

INTRO

Walking around the World Showcase Lagoon takes you past 11 different countries that entice guests to explore the cultures found in each pavillion. Morocco is one such pavilion that is easy to walk past, unassuming on the outside, but hidden deep within her streets lies an adventure waiting to be explored.

Explore an ancient tomb! Battle an evil secret society! Escape on high-speed Jeeps!

The secrets of Morocco's ancient history come alive on **Indiana Jones and the Tomb of Destiny**! On this first-of-its-kind E-ticket thrill ride spectacular, guests will join famed archeologist Indiana Jones on a treasure hunt into Morocco's forbidding Atlas Mountains. For the first time ever, Dynamic Attractions' amazing Dual Coaster ride system is used, fusing thrills and storytelling like never before!

Indiana Jones and the Tomb of Destiny is an attraction with a level of immersion comparable to Rise of the Resistance over in Hollywood Studios. Guests do not simply witness the story unfold, they are a part of it! However this attraction's focus isn't merely on crowd-pleasing thrills that Epcot has been sincerely lacking. **Indiana Jones and the Tomb of Destiny** brings Epcot back to its educational and cultural roots.

The true medieval history of Morocco, spanning Berber dynasties and Islamic warlords, informs the attraction's design. Details throughout celebrate the Berber peoples, who even participate as in-character cast members. Indiana Jones proves to be the perfect franchise for combining culture and excitement, allowing our design team to fully celebrate Morocco's historical heritage while never sacrificing fun!

Come join Indy on an amazing adventure!



