

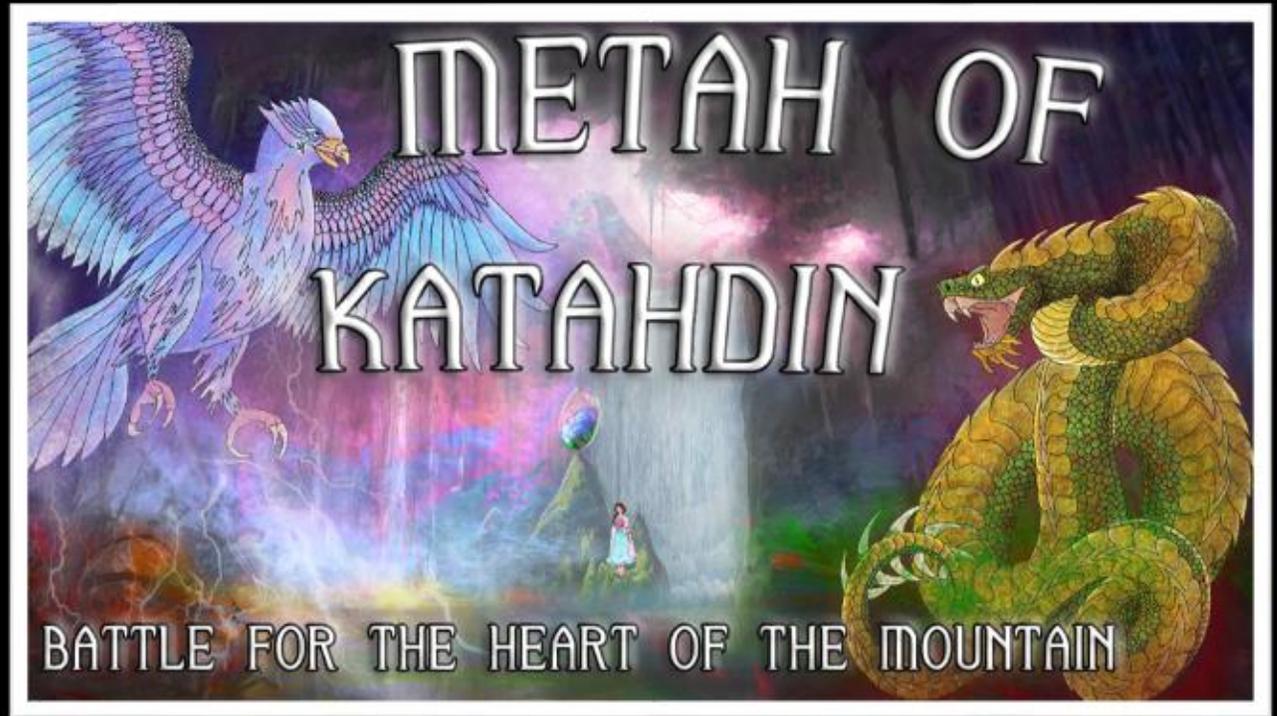


METAH OF KATAHDIN

BATTLE FOR THE HEART OF THE MOUNTAIN

BIG PICTURE

METAH OF KATAHDIN: Battle for the heart of the mountain — Choose your side on a quest to determine the truth by finding the METAH OF KATAHDIN and restoring balance to the universe. Chepi will guide you on your journey to discover who stole the legendary METAH OF KATAHDIN — was it the Thunderbird of the upperworld or the SulfurSerpent of the underworld? Will you take a chance and choose to follow your mind or your soul to find and restore the METAH OF KATAHDIN? Our fate lies in your hands!





NARRATIVE OVERVIEW

Long ago when the earth was young, the universe was in harmony. It was a time of peace and balance between the Upper and Under worlds. Then one day, everything changed when the METAH OF KATAHDIN vanished. Since that day, years have passed, and this devastating loss has caused a great chasm of chaos that divides the universe. The creatures of the Upper and Under worlds, the Thunderbird and the SulfurSerpent have been bitterly feuding over who is at fault. This feud has taken over our mountain and surrounding lands and threatens our world. I, Chepi need your help to find all the pieces of the METAH OF KATAHDIN. The creatures have been so consumed by this that they, to this day, have not found the stone. But I believe, we can save the world!

As you make your way through the mountain, you will have to choose which creatures' domain to explore in order to find and collect as many pieces of the stone as possible as the mountain threatens to entrap you for all eternity. Along your journey, you will use a stone seeking device to help you find as many pieces of the stone as possible. The fate of the world now lies in your hands. Will you take a chance and choose to follow your mind or your soul to find and restore the METAH OF KATAHDIN?

