

THUNDER RAFTS

BEWARE THE STORM

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OLYMPIC NATIONAL PARK

Olympic National Park is home to the **Hoh Rain Forest**, one of the last temperate rainforests on Earth.

Here, the ancient trees (500 – 1000 years) drink over **140 inches of rain each year**, fed by the storms rolling off the Pacific.

In the myths of the **Quileute and Hoh peoples**, these storms are the work of the **Thunderbird** — a mighty sky spirit whose wings create thunder and whose eyes flash lightning.

The name “Hoh” means **fast-moving** water, which blends into our attraction’s ride system and rapids-style design

The rainforest’s constant rain and renewal reflect the Thunderbird’s power: **a reminder that nature’s strength can both destroy and sustain life.**



OLYMPIC

NATIONAL PARK



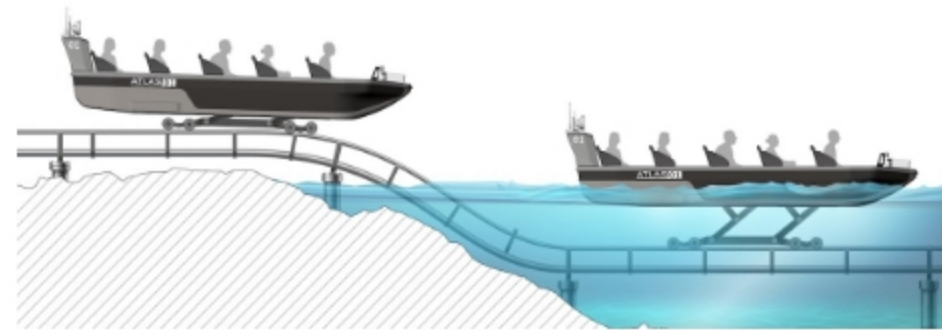
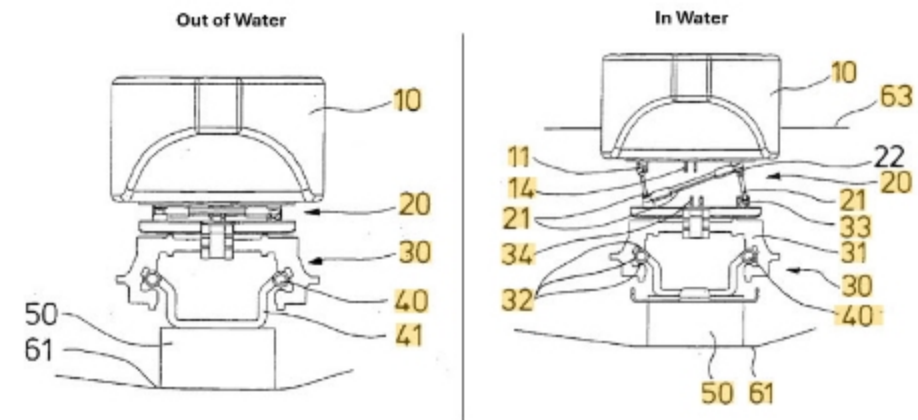
MACK ROCKING BOAT

Mack's Rocking Boat is a hybrid water-ride system where the **passenger boat is mounted to an underwater chassis / guide car that runs on a concealed track**. The chassis controls the boat's position and motion, while a jointed connection lets the boat **sway, rock and "float" independently**—so you get water-ride sensations plus precise, coaster-style control and show timing.

Because the hull is physically attached to the chassis on the track, the ride cannot capsize the way a free-floating boat could

Track sections can be fully or partially submerged so parts of the mechanism stay hidden from riders for surprise effects.

The system can operate in shallow pools, rapids sections and drops



RIDE VEHICLE

The ride vehicle has an **onboard radio** and **lantern**.

The **radio** allows guests to hear onboard audio during the attraction.

Lantern is for ambient light in darker scenes.

THRC: 1100,

(111 people per hour per boat

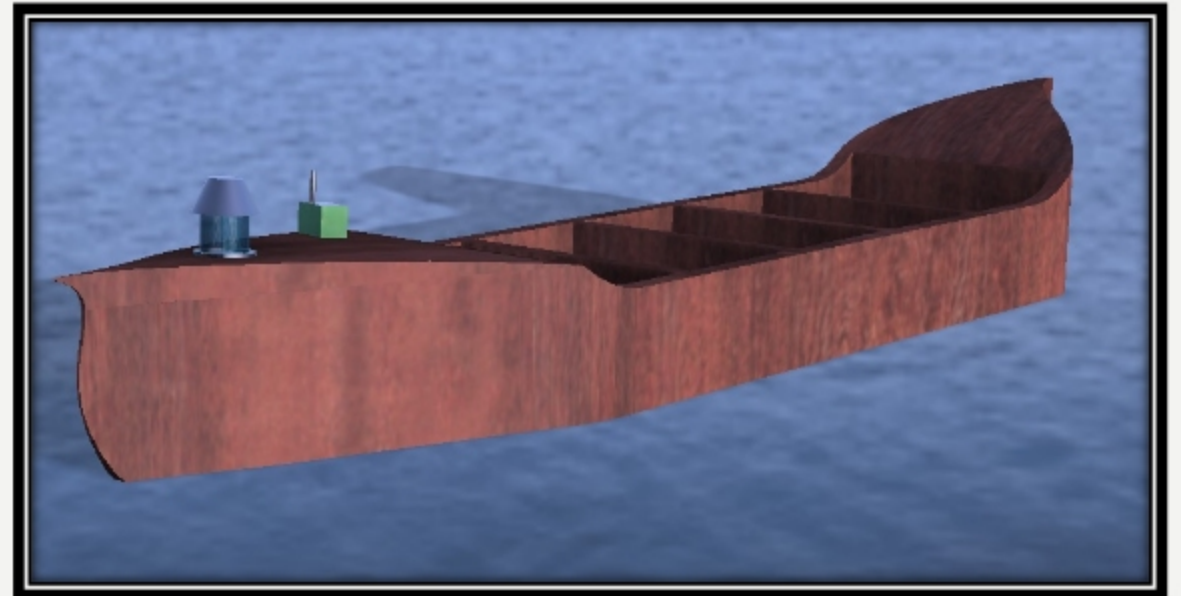
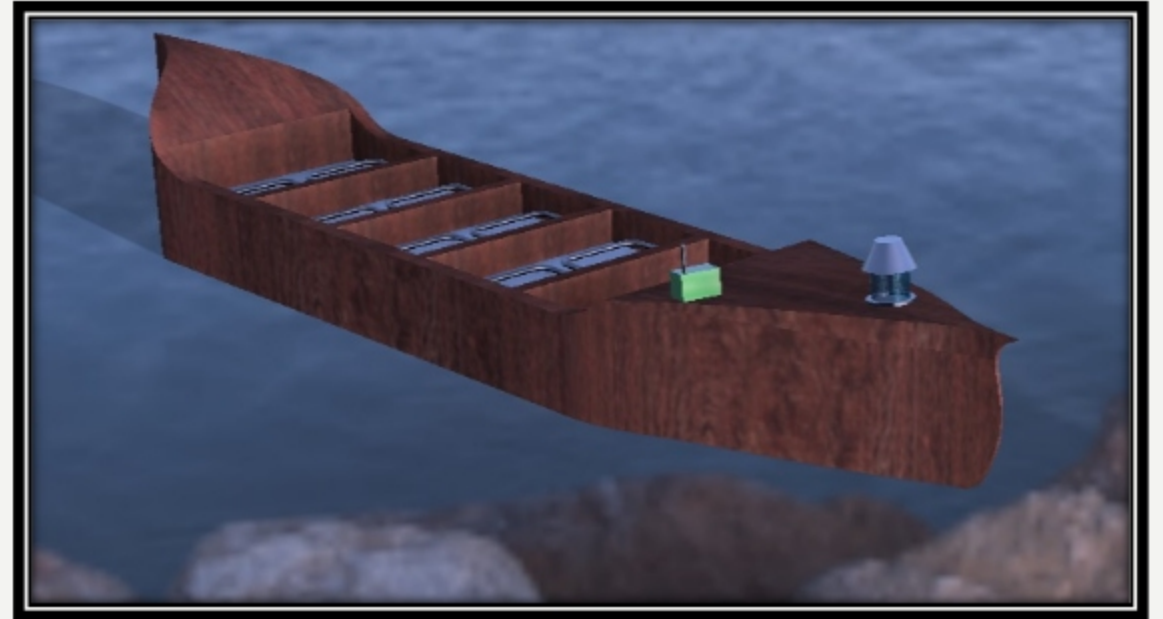
Say we have 10 boats on the track while operating

$111 * 10 = 1110$ is our theoretical hourly capacity

Taking out 15% for potential slowdowns, etc.

