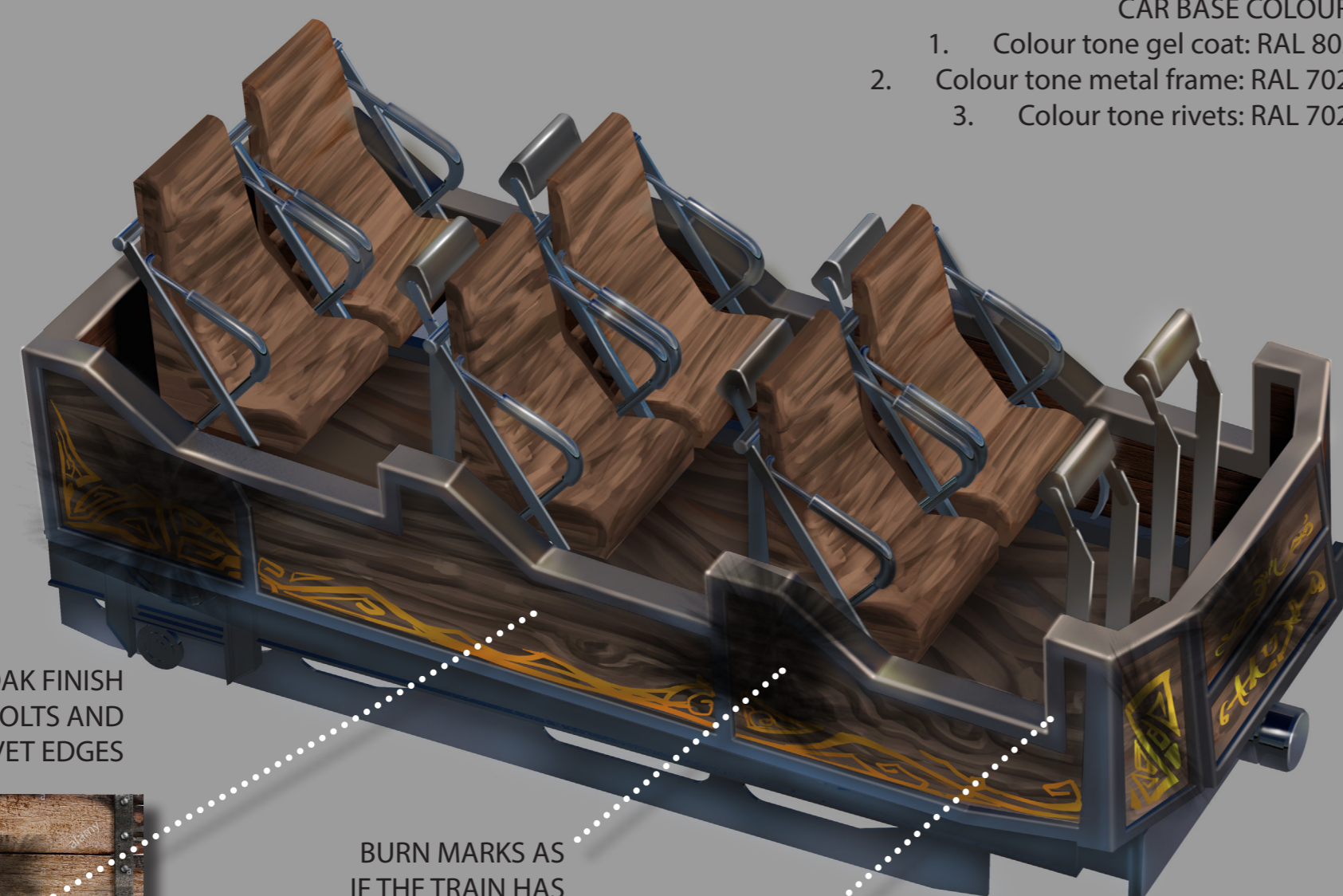
COLOSSOS
KAMPF DER GIGANTEN

RIDE VEHICLE

The ride vehicle will be the provided base vehicle with a wood-style **paint treatment** simulating dark, burnt oak.