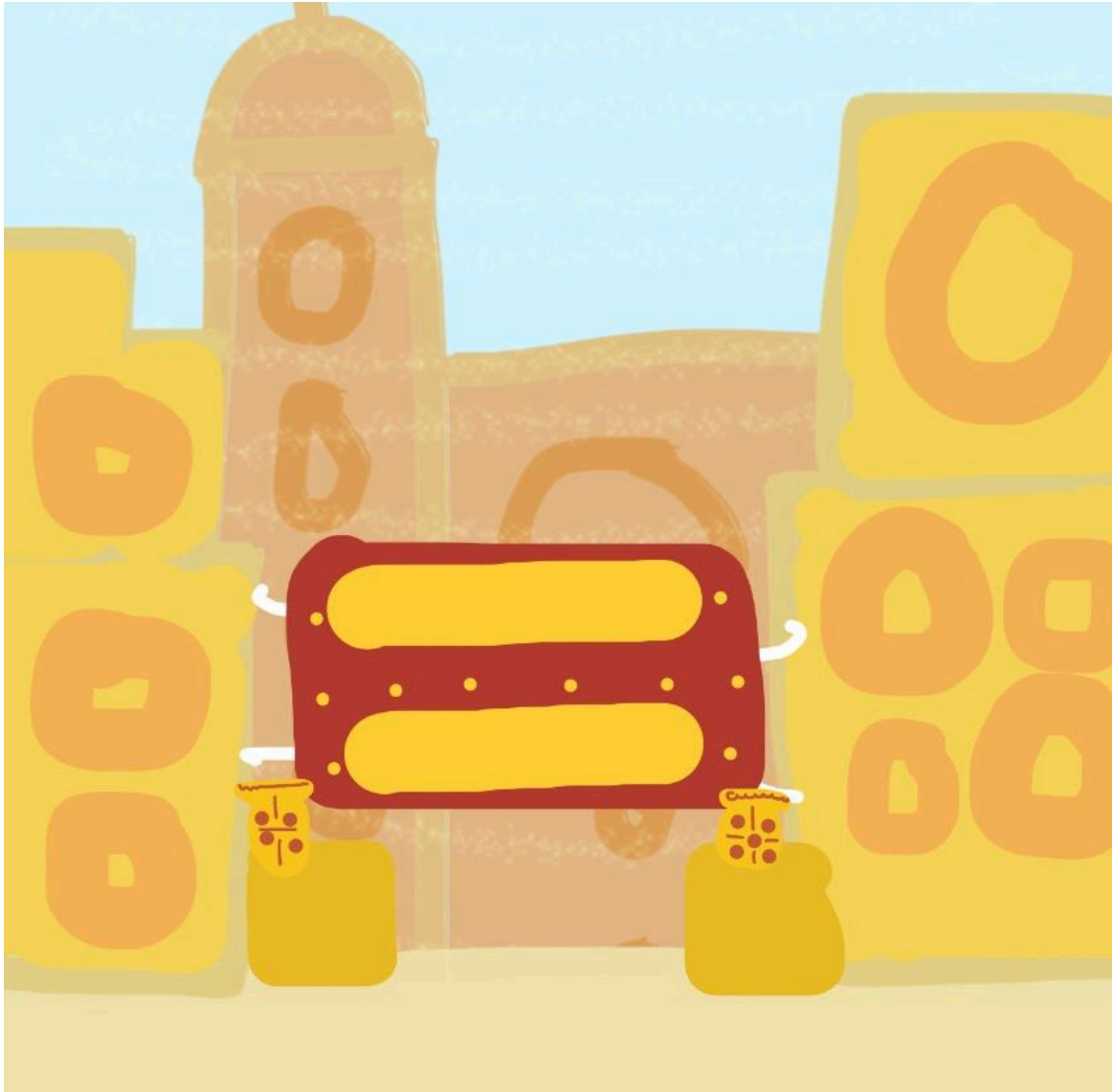
EXTERIOR & GEOGRAPHY

The entrance to **Indiana Jones and the Tomb of Destiny** is located to the left of the existing Morocco Pavilion, along the main World Showcase Lagoon walkway.

The attraction's main entry dome is inspired by Marrakesh's 11th century Almoravid Qubba. Entry is past a classic *Indiana Jones* truck and up a slight incline under a Roman archway inspired by Morocco's Volubilis ruins. Near this arch, an exterior overflow queue extends into lush Islamic gardens, an oasis of palms, citrus, lavender, and fragrant desert flowers.

A clay medina wall leads to the show building beyond. From outside, ornate forced perspective disguises this structure as the Atlas Mountains, with a medieval mud city (inspired by the Ksar of Ait-Ben Haddou) at their base. The more organic rockwork shapes complement the Pavilion's existing geometric buildings.





QUEUE

After entering the experience, guests go through a large domed entrance building. The interior is a traditional medieval Berber tomb, resplendent in mosaics, this setting and sword art on the walls anticipating scenes to come.

Through the domed entrance, guests exit into a Marrakesh marketplace - a covered exterior courtyard bustling with sounds and scents. While the entire Morocco Pavilion has a certain vintage charm, at this stage guests are undoubtedly transported to a 1930s setting. Shop radios play period jazz tunes. Between the sounds of unseen

bustle, the countless carpets and baskets perfumes and spices, and the exotic setting, guests feel transported directly into an Indiana Jones adventure serial!



The queue sends guests traveling around the twisting and turning alleyways of Marrakesh's souk. These spaces serve as a museum of sorts, with both replicas and authentic Moroccan pieces on display being "sold" behind glass cases with brief descriptions. In this way, Imagineering can teach guests about Berber culture without appearing didactic. Even larger details, such as a courtyard leather tannery inspired by the site in Fez, provide subtle history lessons.



Eventually guests find themselves in the very back of the Marrakesh medina. They reach the main show building's entrance, which from the queue resembles simply another crumbling storefront. Here the standby and FastPass queues merge.

A large wooden door jostles open. Guests are on the very cusp of adventure!

PRE-SHOWS

A cast member – performing in-character as a conspiratorial merchant – quietly ushers a group of guests into his shop. Within, he draws beaded curtains over the doorway.

"You are here seeking Indiana Jones, yes? Please, please, follow me."