Estimated Actual Hourly Capacity for Thunder Rapids is 944 riders/hour.)

ADA: The back row will be expanded to be wheelchair accessible and have an opening door on at least 2 RVs.



Warning!

This is a water ride that simulates white water rapids. The vehicle will suddenly accelerate, turn, and drop.

Persons with the following conditions should not ride:



Heart Conditions or Abnormal Blood Pressure



Back, Neck, or Similar Physical Conditions



Expectant Mothers



Motion Sickness or Dizziness



Medical Sensitivity to Strobe Effects



Medical Sensitivity to Fog Effects



Recent Surgery or Other Conditions that may be aggravated by this ride

TO AVOID SERIOUS INJURY:



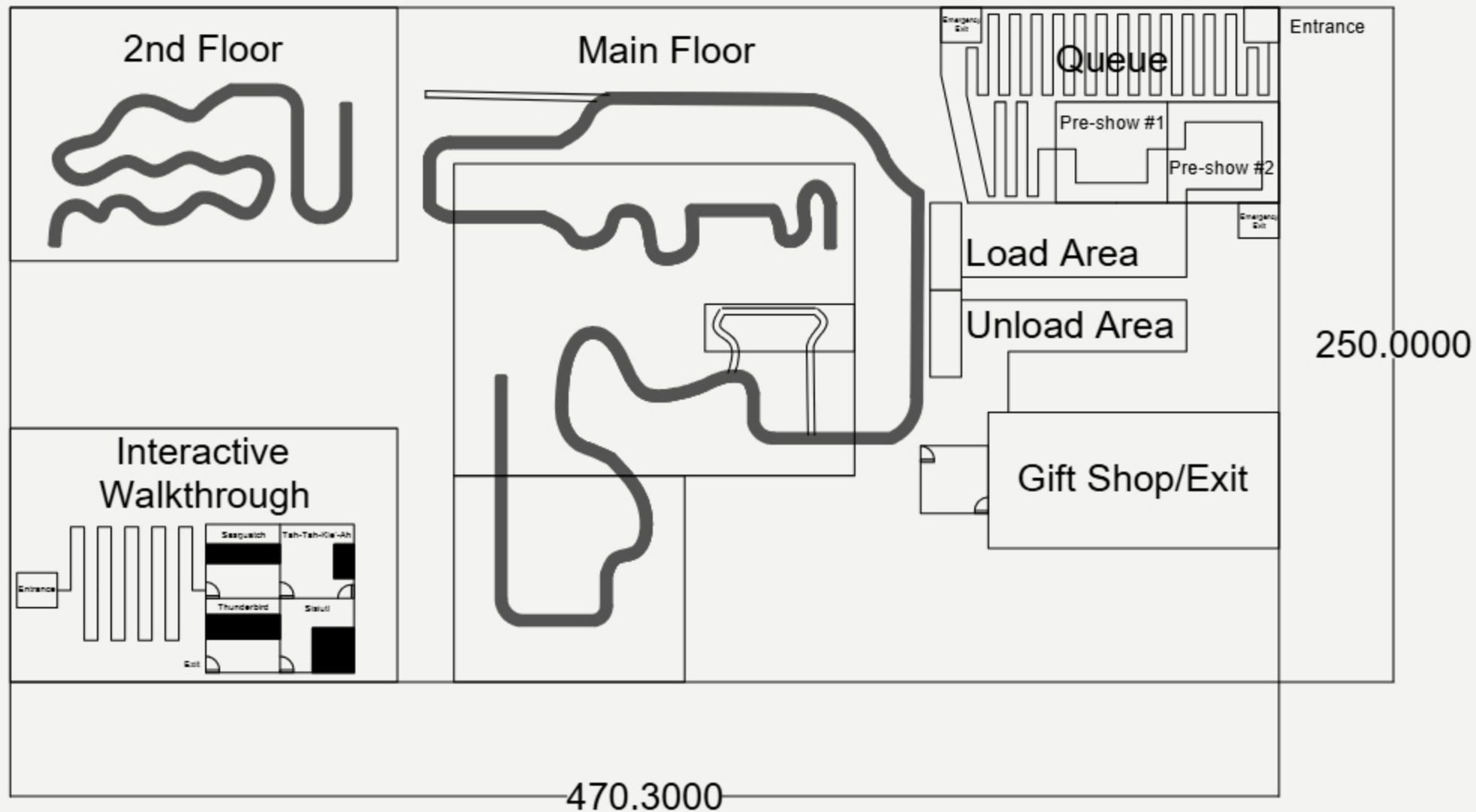
Remain seated at all times, keeping hands and feet inside the vehicle, and supervise children.



Guests under 41" may not ride. Children between 41" and 55" must be accompanied by a Supervising Companion.

You Will Get Wet!

RIDE/ATTRACTION LAYOUT





STATISTICS

117,575 ft² plot

Building: 470.3 x 250 ft

Track Length: 1,337 feet Long

First Floor: 200 x 250 ft

Area: 50,000 ft²

Queue/Retail space: 125 x 72.5 ft

Area: 9062.5

Second Floor: 143.5 x 94 ft

Area: 13,489ft²

PARK RANGERS (TMS)

Operational Positions - A minimum of 8 Park Rangers is required to operate the Mack Boat Ride rocking boat system

Groupers

Greeter

Grouper

Dispatch 1

Dispatch 2

Un-load

Ride Controls

Ride Surveillance,

Queue Patrol



ONBOARDING/OFFBOARDING PROCEDURES

- 1.) Guests must step fully onto their ride vehicles, securing all loose articles on the floor
- 2.) Once seated, Park Rangers check the guest's lap bar, so it is flush with their legs, lap, or stomach
- 3.) Park Rangers pull up on each lap bar to ensure the restraint is secure
- 4.) After safety check, Park Rangers dispatch the attraction into the ride track

ADA COMPLIANCE

Estimated Dispatch Time: 35 seconds

- 1.) Express Pass/ADA Accommodations Entrance
- 2.) The ride vehicle is wheelchair accessible. Guests in wheelchairs must be able to walk unassisted when loading and unloading from the ride vehicle
- 3.) The trek through the forest is wheelchair friendly (queue)

ATTRACTION OPERATIONS DAILY SCHEDULE

7:30 AM - Park Rangers arrive for pre-shift meeting

8:00 AM - Park opens, Park Rangers begin operations

12:00 PM - Peak guest volume

3:00 - 4:00 - Park Ranger shift change for closing

8:00 PM - Guest volume winding down

10:00 PM - Park closes, Park Ranger perform closing duties and clock out

11:00 PM - Third shift ride/show technicians arrive

6:00 AM - Third shift ride/show technicians clock out



ATTRACTION EXPERIENCE

THUNDER RAPIDS

STORY SUMMARY

Set in the **1950s in Washington's Olympic National Park**, we enter the **Hoh Rainforest** and discover the natural landscape is protected by the mythical **Thunderbird**.

Along the trail, we run into some teenagers who warn us about the spiteful spirit that is **Evelyn Irene Miller**, the pioneering explorer drowned by her fiancé in his bid to claim her achievements as his own.

Caves flood, water glows, spirits roam, and myths become reality!



EVELYN IRENE MILLER

Evelyn Irene Miller was 32 when she drowned in a mysterious river in the Hoh Rainforest on February 15th, 1896.

Rumors swirl that she may have been murdered, but the case has yet to be solved.

She was trekking through the rainforest in search of the mystical Thunderbird. If found, it would ensure fame, fortune, and bring glory to her family name.