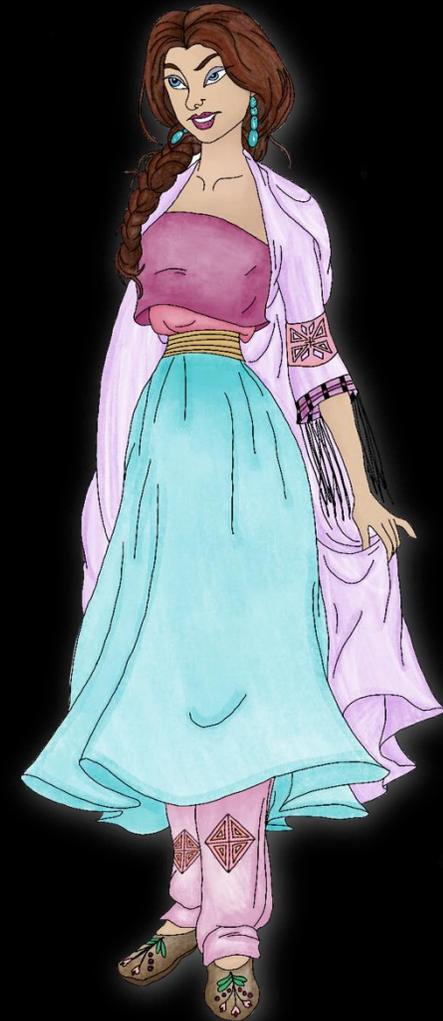
MOONSTONE — HEART

- METAH OF KATAHDIN
 - Literally translates to heart of the Greatest Mountain from Algonquian language
- Its devastating loss has caused the great chasm of chaos that divides the universe
- Neither creature has stolen the heart of the mountain
- Represents choosing to follow our heart
- Glowing rainbow moonstone
 - Similar in reference to the Arkenstone



CHEPI – (PRINCESS) GUIDE

- Chepi – “princess” guide (gender neutral)
- Delivers call to action – needs help to find who stole the METAH OF KATAHDIN
- Native American “Winona” – equivalent title for “princess”
 - Do not see their leaders as royalty. “Winona” is used for a general term for a first-born child of any class distinction who happens to be female.
- While Chepi is meant to be the central “Princess” character, choosing to keep her name simple will cause less confusion and conflict with her name.