The merchant pulls on a brass lever. A carved wooden staircase lifts from the tile floor with an audible groan of pre-modern machinery. Beyond is a secret passageway.

Guests head into this tight, curving corridor, and rise into a spacious clay chamber.

(Like with Haunted Mansion's Stretching Rooms, there are two duplicate chambers to allow for better throughput.)



FIRST PRE-SHOW THE LEGEND OF YASIN

This exquisite space, once a foul opium den, is now a hideaway for Indiana Jones and his fellow treasure hunters. Three cushion-lined apses circle a central dome.

Tapestries line the walls. Brass lanterns dangle above. Windows (screen effects) peer onto the medina below. Guests stand before a sunken fire pit, its dying embers fire mixing with the room's wafting incense scents. A caged parrot (animatronic) watches this scene, sometimes even repeating back overheard guest conversations.



The merchant stands in chiaroscuro shadow before the fire pit. "I am afraid Dr. Jones could not make it. But he left this recording in case of anything...untimely."

https://www.youtube.com/watch?v=xgK0KlCMnKw&list=PLkLimRXN6NKxP8_gfVmm5JYsbrBXQHy-p&index=11

As lights dim, the merchant plays a tintype cylinder recording of Indiana Jones (voiced by Harrison Ford). Accompanying Indy's message, a slide projector displays images on a mud wall – historical illustrations, archaeological photos, all visually outlining the history of Morocco.

"Is it on? What does this -?" Crashing sounds boom from the tintype, as Indy apparently fumbles with the contraption. "There, I think that's it. *AHEM* Esteemed colleagues, welcome to Morocco. These are exciting yet dangerous times. We are on the verge of uncovering the **Tomb of Yasin...**"

"**AWK! Tomb of Yasin!**" the parrot reiterates. Time and again, the bird highlights key concepts (in bold).

"While I'm sure you already know the history of medieval Morocco, I'll reiterate. It was the 11th century. For generations Morocco flourished as a peaceful trade hub under Berber rule. But in 1040, a new wave of conquests began! This was the start of the **Almoravid dynasty**. The merciless warlord **Abdallah ibn Yasin** led his armies from Marrakech to modern day Sudan, stamping all underfoot."

As Indy invokes ancient superstitions, a supernatural force seemingly envelops the chamber. The slide projector short circuits. Dogs scream outside, and a howling sandstorm builds. The fire pit bursts to life, shocking & warming guests! Lanterns spin, their glow illuminating hanging rugs. Woven Islamic artwork seemingly moves...is this real, or hallucinations from the incense? (Or is it actually a rear projection effect?) Animated patterns depict Yasin and his Sword of Destiny, all realized with abstract non-representational shapes.



"Legends tell that Yasin's military prowess came from a, er, a mystical sword. The **Sword of Destiny**, they called it, forged for the great Prophet, said to hold the **Power of Allah**. Anyone who holds the Sword could conquer nations...HA! Pure fairy tale hogwash, but my Berber allies surely believe it! Sadly, the French Foreign Legion's evil **Brotherhood of Deserters** believe the myths as well, and they will stop at nothing to retrieve the Sword!

"We must find it before the Brotherhood does. But take care! There are spies everywhere!"

The raging sandstorm dies down outside, and a calm returns to the chamber. Lights appear on a tattered map held by a new in-character cast member, a Berber. He (or she) beckons guests to a door hidden behind a tapestry.

"Dr. Jones entrusted me with this map to the Lost City of Sijilmasa, where the Sword of Destiny rests in the Tomb of Yasin. Now follow me, we haven't a moment to lose!"



MEDINA ALLEYWAYS

The Berber leads guests out to a back alleyway. With hushed urgency like thieves in the night, the group presses onward. Glass overhead, hidden above latticework sticks, protects guests from the elements.

Stopping at a wide shop doorway, the Berber ushers guests up a ramp inside. “In here, please, my friends, please. Dr. Jones is waiting.”