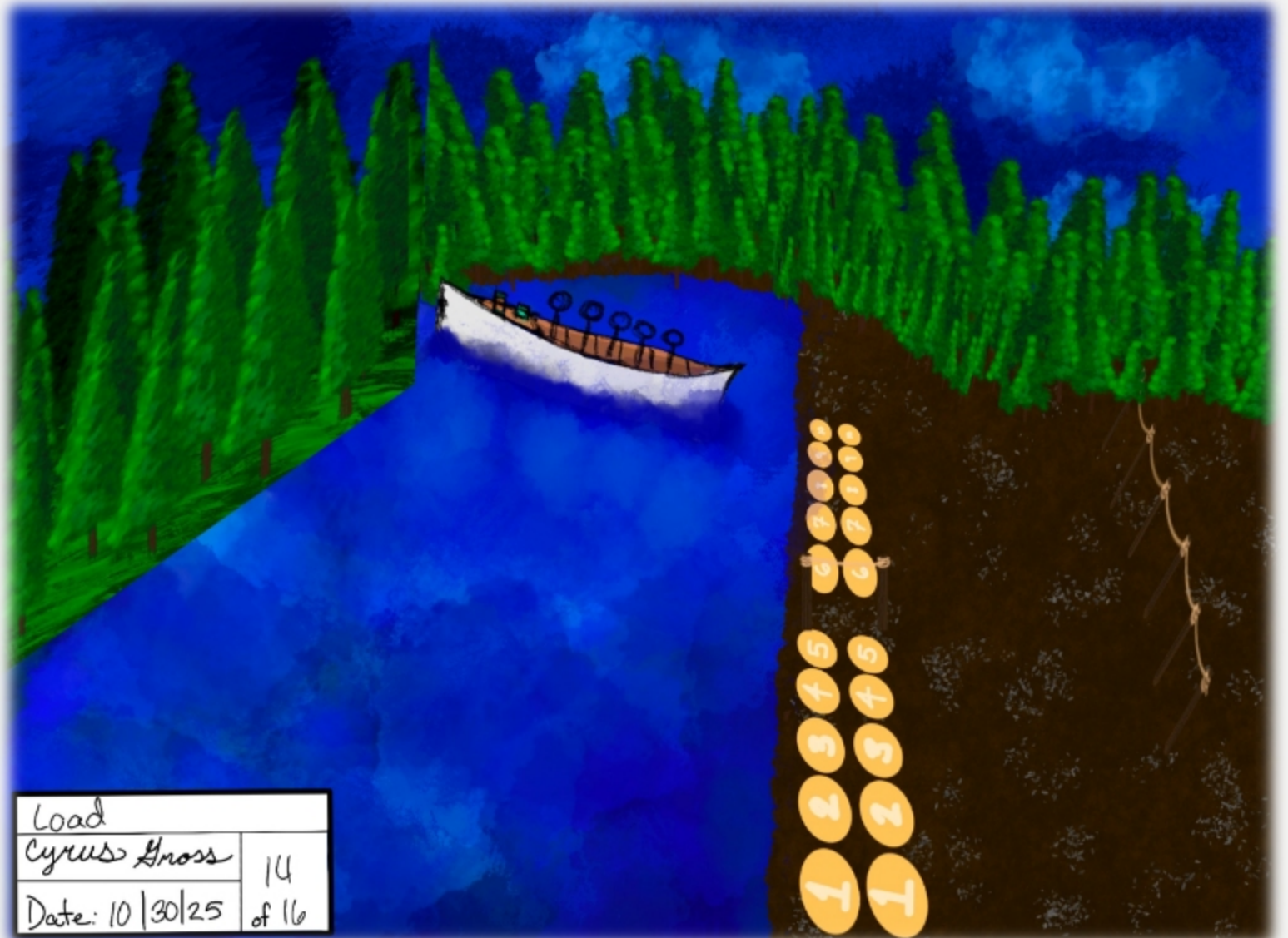
Little is known on what happened to her husband Joseph Turner after he disappeared after the incident.

Legend has it that the spirit of Evelyn Irene Miller still haunts the river where she drowned.



LOADING PLATFORM

Guests begin their journey by boarding a mysterious boat from the 1950s to venture deeper into the myths, beauty, and wonder of the Hoh Forest...



SCENE 1 – THE OUTDOOR GORGE

The boat ride starts smoothly with steady movements, and the boat doesn't rock too much.

The guests will feel a sense of anticipation as the journey starts.

In this section of forest, we clearly see the mountains in the distance and the full moon, which provides ambient lighting.

The music from the radio continues to play, providing a calming musical soundscape.



Scene 1
Cyrus Gross 2

SCENE 2 – THE DIVIDE

Suddenly, the speed increases because we are arriving at a rapids section in the river stream. We reach a split in the river.

At the point of the split, we will see an apparition Evelyn Irene Miller who drowned many years ago.

She pushes us off to the left in the split and down the rapids.



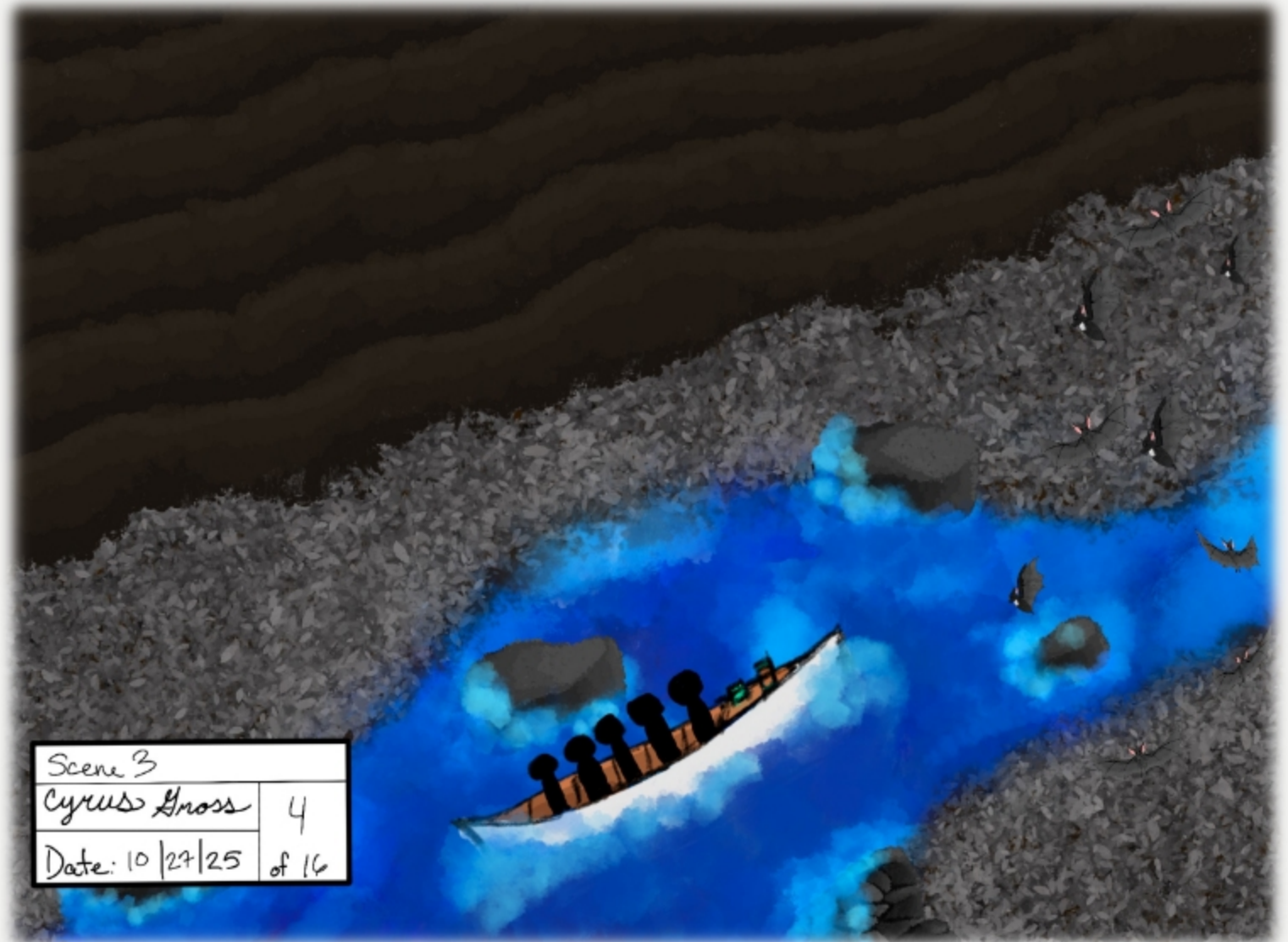
Scene 2	
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SCENE 3 – THE RAPIDS CAVE

Together, we row through class III rapids, The movement is like that of a roller coaster.

The boat surges through the section. It rolls (side-to-side tilts), yaws (swiveling and perpendicular movements), and heaves (up and down movement) through the water.