THUNDERBIRD – UPPERWORLD – SOUL



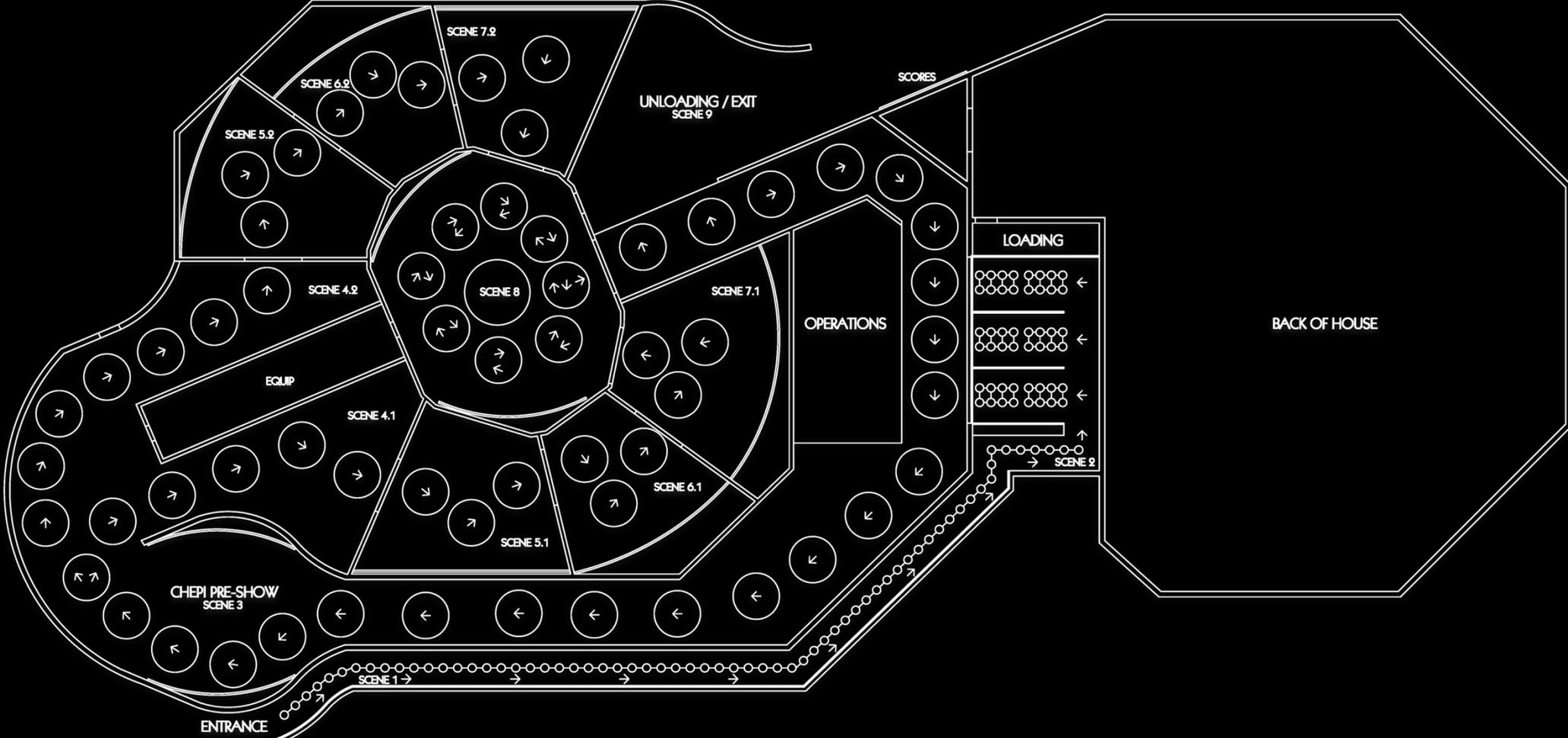
- ThunderBird – male omniscient snowy owl to reflect his control over the weather. His powerful wings sound like thunder, and he controls the lightning.
 - Modeled after an owl, to be reflective of Merlin’s pet owl, Archimedes.
 - Native American Thunderbird
 - Zeus – the god of the upper world
 - The rain and storms are brought about by his quarreling
- When guests hear thunder, it will draw back on their experience. (“They must have lost the stone again!”).
- This territory is covered in diamonds, clouds, and rich ice sculptures to reflect the opulence and shows that even if it looks grand, true beauty lies within.
- Represents the battle we have with our Soul

SULFURSERPENT — UNDERWORLD — MIND

- SulfurSerpent — female swamp-like underwater serpent covered with iridescent, crystal scales and a single, large ruby crystal in its forehead
 - slimy, rotten, stinky version alludes to evil but teaches not to “judge a book by its cover” .
- Native American Horned Serpent
- Hades — the god of the underworld
 - by far the least problematic god even though he is always portrayed as satan — evil.
- Not evil — equal to the Thunderbird
- Her territory is under the mountain in a swamp-like sulfur cave and shows that even if it looks rotten, true beauty also lies within.
- Represents the battle we have with our mind