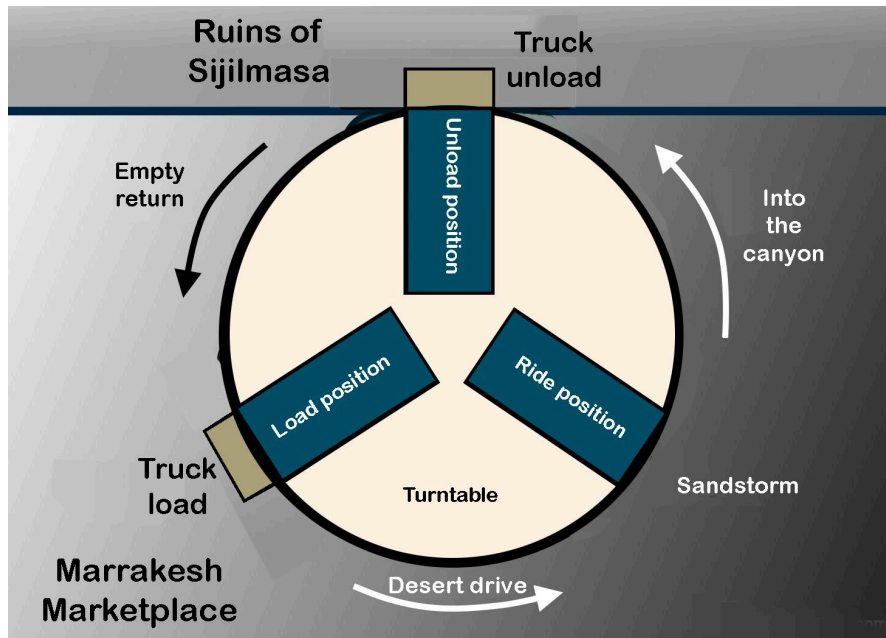
Once all guests have entered this dim, nondescript “shop,” the Berber pulls down a sliding metal door while cackling. “Ha ha, you fools! The Brotherhood has you now!”



SECOND PRE-SHOW CAPTURED BY THE BROTHERHOOD!

Engines come to life. Floors rumble underfoot. Guests find themselves trapped in the back of a cargo truck. Curtains open to reveal the driver’s cab – agents from the Brotherhood drive from Marrakech out into the desert. They follow the map previously held by the traitorous Berber.

(This in-room effect is accomplished with a combination of animatronics and a video screen for the windshield. Different ride videos for day or night, sunny or rainy, seamlessly match the real world outside. This overall sequence is done with a large turntable housing several truck rooms. Shaking floors simulate motion. Truck rooms rotate, transporting guests to the ride show building while simulating a jeep journey into the wilderness.)



The ride continues into the vast, unforgiving western desert. As the truck rounds a date grove, the Atlas Mountains loom ahead. The truck goes off-road, down a rarely-traveled flat, rocky stretch. Dead ahead is a foreboding sandstorm, blocking passage to the mountains.

"The Canyon of al-Murabit," our driver intones. "No one dares enter there. The desert winds protect her, like the wrath of Allah Himself."

His companion responds. "And inside those winds rests the Sword of Destiny. Press on!"



The truck proceeds into the sandstorm. An eerie essence surrounds the truck, shrouding it in impenetrable dust. Grains buffet the exterior. Visibility is nearly zero, with just the shadows of canyon cliffs marking our passage deeper into the wasteland...

The truck parks. The engine shuts off, as guests hear men racing outside. Suddenly the rear metal door slides open!



THE LOST CITY OF SIJILMASA

An agent of the Brotherhood (in-character cast member) harshly forces guests outside. Guests find themselves in a narrow slot canyon. Overhead, the thick and angry sandstorm blocks views of the skies above – and lets us stage this section indoors. Directly ahead, carved into the sandstone cliffs like Petra, is the Lost City of Sijilmasa. This is a vast Kasbah fortress, with countless parapets, a forced perspective

watchtower, and cruciform sword emblems etched into every wall evoking the Sword of Destiny.

