

Queue Part 1 (tone: whimsical, fun):

- **Walk up to a natural “dirt” path in a kudzu-engulfed forest. Fog semi-obscures everything more than 20 feet away.**
- When you walk around the corner, the queue splits into two routes: a passive route (for those with physical restrictions or who want a tamer experience) and an active route.
- **In the passive route**, you can mine for gold and other gems in an elevated touch screen water stream, change the forest background screen to see what it might have looked like over the past 300 years, fish with magnet rods, and do various outdoor art activities like garden looms, peg and band boards
- **First on the active route**, you meet a series of back-to-back large trees attached with various-sized mushrooms. You can climb them like a traverse climbing wall as you move down the queue. Continuing, you can hop onto puddle “screens” like a tire obstacle course, which turns the puddles different colors. Various other playground-like activities span the queue, such as climbing across nets of kudzu and rolling logs.
- **The two routes merge right before entering under an old wooden bridge. The logs inside (actually screens) display rotating words and drawings, as though carved into the wood.** After exiting the ride, you will see a screen that allows you to draw and write onto it. Select items from this screen get displayed onto this bridge.
- As you move towards the end of the bridge, the exit is obscured by thick layers of kudzu imprinted onto fog.

Queue Part 2 (tone: suspenseful, mysterious):

- **You exit the bridge and the kudzu fog into a wide-open area of the forest with a towering cliff in front of you, rudimentary holes and buildings carved out of the stone. Between you and the cliff: a sprawling forest graveyard, decomposing and moss-covered wooden crosses standing haphazardly throughout. Fog hovers over the ground.**
- The path twists through the graveyard up to a tunnel in the cliff. As you pass by the graves, you see it’s a pioneer cemetery with appropriate markings and tattered clothing.
- You enter the tunnel, which starts narrow, uncomfortably narrow, and grows even narrower as you walk. **On the walls are puzzles and brainteasers – mazes, cryptograms, optical illusions, rebus puzzles, etc. – and the words “CROATOAN” lit dimly with mining lights.**

Preshow (tone: suspenseful):

- **The tunnel turns, revealing a narrow mine shaft barely lit with lanterns. In front of you is an enclosed inclined tram and a staff member that directs you in 20 people at a time (2x10).**

- You ride the tram down the cavern in almost pure darkness. Just a few emergency lights here and there and the smell of moist rock around you. You can hear water dripping and an occasional bat fly into the tram.
- You exit the tram and wait in a dark underground room until the next tram of people arrives. **Once they do, a light at the end of the room lights up, getting brighter and brighter.**
- **As you move towards it or look at it, a door opens behind you and says, “Follow me, folks. You don’t want to go that way. Trust me.”**
- As you are leaving to the new room, a faint light appears near at the end of the room with the bright light, spotlighting a sandwich board that says, “Danger! Sinkhole Area” for those that look back momentarily
- You enter another underground room, where a staff member uses a 1970s projector to project onto the mountain wall. The video explains how a research team came to believe through the cemetery and other clues outside that this cliff may have been created and inhabited by the lost colony of Roanoke. A research team was sent into the cliff dwellings and soon became turned around by the Rubik’s cube design and seemingly endless amount of rooms. Soon, they noticed that elements in the rooms communicated particular directions – left, right, or straight. As they followed the clues, it became clear quickly that the population was trying to evade someone or something, in part because there were consequences when the interpreted the clues incorrectly.
- They were pretty deep underground when suddenly, there was a loud rumbling – like the sound of an avalanche. Management heard yelling over the radios, then lost communication with all but one of the researchers, who said that she lost the others. Then her radio went, out, as well.
- The video explains that you are being sent in to find and retrieve the six (6) research team members before they perish in the mountain. They were following the trail of clues and knew them to be safe, so we believe you will find them along there.
- In each room, you must find the clues and decipher the correct direction to go as a group. The video explains how to vote which direction to go on your control board and that the majority vote decides the direction. It also explains that there is a black light attached to your console that you will need to search the rooms.
- The video adds that the research team learned that the ground is unstable in parts, so if you do not think quickly, the ground may collapse under you. Therefore, the video explains, management may pick a direction for you if you and your team cannot pick a direction in 20 seconds or less.
- **The video ends and a staff member tells you that management only has enough money for one rescue mission – YOU. So if you fail, no one is coming to get you or the others.**

Boarding (tone: excitable):

- A large electronic marquee above the boarding area says, “X hours since the last successful rescue mission,” indicating how long it has been since a group found and successfully retrieved the entire research team.

- You and 7 other guests (8 total) board a vehicle that looks like underground mining equipment (machine) with two lanterns on the back. You are asked to put seatbelts on.