FACILITY FOOTPRINT



VISUAL OVERVIEW – Entrance/Preshow

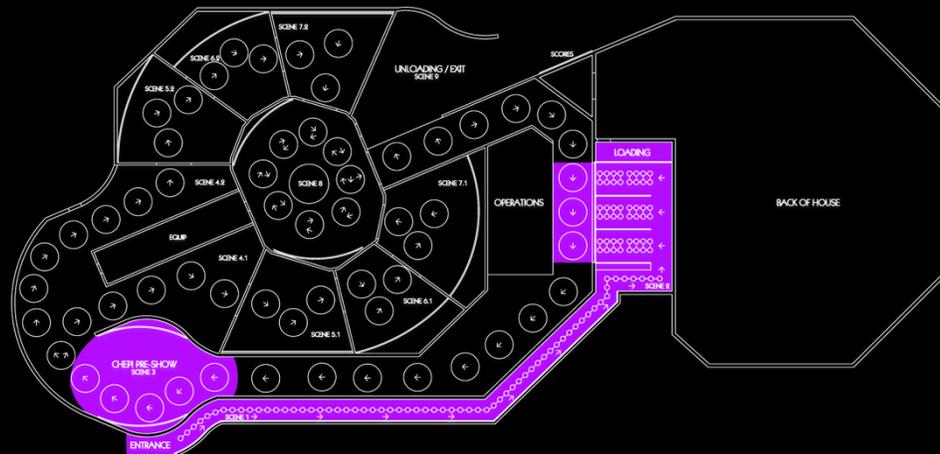
Scene 1 – Queue Entrance



Scene 2 – Ride Loading

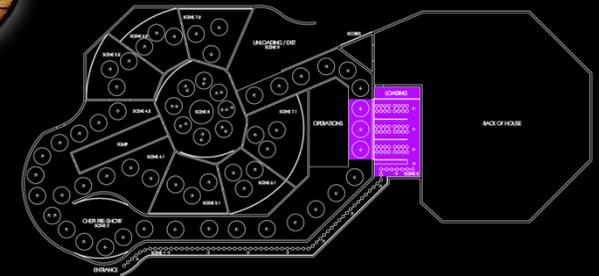
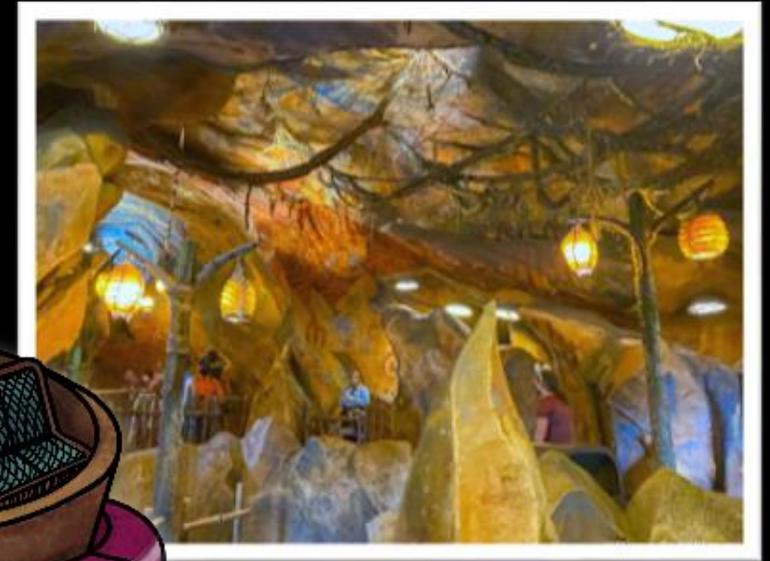


Scene 3 – Chepi Preshow



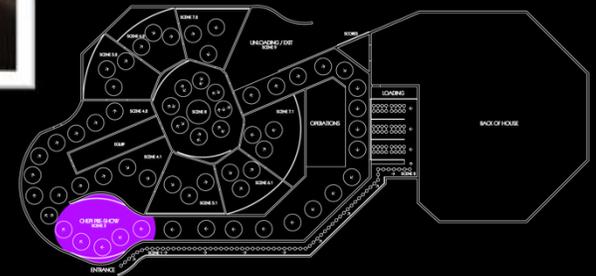
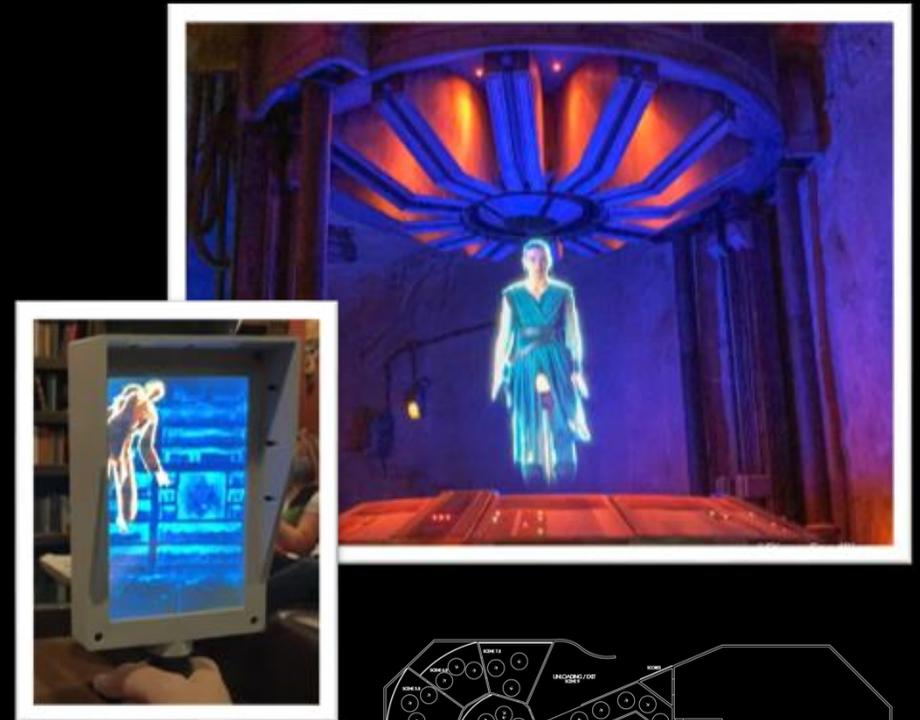
SCENE 2 – Ride Loading