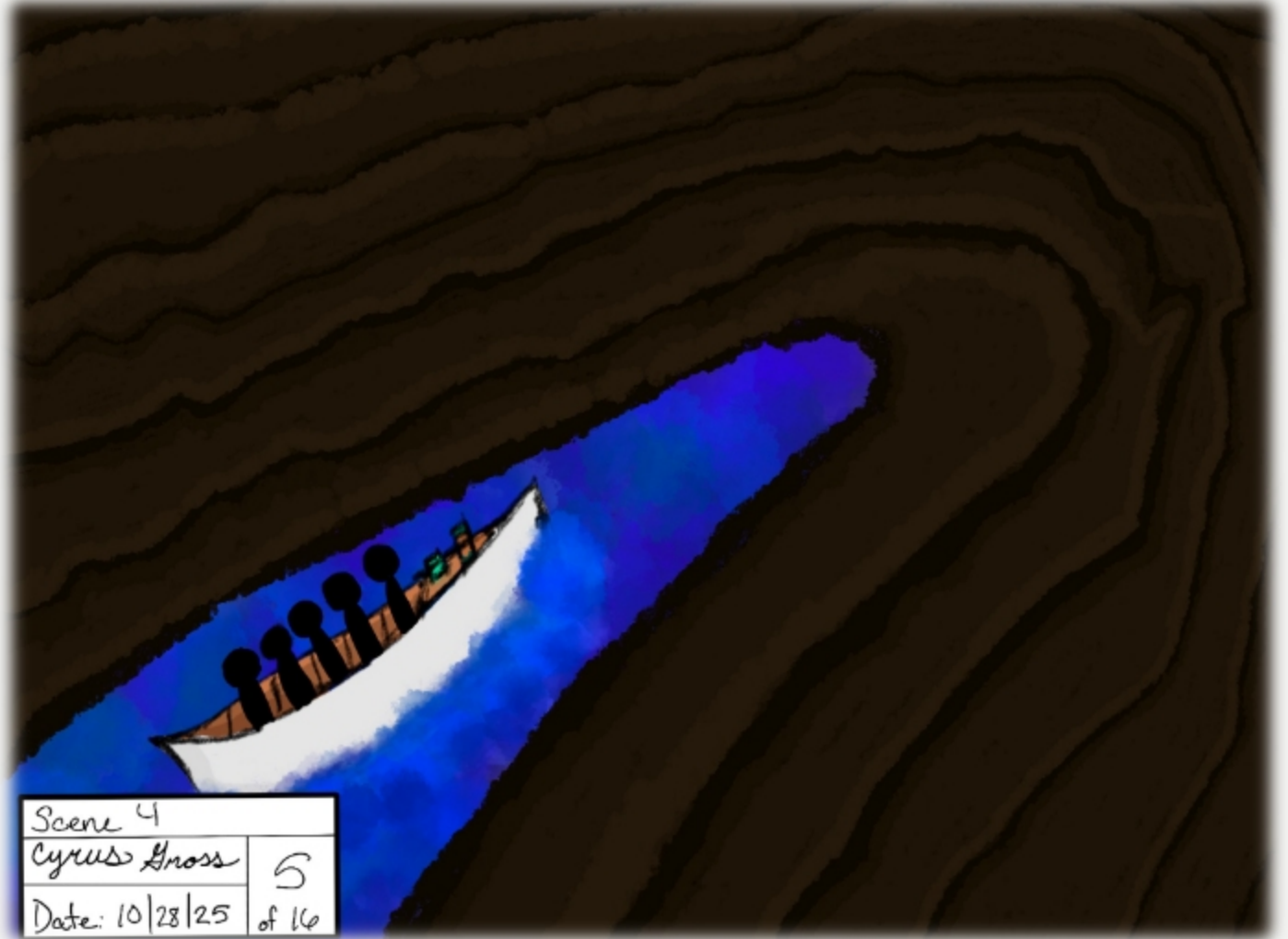
Visually, we see a swarm of bats flying overhead, startling people and a huge bear that emerges from the forest lines and swipes its paw near us and eventually escape it.



SCENE 4 – THE FLOODING CAVE

Before we enter the mouth of the cave, we see a bright flash of lightning in the sky. The cave is cramped with a high ceiling. The only thing providing light is the lantern that the teenagers brought with them.

Outside of the cave, we hear a thunder sound that is so impressive it could only come from the Thunderbird. Suddenly, the water starts filling up, raising the water level in the cave

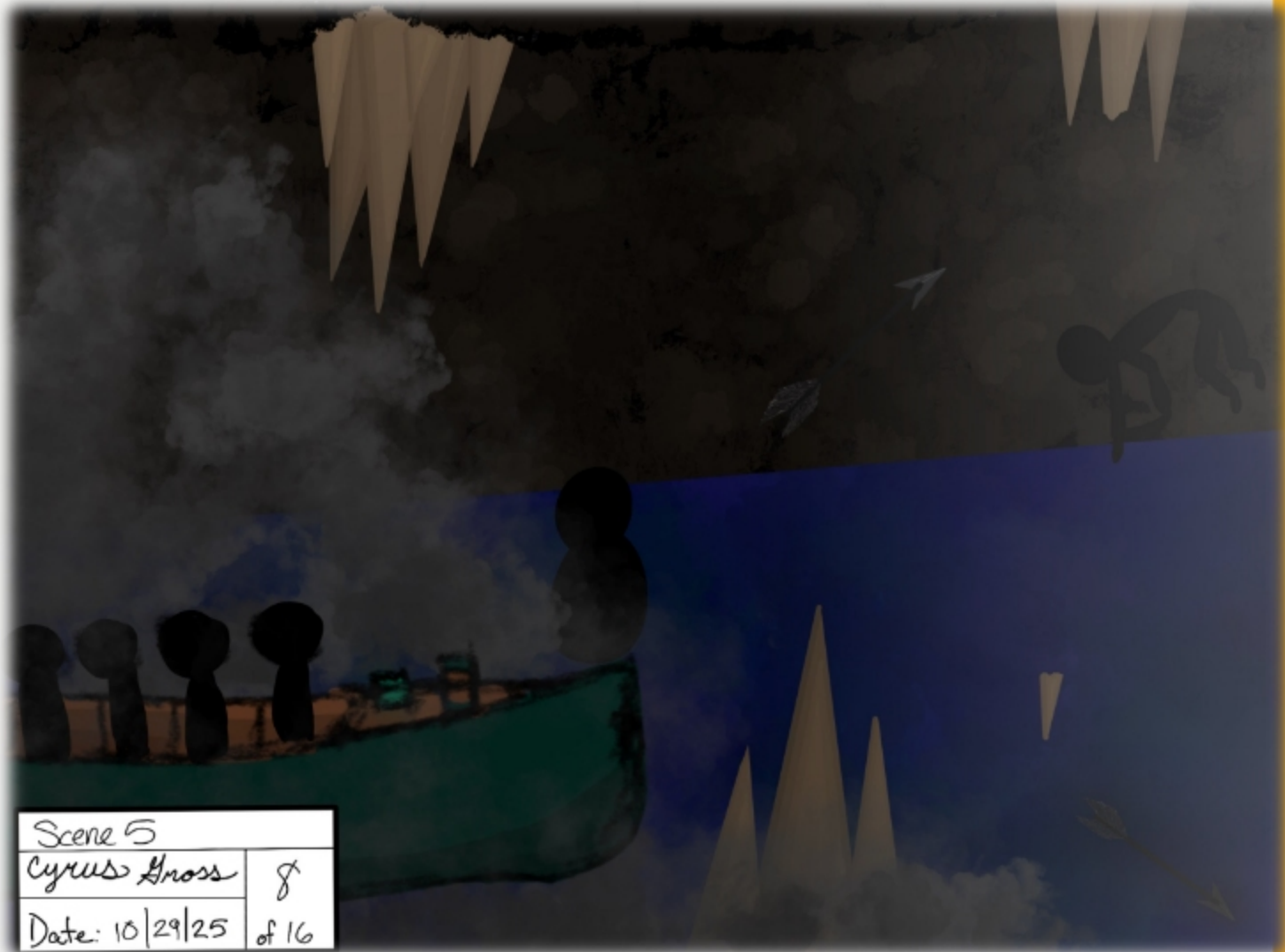


SCENE 5 – THE SPIRIT RIVER

We enter the spirit realm as portrayed when the water provides us with more light as it begins to glow, looking as ethereal as the water in bioluminescent oceans. The riders should feel a sense of wonder and awe.

The vehicle will sail through a ghostly, ethereal-looking cave past tribal spirits moving around, some of which will pop out at us.

It will be calm as the spirits won't have noticed the riders yet. When the riders reach the second part of the cave, the native tribal spirits see the intruders and don't look pleased.



SCENE 6 – TRIBAL ENCOUNTER

As the spirits notice the riders, they appear to them and push the boat into a course of rapids off the Spirit River.

We then are sent careening into the void rapids to take us away.