Existing Trains



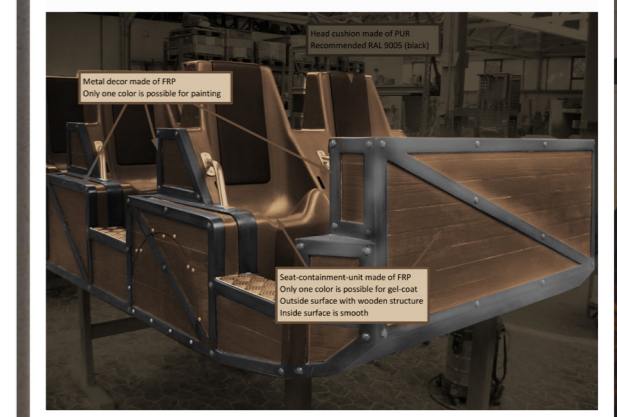
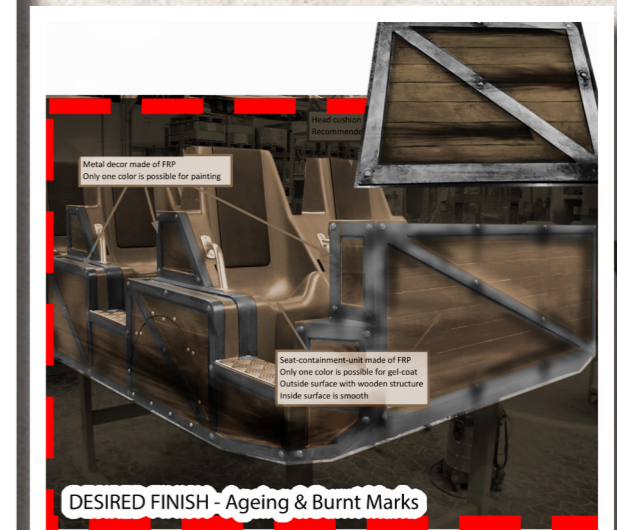


CAR BASE COLOURS:

1. Colour tone gel coat: RAL 8025
2. Colour tone metal frame: RAL 7022.
3. Colour tone rivets: RAL 7023.

BURN SCENIC PAINTED COLOURS:

- RAL 3013
- RAL 8028
- RAL 2000
- RAL 9011
- RAL 8011



BURNT OAK FINISH
METAL BOLTS AND
RIVET EDGES

BURN MARKS AS
IF THE TRAIN HAS
PASSED THROUGH

FAUX RIVETS ON METAL STRAPS



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THE CREATURE

DESIGN



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COLOSSOS
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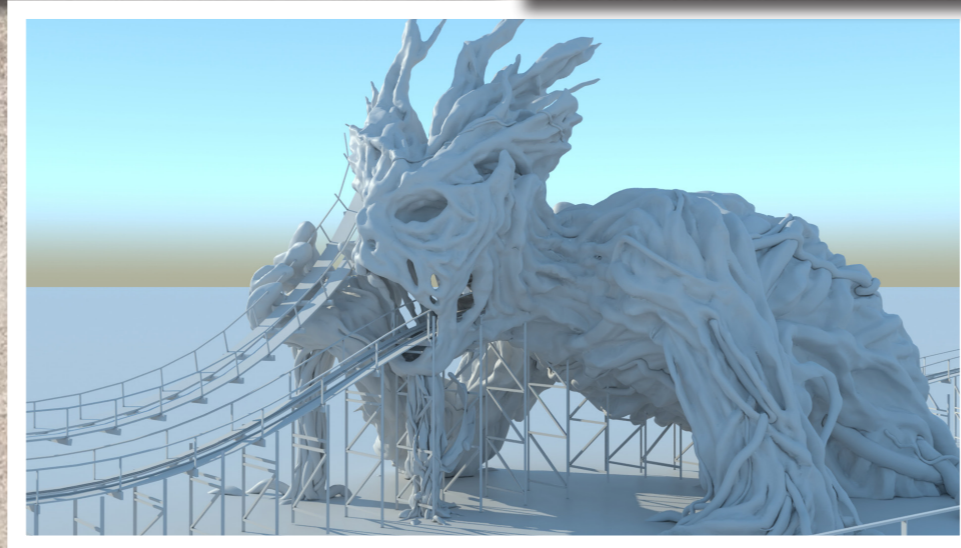
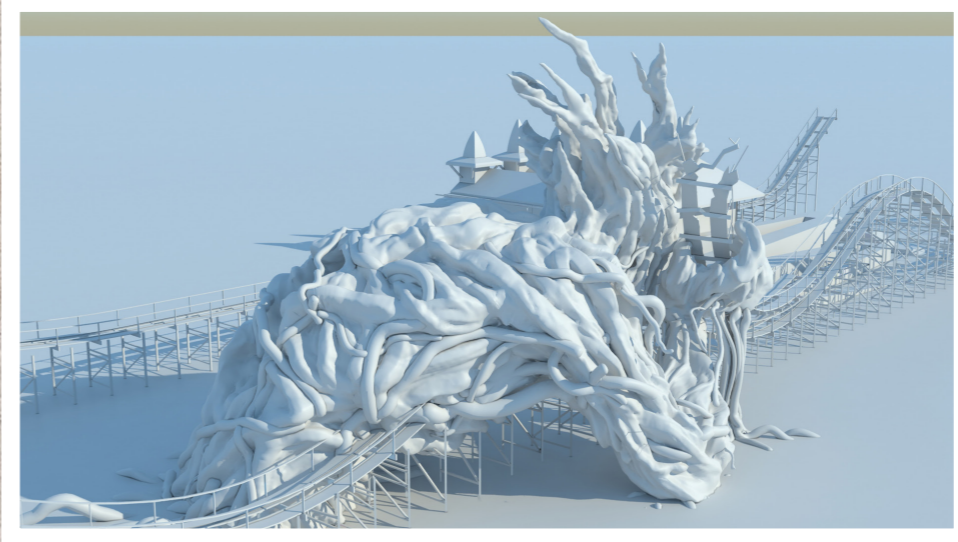
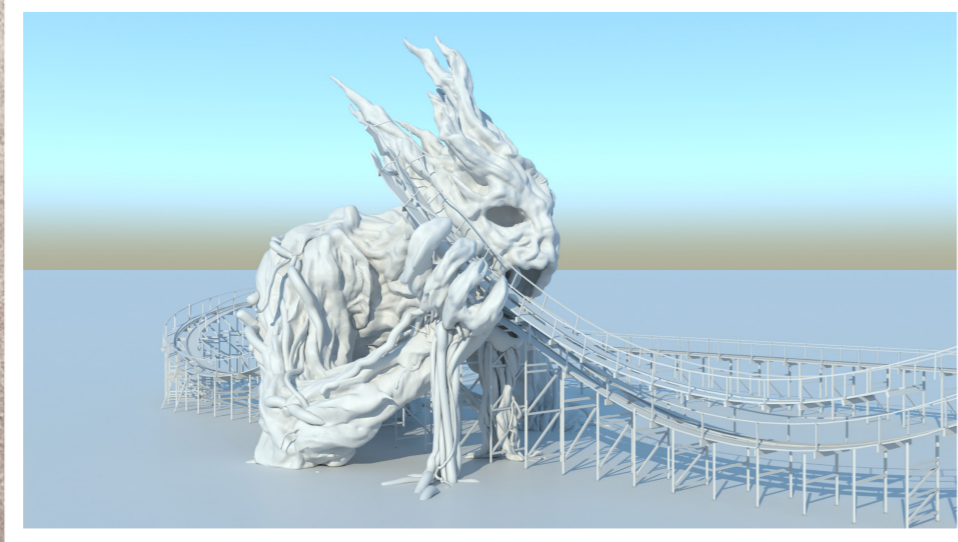
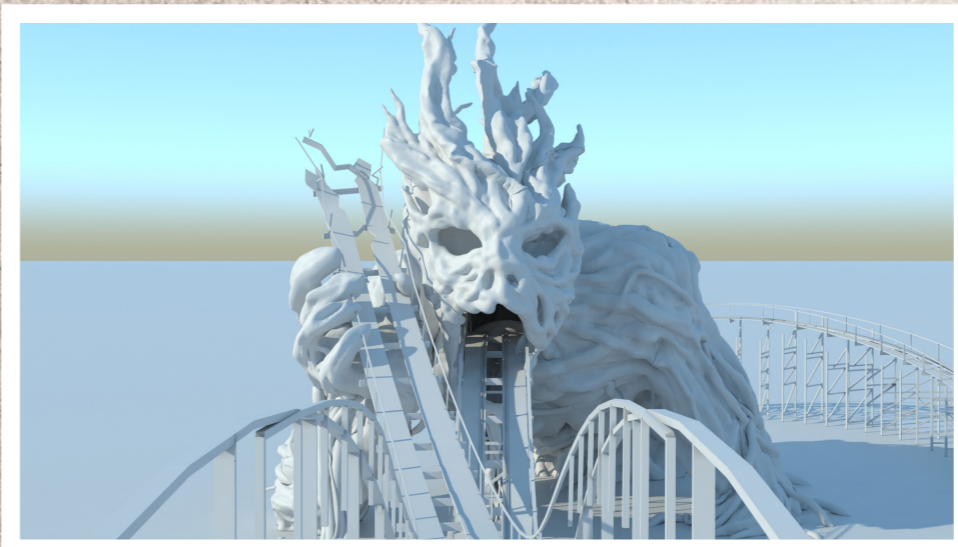
THE CREATURE ON RIDE VISUAL
KEY COMPELLING PROPOSITION VISUAL (ACCURATE DEPICTION)



