



WDW Magic Kingdom's

TRON LIGHTCYCLE RUN

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HFT 2390

PROJECT 4

MY CONCEPT

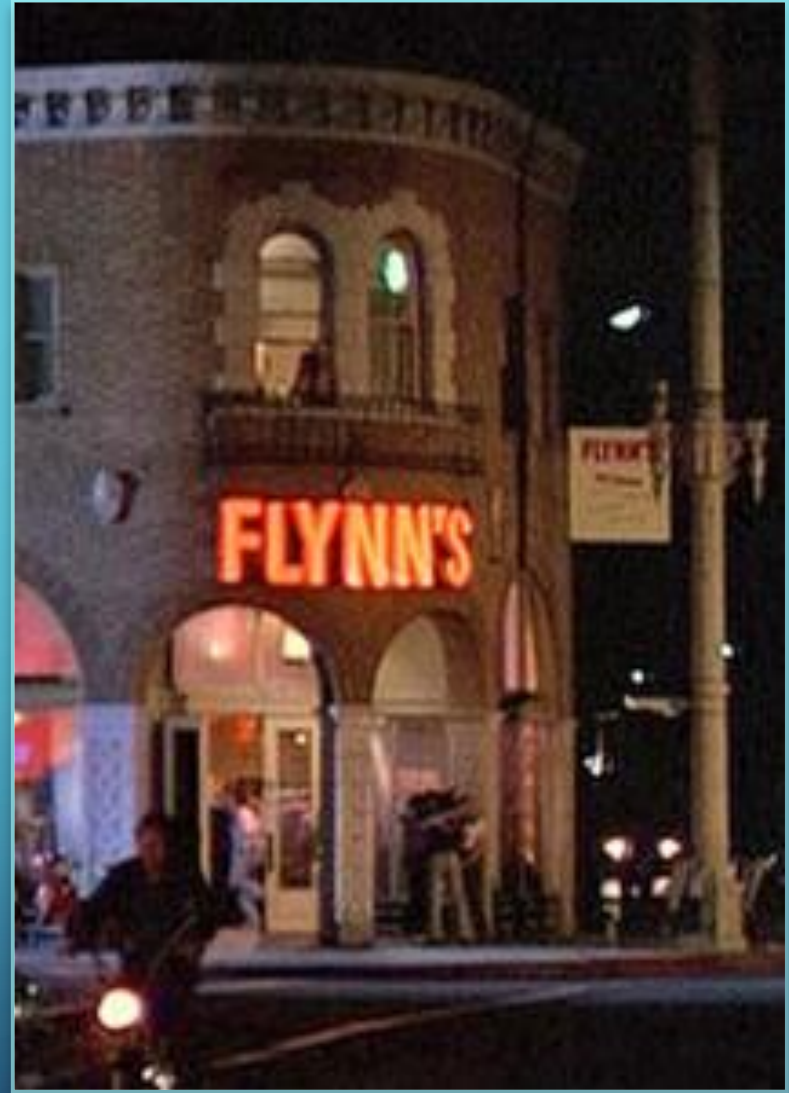
Instead of entering through technologically futuristic hallways, already making you feel like you're in the world of TRON, what if you entered through FLYNN'S arcade.

Once guests enter the doors of the arcade, they are greeted with 80s inspired carpeting, old busted down arcade machines and at the very end, the TRON arcade game being the only one turned on right next to a door.

Guests will go into the room which will lead them into Flynn's workshop. From here the first preshow will take place, which will be the guests transported into the world of TRON.

The rest of the ride stays the same until the end.

When ending the ride, you leave TRON and are teleported back to Tomorrowland. After you get off the ride you are taken to a different interior version of the arcade now all lit up and as a gift shop.