Scene 6	
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PEPPER'S GHOST EFFECT RENDERING

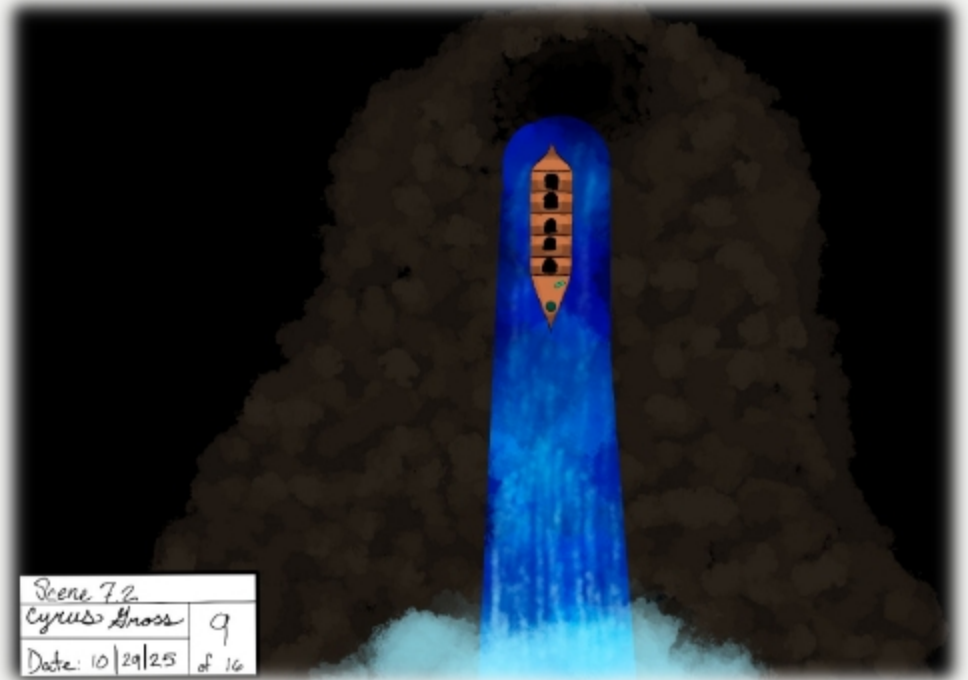
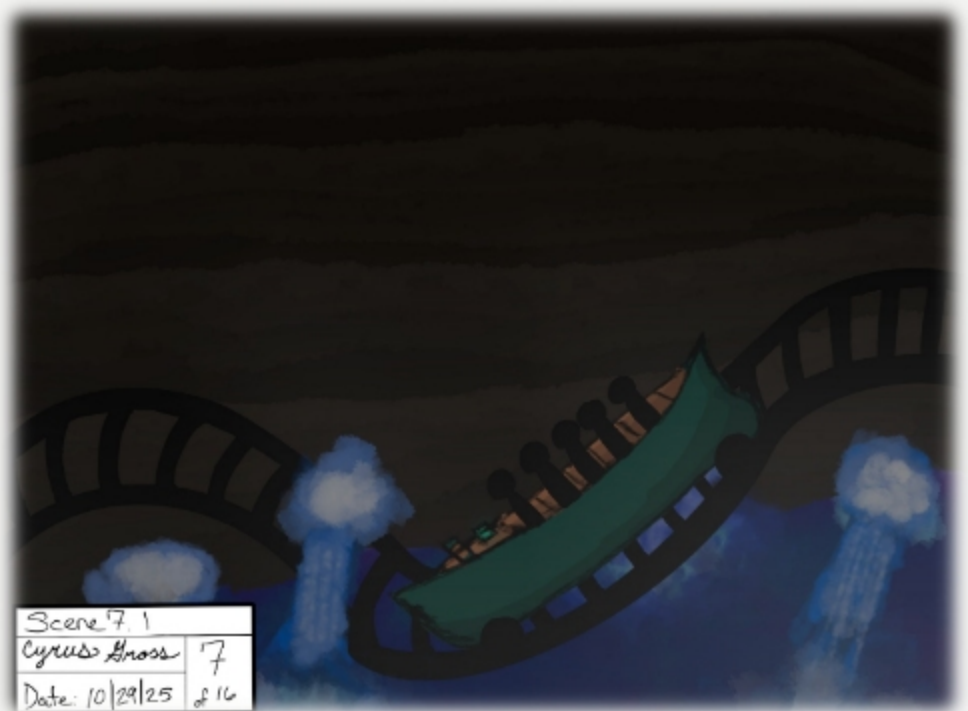


SCENE 7 – THE VOID RAPIDS

The calm cave track will turn into a rollercoaster-type ride as the riders encounter another rapids section at the end of the cave. The lights from the lantern and bioluminescent water go out, and we are now in a dark void swaying through the rapids of the cave.

The movement will be like the previous rapids section, but it will be faster than before. The riders will feel an intense sensation of being tossed around.

When the rapids section is over, there will be a big waterfall fifty-foot drop to the exit of the cave, taking us from the second level to the first level.

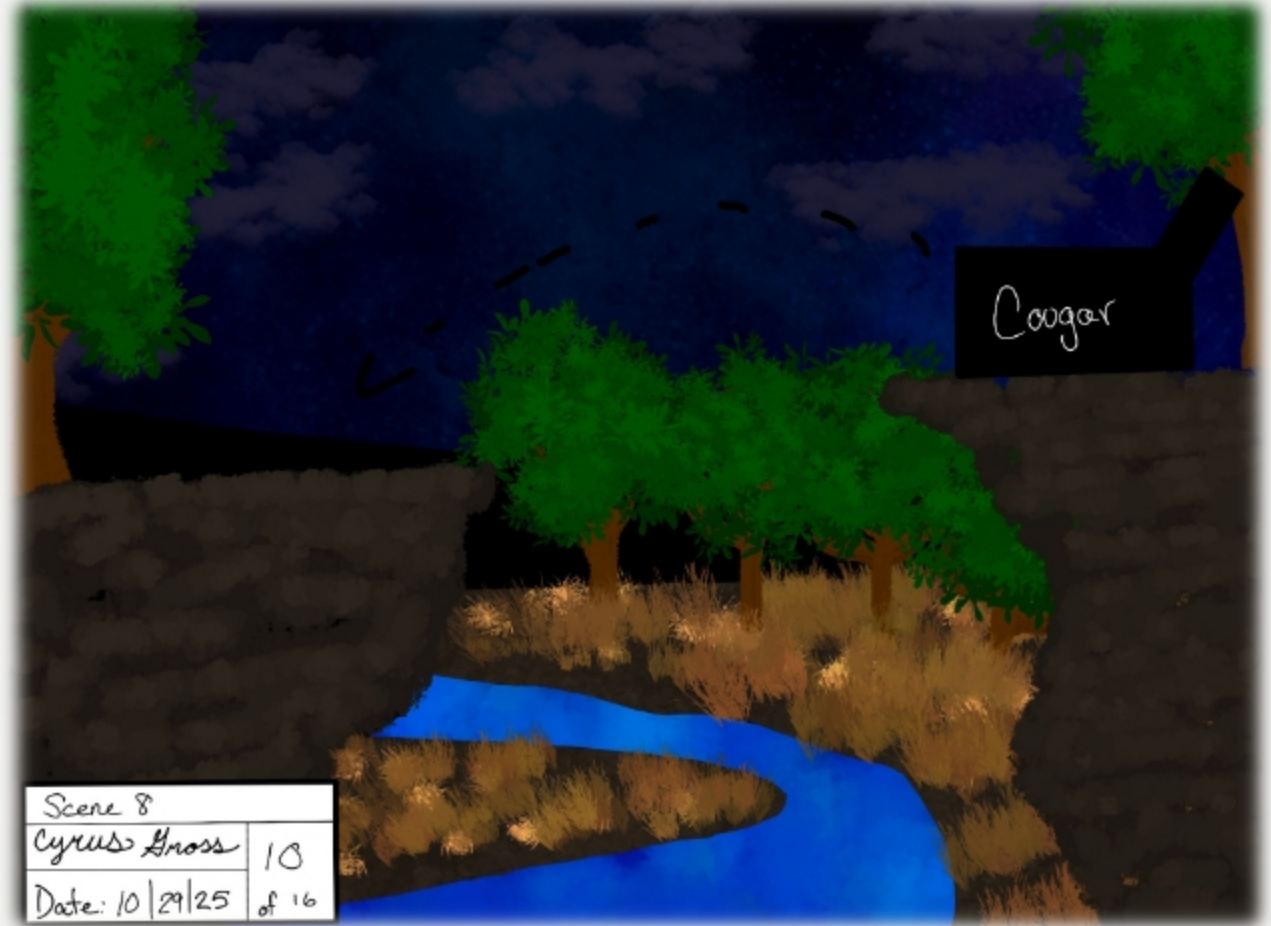


SCENE 8 – THE COUGAR RUN

After the waterfall drop, there will be another rapids section. We will hear a roar, and a cougar will come bursting through the forest tree line.