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THE CREATURE 3D MODEL



©MERLIN ENTERTAINMENTS PLC 2015





BIRDS EYE VIEW



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COLOSSOS
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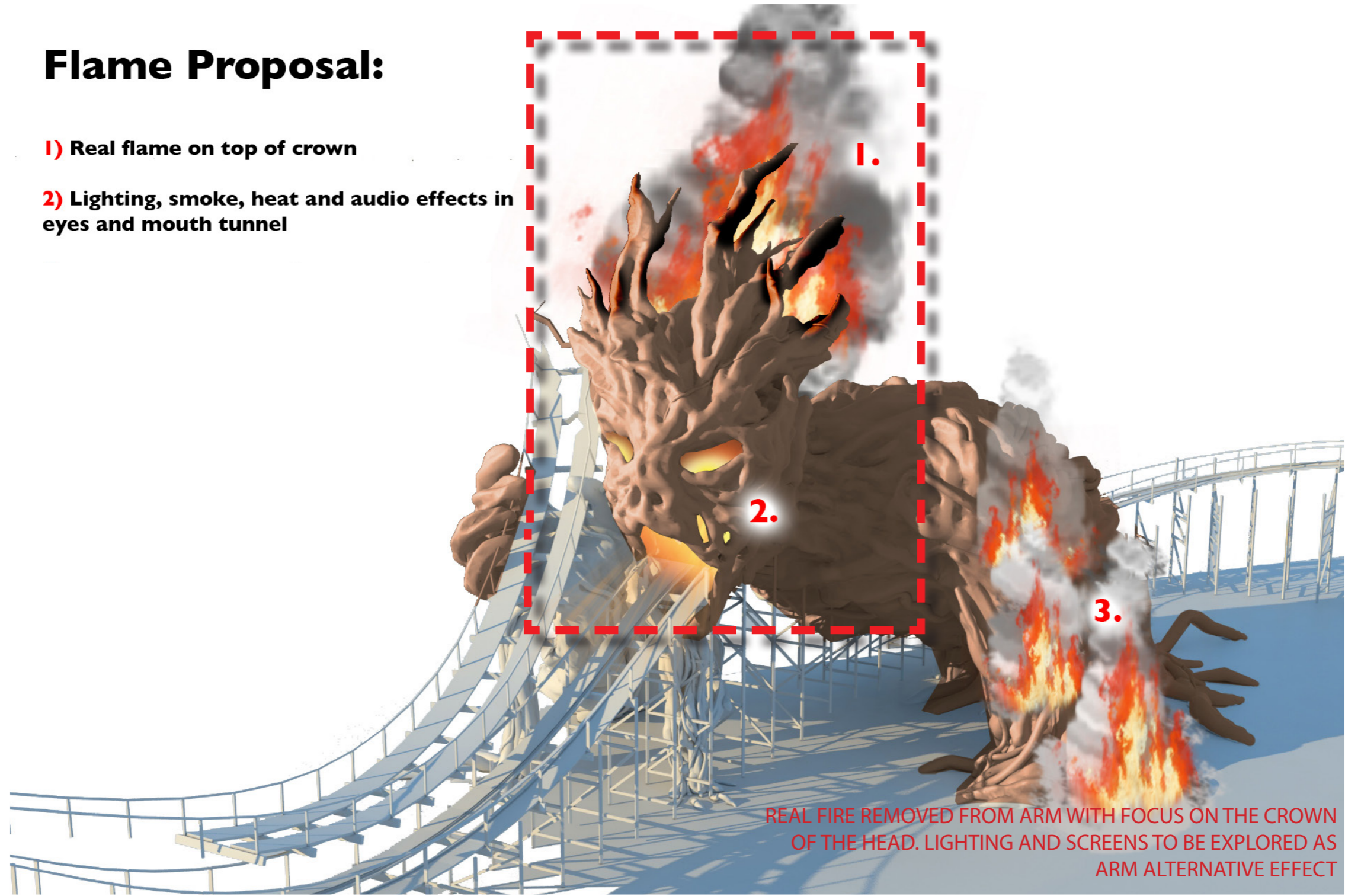
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SHOW EFFECTS

Flame Proposal:

- 1) Real flame on top of crown
- 2) Lighting, smoke, heat and audio effects in eyes and mouth tunnel