THE STORYLINE

The concept for this ride will tie into the rest of the world of Tomorrowland with a simple story:

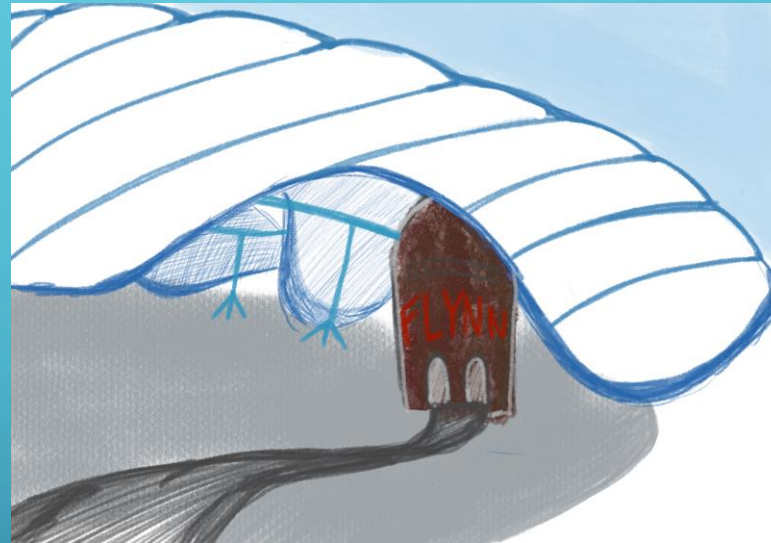
The people of Tomorrowland became so interested in the game TRON, Kevin Flynn, and the Lightcycle Run that they decided to move it from Center City and transport it into Tomorrowland.

To them the game TRON is “vintage”, so they worked towards perfecting the teleportation to get into the game. Which is how guests are now able to enter and leave the world “as they please.”

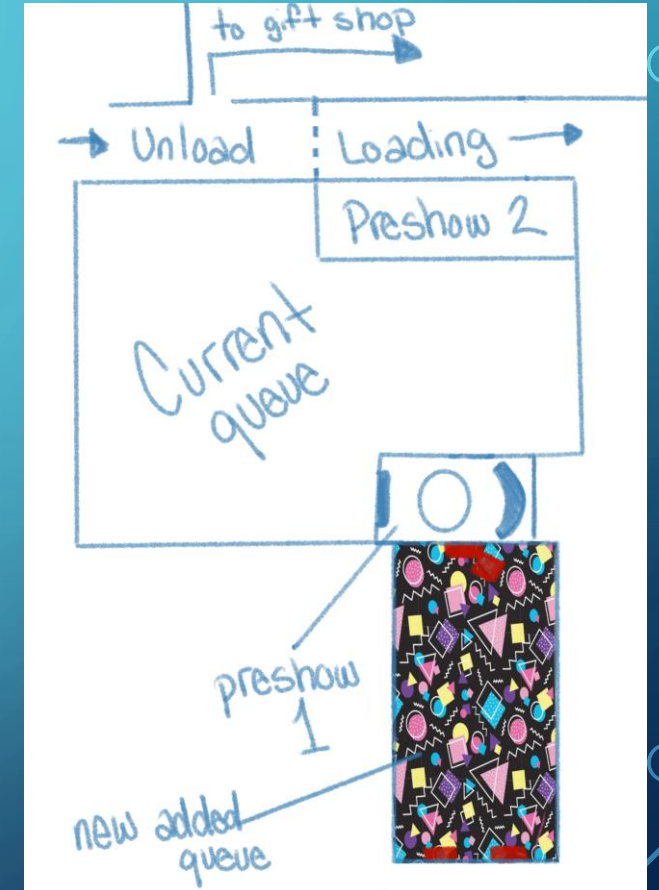
CONCEPT ART



Early concept, has idea of queue and building



Exterior of ride with Flynn's Arcade



Layout of updated queue

ESTIMATED COST

Due to the majority of the ride already being done and running, especially the track and ride system, the only changes to this ride would be the queue and the exit, it would probably be a budget of no more than 2 million dollars.

The main costs would be for construction for the new entrance, the additional queue room, the first preshow, and the gift shop/exit.

GUEST IMMERSION

This change to TRON Lightcycle/Run will allow for guests to feel more immersed in the ride. Although aesthetically the ride is extremely fun and cool, the preshow they have now that “teleports” you into the world of TRON doesn’t make sense as you were already feeling as if you were in the world of TRON.

This concept will also cater towards fans of the franchise as I feel like seeing Flynn’s Arcade in real life would hold as much sentiment to TRON fans as seeing the Millenium Falcon for Star Wars fans.

Not only will the ride create an immersion, but also the storyline as to why this brick building is in the back of Tomorrowland. Disney will have the ability to create more possible citizens of Tomorrowland and can create a whole new story to that part of the park that has been missing for years due to Tomorrowland feeling outdated.