The cougar will chase along the bank and jump over the river to catch it and the people inside. Luckily, the cougar will miss landing on the other side of the river.

Afterwards, we reach the next cave entrance.

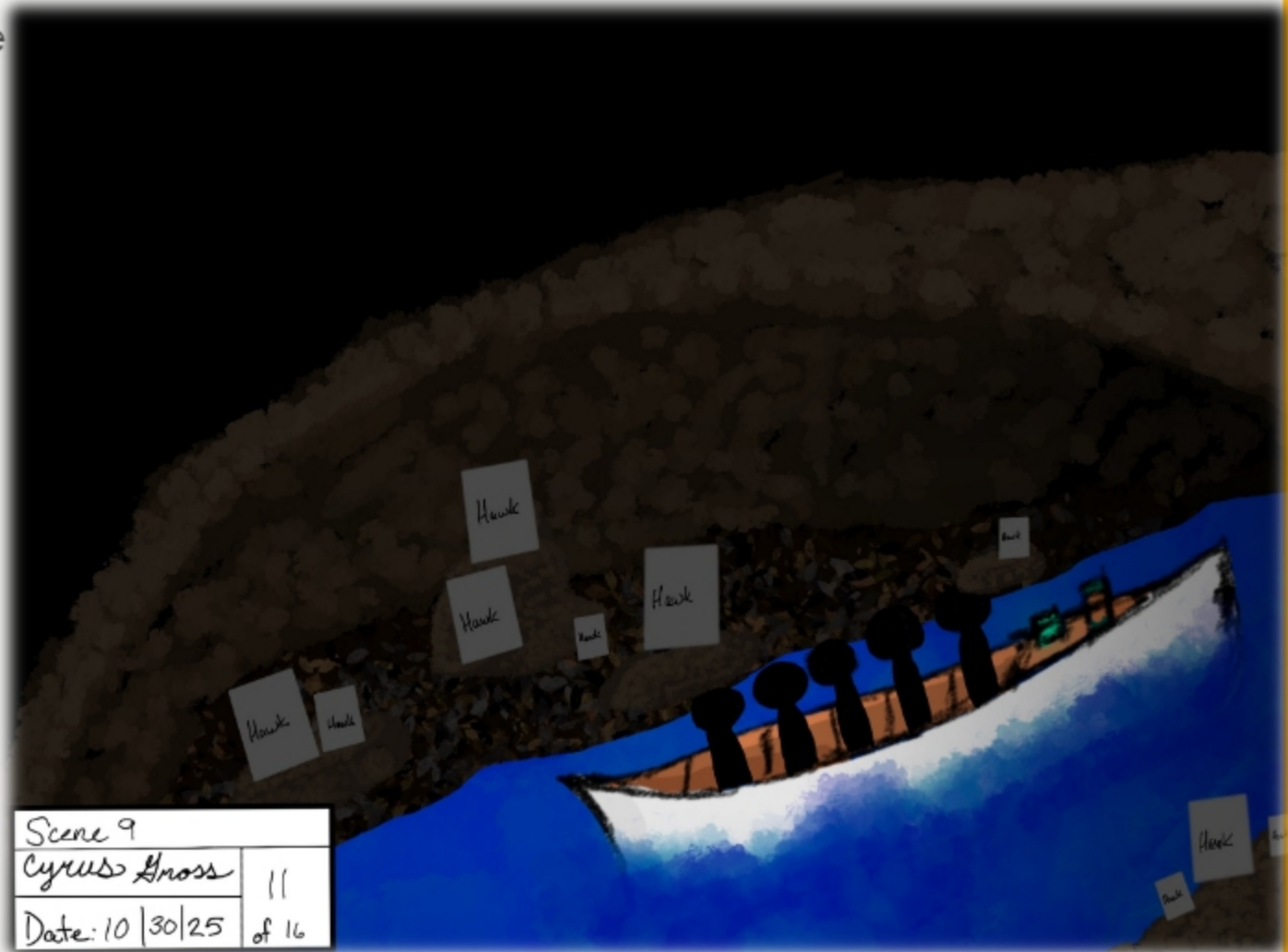


SCENE 9 – CAVE OF THE THUNDERBIRD

The second cave is huge, with a ceiling about twenty-four feet above the boat. It travels peacefully through the cave, and we see stalactites hanging from the top.

As we continue to move into the cave, it gets darker, and we rely on the light of the lantern. Suddenly, flecks of bioluminescence in the water begin to glow, leading us towards the Thunderbird, which lies deeper in the cave.

As we flow towards the Thunderbird, we see small cats, bugs, snakes, and other animals all moving in the same direction. The boat makes a few curves as it flows towards the mythical creature.



SCENE 10 – THUNDERBIRD ENCOUNTER

When we reach the giant Thunderbird, we curve around the platform it's resting on.

Surrounding the Thunderbird are treasures, some of which are remnants of its past expeditions, and the rest are offerings from the people who have visited. Almost everyone has presented the creature with treasures that symbolize the storms it creates.

At the center, the giant Thunderbird is regaining energy after the storm it brewed. Its wings still crackling with electricity, feathers flowing as though blown by a soft breeze.

The ride is calm, moving slowly, and the riders will watch and marvel at the beauty and majesty of the creature, feeling a sense of awe and admiration for it.