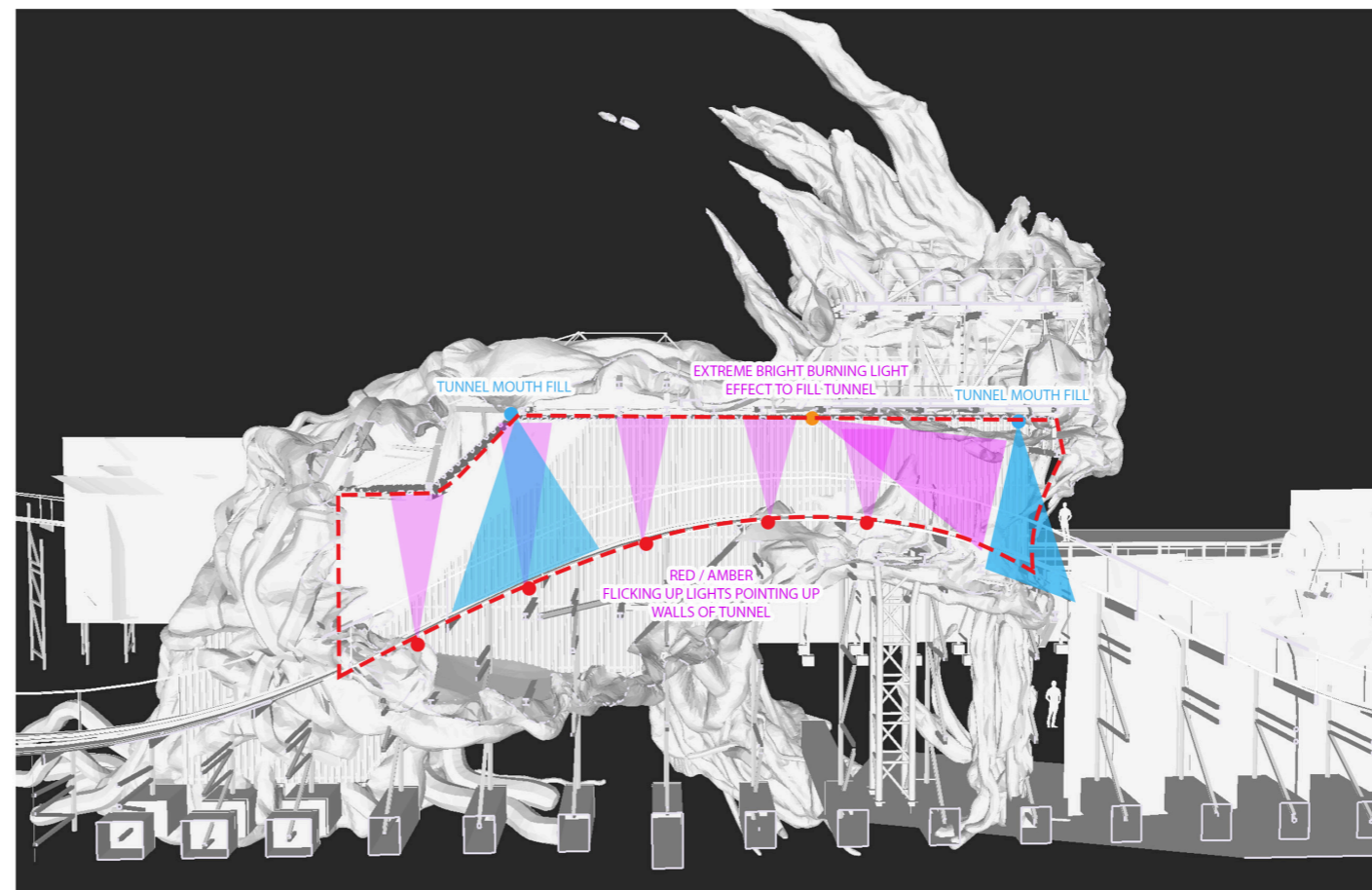
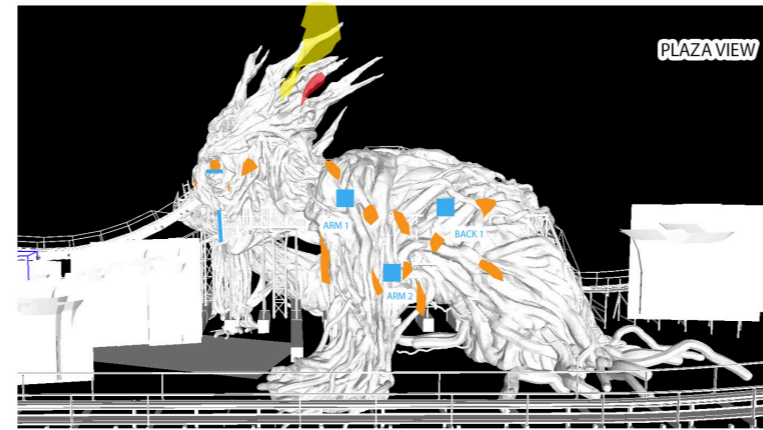
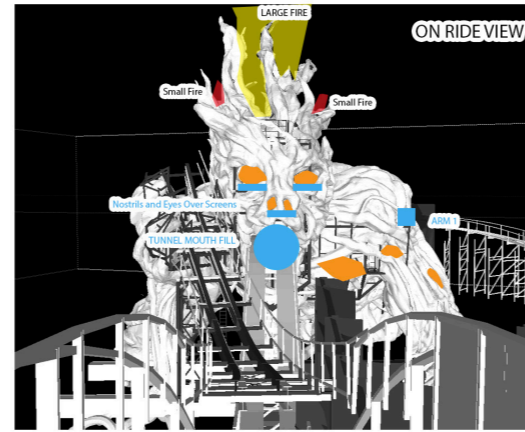