"Many thanks for leading us to Sijilmasa. You shall be the first to explore its tombs. Mwah-HAH-hah!"

The Brotherhood forces guests into a tomb side entrance. It is too dark inside to make out any details, and that's before the Brotherhood seals the heavy stone door behind, cutting off any escape. The sole illumination is a light shaft from above, from an open ceiling panel. The Brotherhood's assassins peer down (screen effect). *"Not even Indiana Jones can save you now. My friends, adieu."* They seal shut the slab above. Dry dust drifts down.

All sources of light vanish. Thick darkness envelops guests, helplessly trapped underground. Dreadful sounds grow louder, of echoing screams, hissing asps, and unknown horrors...



Suddenly, guests are rescued by cast-members performing as Indy's Berber allies!

They burst in through a crumbling wall and quickly usher guests deeper into the temple. *"We are allies of Indy! Quickly, we are here to rescue you! Come with us!"*

Guests follow the Berbers deeper into the temple, and to the ride's loading room...



RIDE MECHANICS

Last time Universal used a new ride type that Disney didn't fully use, it bit them in the butt hard (KUKA arm used with Forbidden Journey compared to Disney using it for Sum of all Thrills). They aren't going to let that happen again.

At the 2018 IAAPA expo, Dynamic Attractions introduced the Dual (or Duel) Powered Coaster.

This coaster is heavily rumoured to be used in Universal's Nintendo area (most likely with Mario Kart but also potentially Donkey Kong). But Disney isn't going to be left behind.

<https://www.youtube.com/watch?v=b-awlcH78-Y>

This system will be used for **Indiana Jones and the Tomb of Destiny** to allow guests to be fully immersed in a brand new way to tell guests a story.

Between simulating jumping over broken bridges to "drifting" around corners, this ride system allows us to take the idea of Indiana Jones, and fully immerse the guests into all things Indy.



Two Jeep ride vehicles sit side-by-side. They load and dispatch at once. Vehicles are expanded from the existing Dynamic Attractions prototype, so that each Jeep seats 2 rows of 4 for a total of 8 guests riding in one Jeep together and 16 guests dispatched every 30 seconds.

RIDE STATISTICS

Manufacturer: Dynamic Attractions

Theoretical hourly capacity: 1,920

Height requirement: 3' 4"

Max speed: 36 mph

Ride duration: 4 min 20 sec

FastPass+ available

RIDE-THROUGH



ACT I EXPLORATION

As our vehicles leave the station, Indiana Jones himself narrates to make sure we have our seatbelt buckled in and to comply with the host as they check over it. Two vehicles leave for the tomb at the same time.

<https://www.youtube.com/watch?v=0XUKgbOXXdc>

The vehicle leaves the safer and explored section of the tomb as it slowly progresses onwards as a dark ride would. The modern flashlights hung on the wall are replaced by torches to signify that this section of the tomb has been untouched by man in modern year. Excavation equipment is no longer present and smoke fills the area in front of the vehicle.

“My team has not had the opportunity to explore much of the tomb before the villains came here to stop us,” Indy explains. “But now that we’re in a race against them, the time for careful exploration is over! We have to move with speed.”

The rooms that the guest's vehicle initially pass through contain very little of plot significance. Mostly they serve as a sort of history lesson - the bodies of ancient influential Moroccan people and some objects representing their importance to history. The vehicle speeds up and proceeds deeper, where the atmosphere becomes more mythical - guests can see objects float and fall back down, hands raise from graves, and sounds can be heard. Indy has "*a bad feeling about this*" and urges the guests to hurry up, which they do.

Guests arrive in a secret circular room with a sword in the center sticking from a rock. (The reason for this being that the myth of the hero drawing a sword from the stone is an iconic scene that would signify importance to people of all cultures.) The vehicle rotates around the room.