- After they make their way through the queue, they will arrive at the loading area that looks like it was carved out of the inside of the mountain.
- Employees in character will engage the guests and ask if they have heard all the noise and if they have seen the lighting do funny things on their journey there. They will also discuss whether the guests have heard of the legend without revealing too much further.
- The guests will be filled with wonderment about the legend and excitement as they board their ride vehicle to explore the mysterious mountain



SCENE 3 – Chepi Preshow

- Once in their ride vehicle guests will discover their guide Chepi. She will exclaim how happy she is that we received her mountain mail, and that we came to help!
- She will explain how the creatures have been causing so much chaos and urge the guest to choose their side in the conflict.
- They will need the fragment finders in order to find out who stole the Metah of Katahdin because that is the only way to find them



VISUAL OVERVIEW – THUNDERBIRD

Scene 4.1 – Ascending Territory



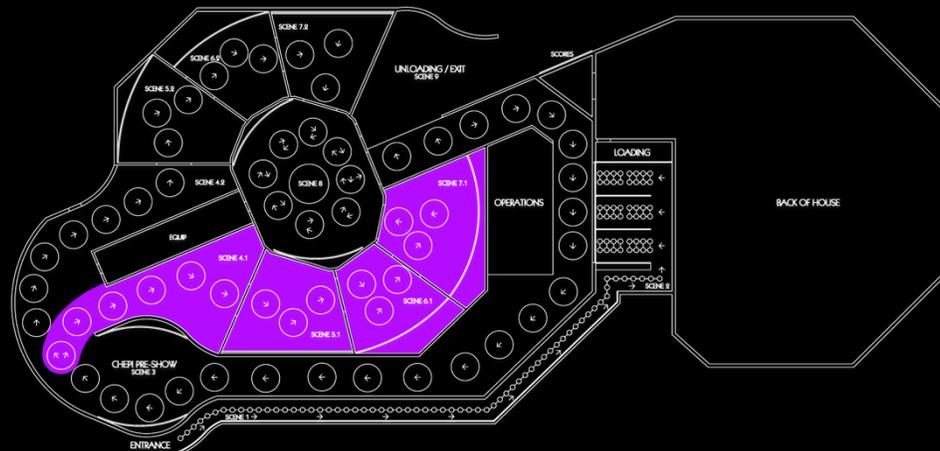
Scene 5.1 – Heavenly Throne



Scene 6.1 – Celestial Cavern

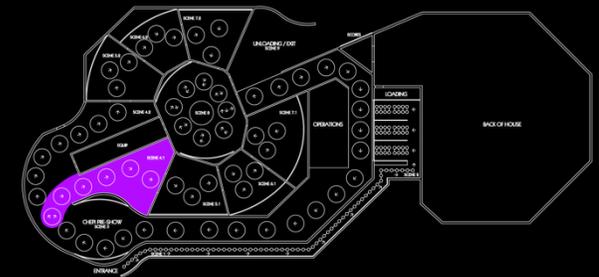


Scene 7.1 – Creatures Fighting



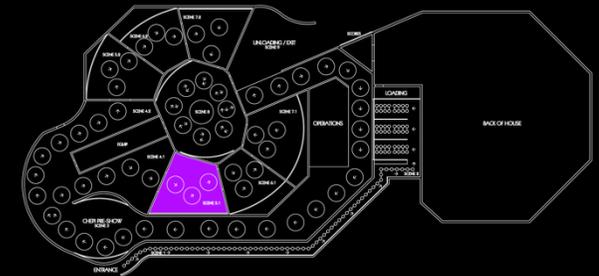
SCENE 4.1 – Ascent to Thunderbird

- If the guests choose to go and look in the Thunderbirds lair, they will ascend forth and rise to reach the heavenly area.
- They will be greeted by a heavenly gate of sorts before entering the throne room.