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THE CREATURE EFFECTS

COLOSSOS FIGURE EFFECTS LOCATIONS

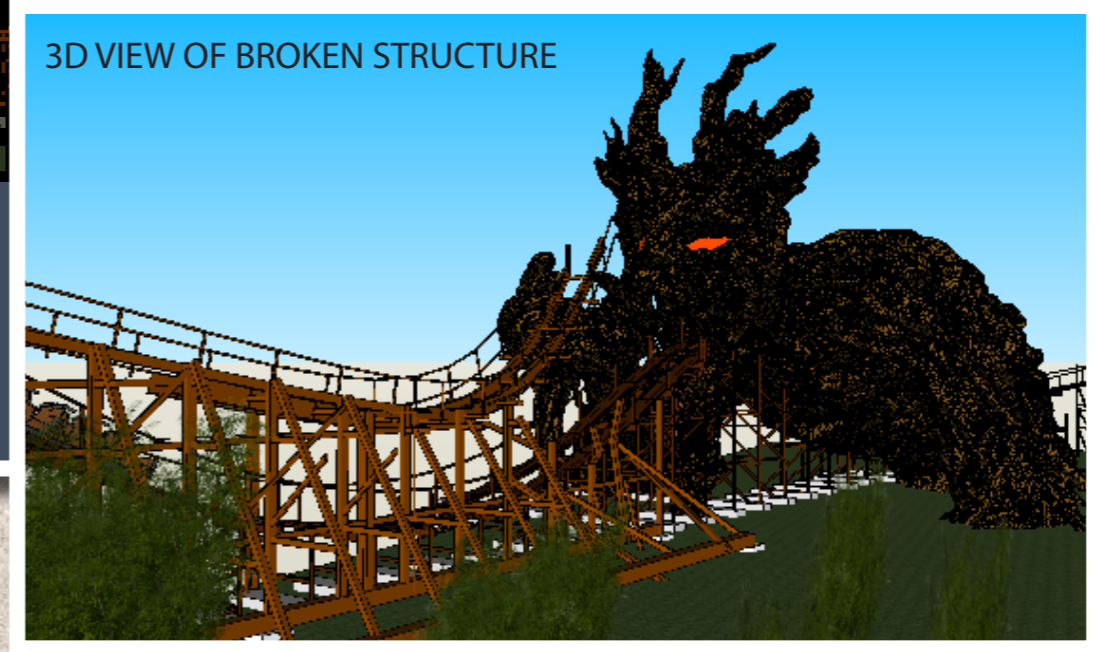
- SCREENS WITH FLAME EFFECT
- REAL FLAME LOCATION
- SMOKE (WATER VAPOUR)
- LIGHTING