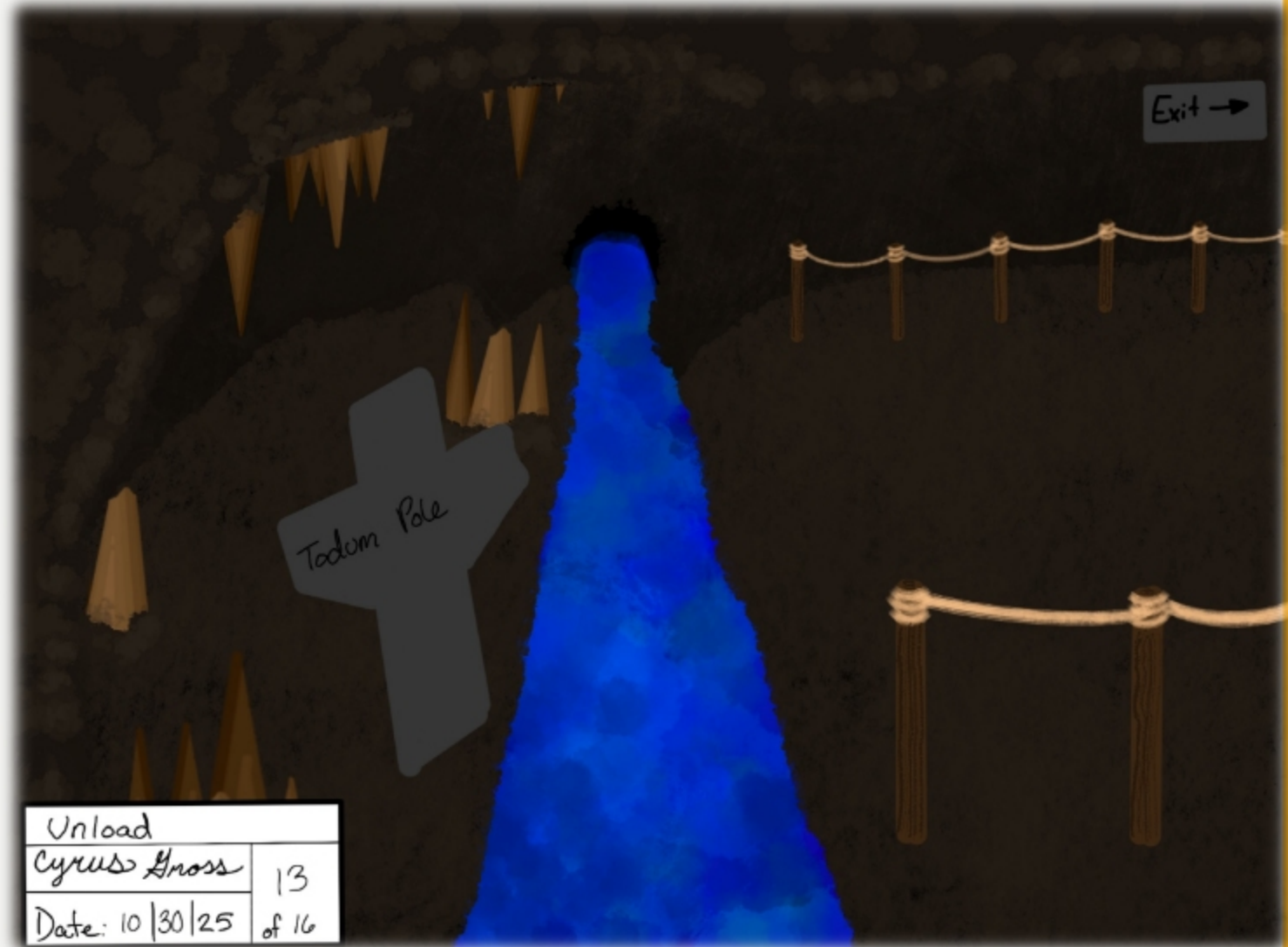


Scene 10	
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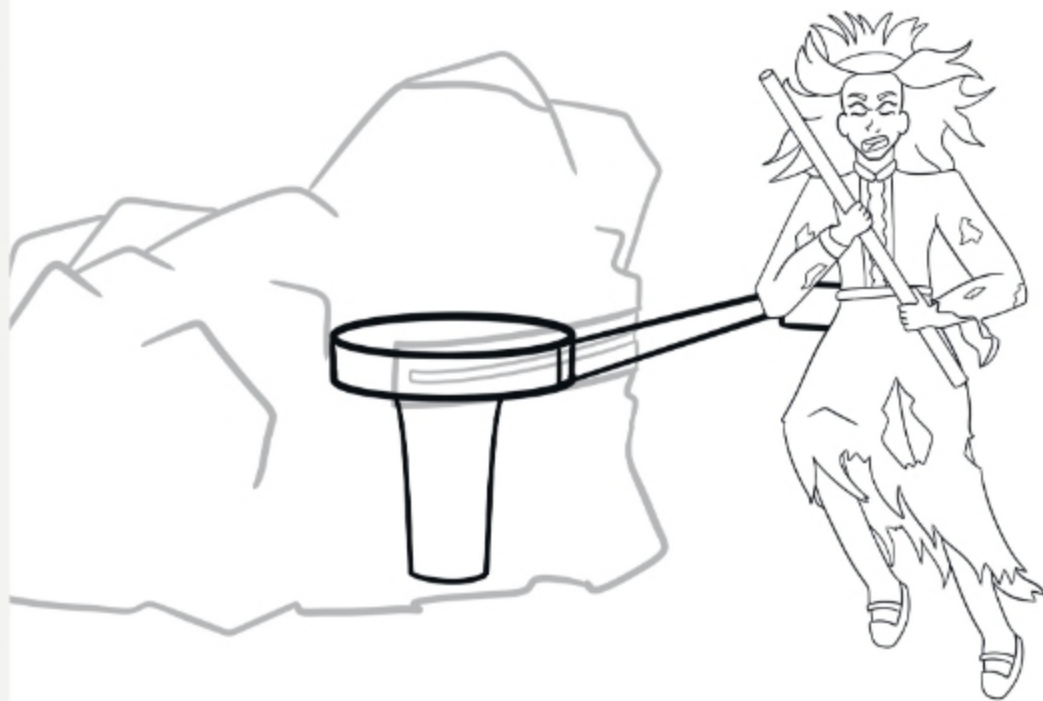
SCENE 11 – THE VILLAGE/UNLOAD

We turn a few more corners in the cave before we find the exit. Rounding the last corner of the cave, we reach the unload section of the ride.

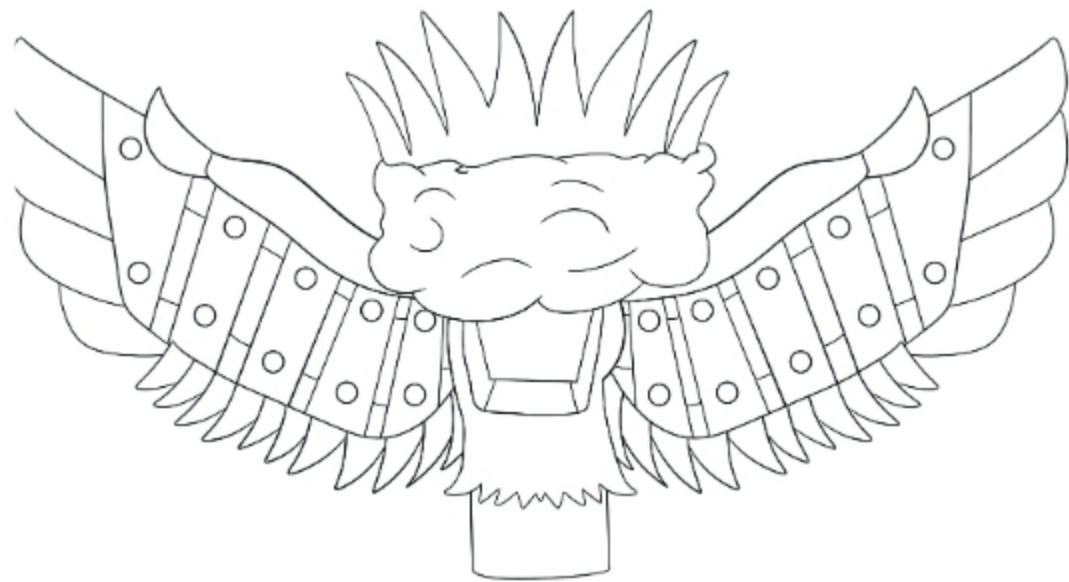
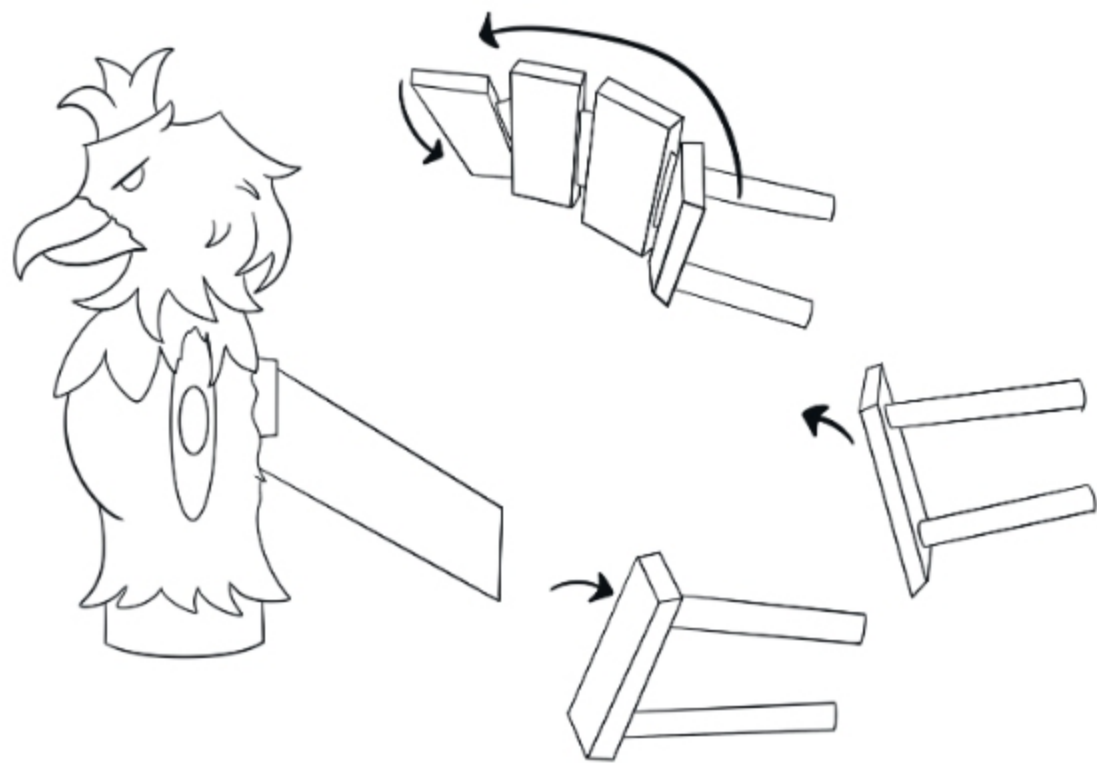
The riders will see a light in the distance and a trail that leads to the Hoh Indian Tribal village. The light will be a campfire, and the gift shop for this attraction is within the village.