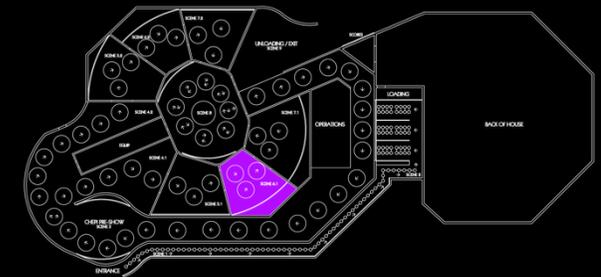
SCENE 5.1 – Heavenly Throne

- Guest will begin to search for the stone only to realize there are stones everywhere!
- Chepi will call the them and exclaim that they need to collect all of those fragments! We need as many as we can in the hopes of restoring the heart of the mountain!
- Meanwhile the thunderous and lighting cracks along with louds hissing sounds haunt the guests urging them to keep moving



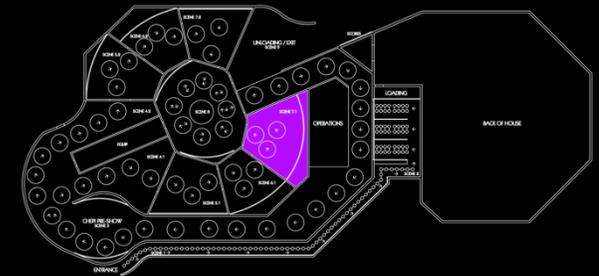
SCENE b.1 – Celestial Cavern

- As they enter the next area, they see the most glorious celestial caverns.
- There is almost a sense of calm but is short lived when they reach the chaos of the next room!
- Guests will continue to hunt for stone fragments as Chepi reminds them to make haste before they are trapped in the mountain forever! When this happens, the celestial cave will begin to crumble and guests must make there way out into a new area.



SCENE 7.1— Creatures Fighting

- That sense of calm was definitely short lived as we finally see the creatures responsible for all the chaos!
- Guests must quickly collect as many stone fragments as they can with their fragment finders as they shoot, spin, and fly about the room.
- Chepi will then usher the guests to a quick escape to the center of the mountain to see if we can quell these chaotic creatures and restore balance with all the stone fragments we have collect.
- This room is cold from all the fighting



VISUAL OVERVIEW – SULFURSERPENT

Scene 4.2 – Descending Territory



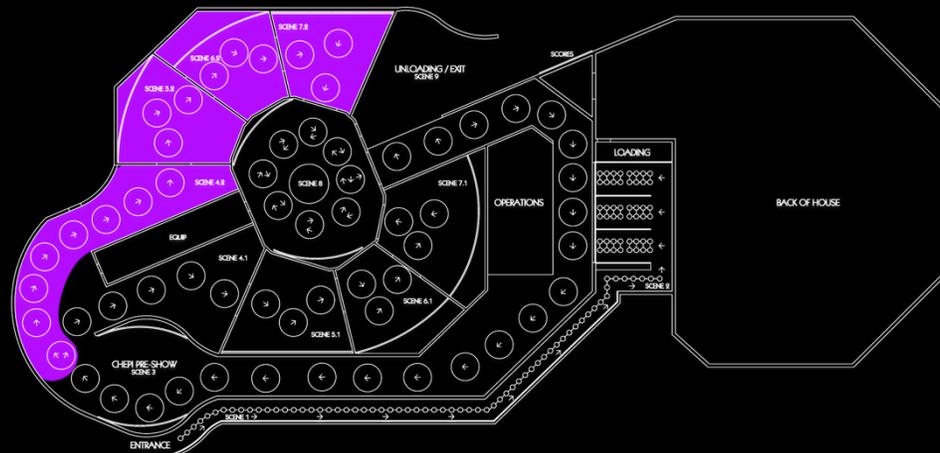
Scene 5.2 – Swamp Forest



Scene 6.2 – Lava Cave

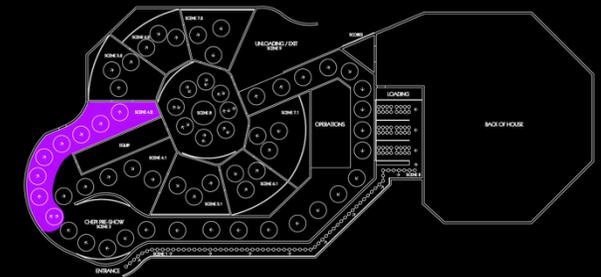


Scene 7.2 – Creatures Fighting



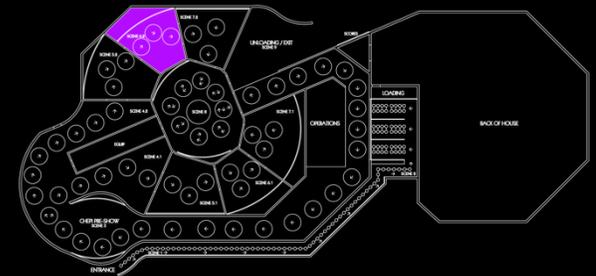
SCENE 4.2 – Descent to SulfurSerpent

- If the guests choose to go and look in the SulfurSerpents lair, they will descend to the depths and reach the hellishly slimy area
- They will see a swampy mossy cave of sorts before entering into the fiery swamp forest