Indy stands at the center of the room and pulls the sword from the stone. The torches



in the room that were providing the light go out and the guests are in pitch black for a second. The walls are suddenly not the ancient walls of a forgotten tomb, but they instead appear as if we are getting glimpses in some fantasy dimension. Black backdrops and white lettering flies around the walls.

Suddenly our vehicle is shot backwards with a launch and we begin the escape from the tomb part of the ride.



ACT II ESCAPE

This section of the ride relies on cool maneuvers rather than pure speed to gain thrills. Inversions, drop tracks, breaks, and launches are used to manipulate the guests' perception, so that they feel trapped in this tomb.

This section does not have many aesthetics and takes place primarily in the dark. Guests can see the crumbling walls of a tomb that they drive around and through. They can also white arabic writing projected all around them.

The guest's vehicle's escape this section by using a similar maneuver to test track, where the vehicles drive head on into a tumbling wall (which opens at the last minute). Using the technology from the ride vehicle description video, we put the guests into a state of free fall. This is done by removing the the part of the track that appears to be the road, so that the guests believe that they are literally moving off of the track.

Guests land in the Moroccan desert for the final part of the ride.



ACT III CONFLICT

A brief calm overfishes the guests and Indiana Jones. We have successfully escaped from the collapsing tomb! As guests stare out into the expanding desert, created by beautifully painted murals and forced perspective, they think to themselves, *'What a ride and climax. That was like Revenge of the Mummy at Universal but actually well done.'* Indy confirms that the guests have done a great job in assisting him but...

Suddenly, the calm is gone. Guests can hear the sounds of guns being drawn and we get the final reveal from Indy himself! The guests in the other car actually work for the French deserters. The ride uses a straight launch to move guests across the desert, as the ride begins to use the dueling coasters technology that was listed as a part of the technology features of this ride system.



This section of the ride embraces high speed thrills (rather than unique maneuvers) and works as a smaller dueling coaster through mostly linear stunts. Guests use a straight launch through the desert which leads us into a Moroccan marketplace, where guests zoom through the streets attempting to beat their competitors to the palace.



When both cars arrive at the palace, we get a final ride scene which features Indiana Jones leading the Moroccan people to defeat the deserters. Guests then proceed to one of the two unloading stations.

POST-RIDE



GIFTS OF DIHYA

Upon exiting **Indiana Jones and the Tomb of Destiny**, guests will find their way into a humble merchant's shop, called Gifts of Dihya. What lies inside, however, is a treasure trove of beautiful sights, dedicated to the culture of the Berber peoples of Morocco (and the world). The shop appears cluttered, but is like a labyrinth of passages, displays, bookshelves and makeshift aisles, each covered in wonderfully coloured and beautifully crafted objects and ornaments. Every lantern imaginable hangs from the ceiling and rafters. In the centre of the shop is a statue dedicated to Dihya, a famed, near legendary Chaoui Berber warrior queen of the 7th century.



Amongst the many purchases include the traditional Berber penannular brooch; magnificent Islamic artwork, each different from the next, upholding the abstract traditions of the religious culture; stain glass ornaments and original pieces of artwork, which can be used to create lovely reflected sun rays; and traditional Berber carpets of every design, shape, size, and colour imaginable. Guests can find the expected Indiana Jones merchandise, complete with prop hats and whips, toys, clothes, and other such merchandise.

Towards the back of the store, guests can witness and even participate in a Berber-style method of weaving carpets, rugs, and headpieces.

CONCLUSION

Finally back to that previously unassuming pavilion in Epcot, far away from the high speed adventure and ancient tombs. Enriched with culture and adventure this ride puts Morocco on the World Showcase map as more than some gift shops and a lunch spot. **Indiana Jones and the Tomb of Destiny** brings Magic Kingdom adventure and fun to the cultural hub of Epcot.