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FAKE TRACK MASKING

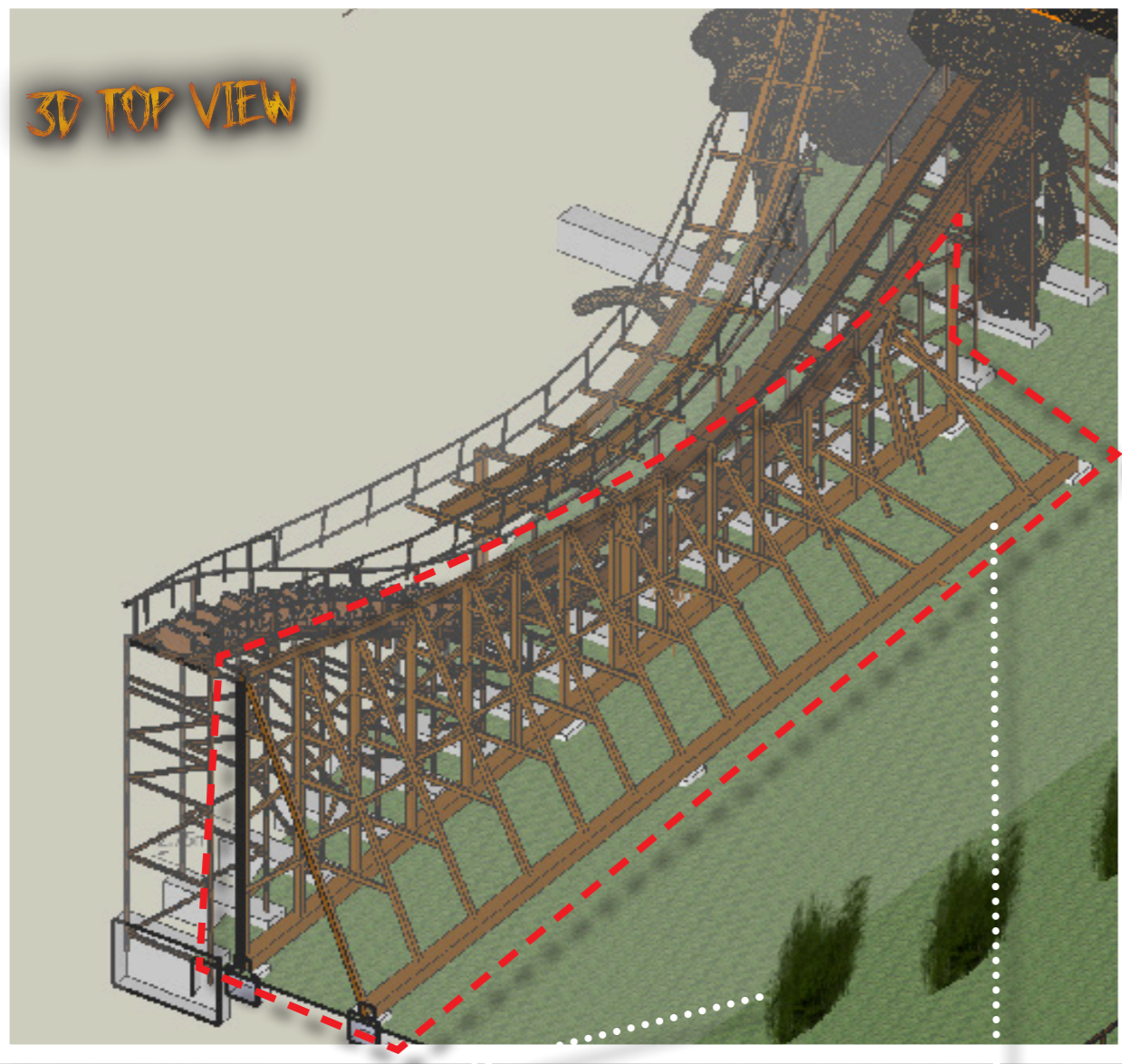


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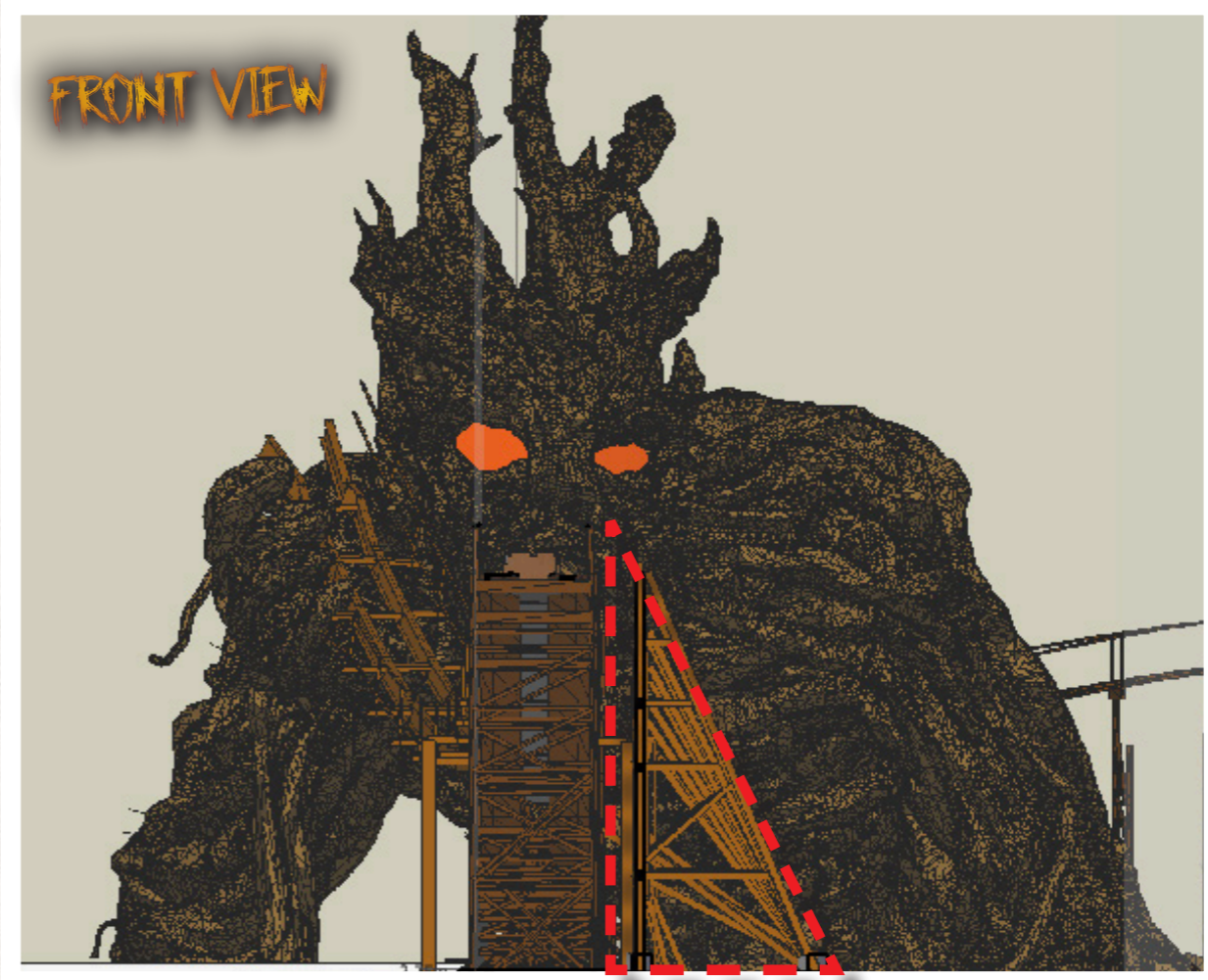


FAKE TRACK MASKING

3D TOP VIEW



FRONT VIEW



SIDE ELEVATION



Planting zone between fake track and plaza to create layers of masking and natural barriers.

Timbers to look broken as if the track above has been broken away from its supporting columns. This allows the view from the plaza to retain the view of the mouth,

KEY THEMING FEATURE EFFECT DESCRIPTION

(FROM BOARD PAPER)

LED lighting effects

Eyes and mouth of the figure will be illuminated with an LED lighting system including a DMX control system. Each fixture is DMX controlled and specific colours can be selected to give a realistic flame colour within the body of the structure.

Real flame effect (similar scheme to ATR's Wicker Man)

A real flame effect (positioned in the areas visible to guests) will be created with stainless steel flame bars. Flame height will be approx. 3m. The triggering time of the visible fire effects will be set according to the desired overall guest experience.

Each flame bar comes with an integral pilot burner and ignition system and is complete with full flame monitoring. The flame bars will be controlled by a remote control panel, supplied in an IP rated stainless steel enclosure that will house the main pilot and gas control system. This system will monitor the effect and ensure safe operation.

The flame system comes with an ultrasonic, twin axis, wind speed sensor that will be mounted adjacent to the flame bars themselves and will give a digital read-out on the control panel of wind speed. Should the wind speed exceed the pre-programmed safe level the system will automatically shut down and lock-out. This effect will run on propane gas cylinders located within the site.

Smoke-blast effects

Smoke effect machines will be located at track level and angled across the track in the figure. The smoke fluid used will be specially designed to give a short hang time so the effect is visible to guests on the ride vehicle. The smoke machines will be controlled by DMX.

STATION BUILDING EXTERIOR



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SHOP FACADE

Fabric Banners

x8 .All fabric banners with existing graphics example right. To have new graphic applied of 'Colossos'. Either logo or graphic banner style.



Mayan Heads

All existing Mayan head figures to be scenically painted with a stone finish and wrapped in either vines or Hessian fabric tied with rope.



*Example stone with vines



VINES

VINES to be growing up the facade of the building.

Burn Marks

Building to have scenic treated burn marks as per station interior.



*Example vines