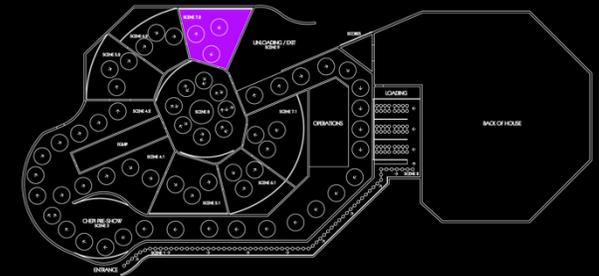
SCENE b.2 – Lava Cave

- As they enter the next area, they see the most glorious hot lava cave. Steam fills the room in this area.
- Guests will continue to hunt for stone fragments as Chepi reminds them to make haste before they are trapped in the mountain forever! When this happens, the lava cave will begin to crumble and the lava will bubble and burst through the scene
- Guests must make there way out into a new area.



SCENE 7.2 – Creatures Fighting

- As they make their way out of that stinky area, guests finally see the creatures responsible for all the chaos!
- Guests must quickly collect as many stone fragments as they can with their fragment finders as they shoot, spin, and fly about the room.
- Chepi will then usher the guests to a quick escape to the center of the mountain to see if we can quell these chaotic creatures and restore balance with all the stone fragments we have collected.
- This room is hot from all the fighting

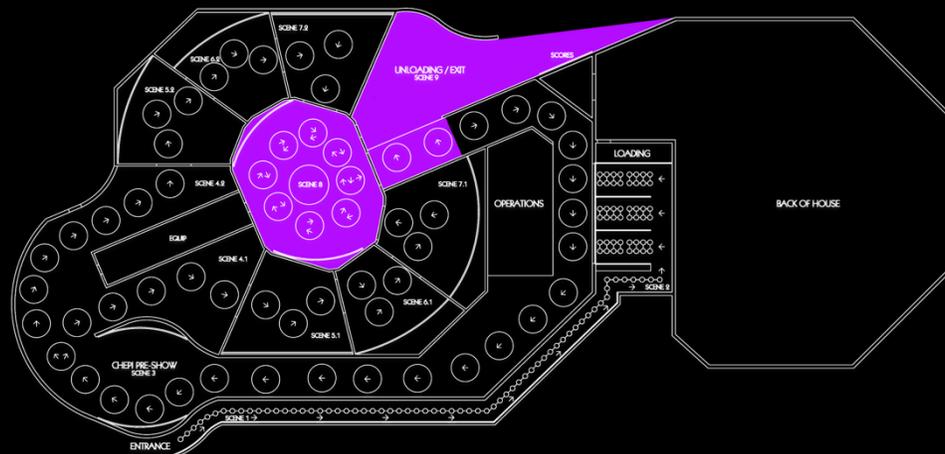


VISUAL OVERVIEW – Exit / Postshow

Scene 8 – Cenote/Heart Restored

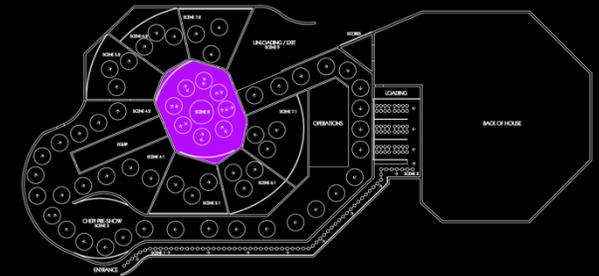


Scene 9 – Exit/Scores/Retail



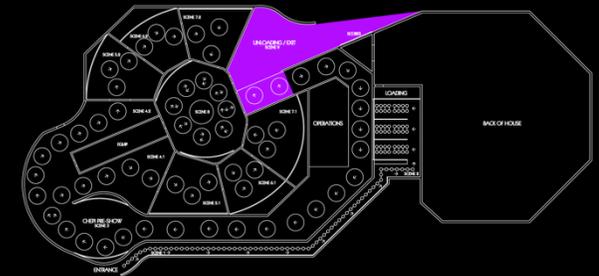
SCENE 8 – Cenote/Heart Restored

- The guests will come together in the final room and rotate around the vast cenote scene.
- Chepi will guide them to press the buttons on their fragment finders to send all of the fragments to the center of the room.
- The stone will appear in the center of the room and the fighting will cease. The guests will realize that the fighting is what caused the stone to break apart.



SCENE 9 – Exit and Scores

- Chepi will thank the guests and send them out of the mountain.
- They will exit the attraction and be able to see their scores for how many fragments of the heart stone that they collected towards fixing the Metah of Katahdin.
- Guests will always be reminded when they see lighting or smell something funny the experience they had here.



RIDE SYSTEM

REVOLUTION™ Tru-Trackless™ Ride System

- 2014 Thea Award Winner (Breakthrough Technology)
- Dynamic Tru-Trackless™ ride vehicle system
- Change media and programming to create a variety of shows
- Choreograph-able to off-board video and audio
- Omni-directional base unit » 3-DOF motion-base with programmable pitch, roll, and 360° continuous yaw



Technical Data:

6 passenger cabin
2 rows of 4 guests [other configurations available]
Individual, self-locking seat belt restraints, optional lap bar restraints
3 degrees of freedom, pitch, roll, continuous 360° yaw rotation
On-board audio system
Customizable themed cabin with fiberglass gel coat finish
ADA access for lateral transfer
Optional low-frequency seat effects
Option to include integrated on-board gaming system

Performance:

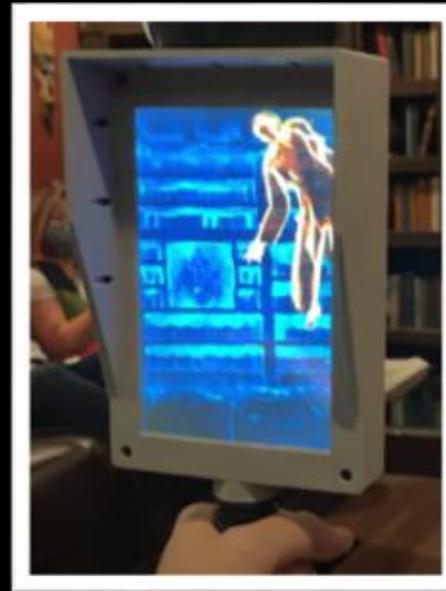
Steering	omni-directional, crabbing, zero turn radius
Propulsion	up to 8 feet per second at an acceleration of .1 G
Cabin rotation	up to 15 RPM
Pitch/Roll	up to 15 deg/sec [± 7.5 deg angular motion]
Clearance envelope	168 in
Cabin Dia. at Floor	102 in
Vehicle Transport Dia.	144 in
Vehicle weight	7,500 lb (empty) 9,400 lb (full)

■ For more information: Info-OES@oceaneering.com

SPECIALITY EQUIPMENT



- 4K Screens and Projectors
- Handheld AR Scanners for “Crystal” Hunting



CONCEPT ESTIMATE

METAH OF KATAHDIN							
TOTAL SQUARE FOOTAGE	28571	SQFT					
ON-STAGE	18500	SQFT	70.00%				
QUEUE	1500	SQFT					
BOH	8571	SQFT	30.00%				
A&E (FACILITY)	28,571 X \$800 =		\$ 22,857,143	\$800 (NEW CONSTRUCTION)			
SHOW	(18,500 + 1,500) X \$2000 =		\$ 40,000,000	\$2000 (SCENIC + PROJECT MAPPING / INTERIOR SHOW SET)			
RIDE	18,500 X \$1000 =		\$ 18,500,000	\$1000 (RIDE)			
			\$ 81,357,143				
SOFT COSTS - 20%	\$ 16,271,429		\$ 97,628,571				
CONTINGENCY - 10%	\$ 9,762,857		\$ 107,391,429				
WARRANTY - 1%	\$ 1,073,914		\$ 108,465,343				
INTEREST - 3%	\$ 3,253,960		\$ 111,719,303				
PROJECT TOTAL			\$ 111,719,303				

CONCEPT DETAILS

- **Big Idea?**
 - Dual-track Trackless Dark Ride
- **What is the Story?**
 - METAH OF KATAHDIN: Battle for the heart of the mountain
- **How is your Big Idea going to operate?**
 - Will operate within a theme park land— employee manned operation
- **How are you going to attract guests?**
 - Music, theming, lighting, competition scoring, and variable track options
- **How are you going to make it memorable?**
 - Theming, story, experience, competition scoring, and unique 2 choice track
- **What is the estimated cost?**
 - Approximately US\$111.8 million
- **How could it profit?**
 - High-volume attraction
- **Estimated Square footage?**
 - 18,500SF with 1,500SF queue plus 8,600SF for BOH facilities
- **Possible locations?**
 - New Construction