SPIRIT LADY – MECHANICAL DESIGN



THUNDERBIRD – MECHANICAL DESIGN



MERCHANDISE





MYTHS

Of the
Olympic Peninsula

— Indigenous Legends from Sea to Sky —

AN INTERACTIVE WALKTHROUGH EXPERIENCE

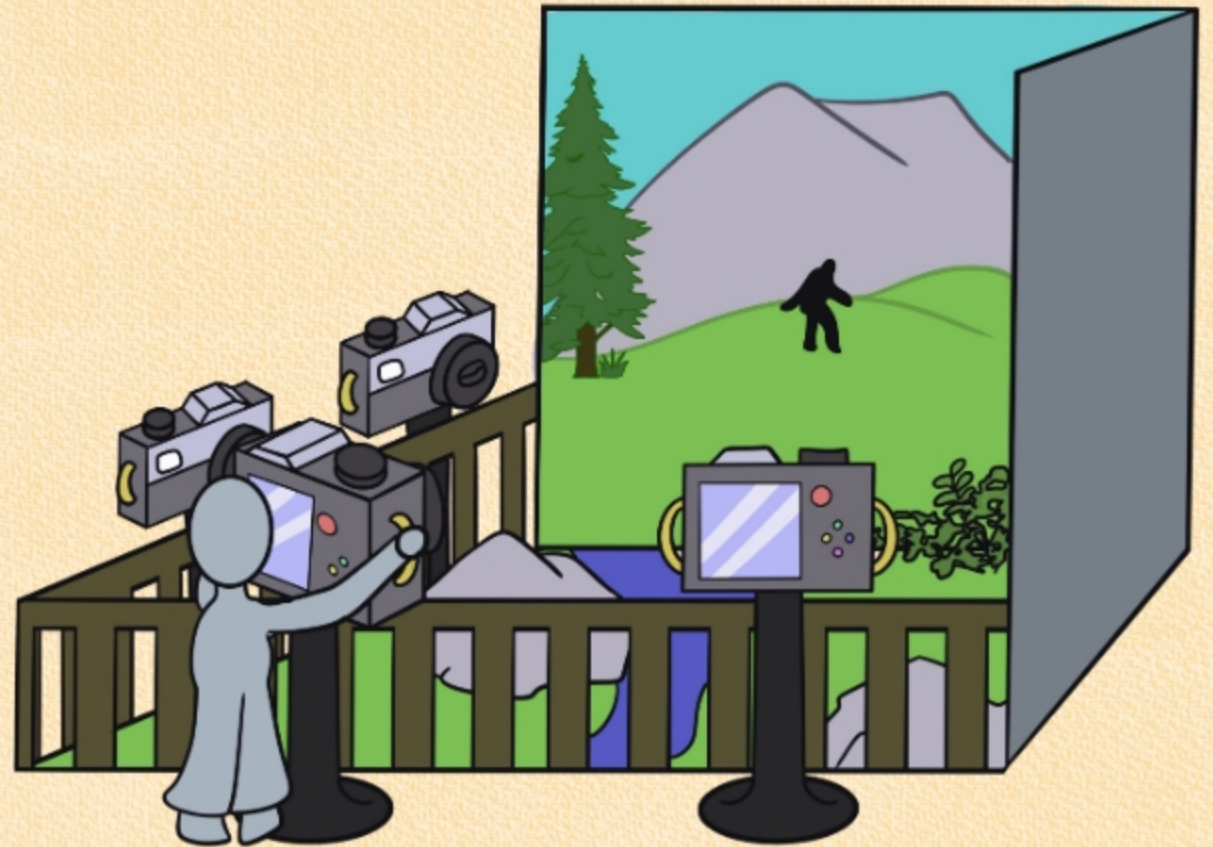
SASQUATCH

BIGFOOT

A BURLY SEVEN-FOOT HAIRY APE THAT LURKS THROUGH THE WOODS, TERRORIZING UNSUSPECTING PEOPLE. SIGHTINGS BEGAN IN THE LATE 1800S.]

THE SEARCH FOR THE SASQUATCH

An interactive virtual reality picture-taking game. The goal is to take the best quality photo of Bigfoot. The better the quality, the more points you score.



TAH-TAH-KLE'-AH **OWL WOMAN**

TALL WOMEN WHO ARE WITCHES WITH OWL-LIKE QUALITIES AND EVIL TENDENCIES. THEY INHABIT THE CAVES NEAR THE BORDER OF WASHINGTON AND OREGON. AT NIGHTTIME, THEY LURK AROUND THE LANDS NEAR THEIR CAVES, IMITATING VOICES AND THE LOCAL TRIBAL LANGUAGES TO DRAW IN INNOCENT VICTIMS TO EAT. THEIR PREFERRED MEAL IS CHILDREN, BUT THEY ALSO EAT FROGS, LIZARDS, AND SNAKES.



THE OWL'S CURSE

Visitors can speak into the microphone and then hear the Tah-Tah-Kle'-Ah repeat back what they say.



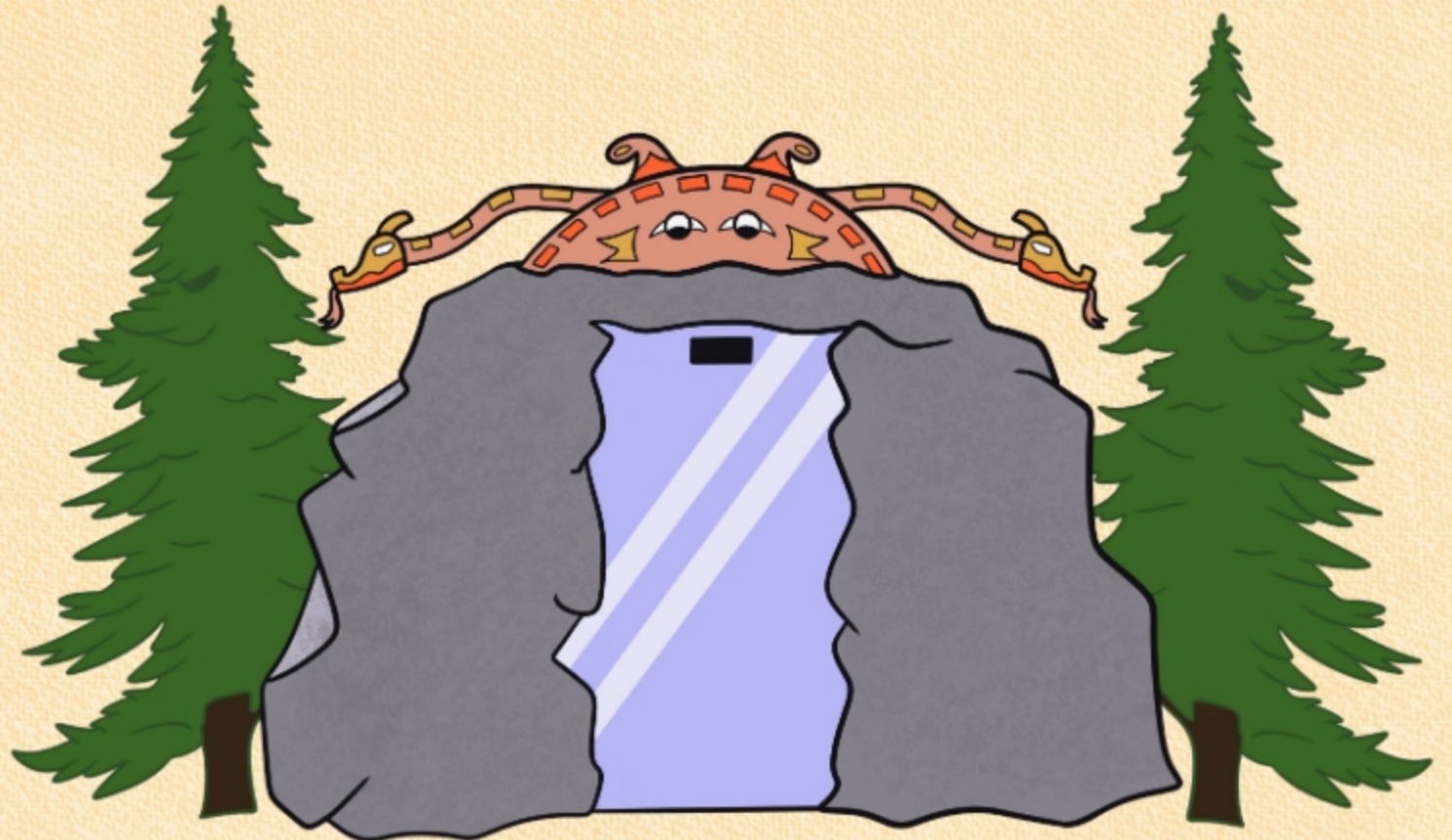
SISIUTL **SEA SERPENT**

A SERPENT WITH TWO HEADS, SOMETIMES A HUMAN HEAD IS IN THE MIDDLE OF THE TWO SERPENT HEADS. TYPICALLY, THE HEADS HAVE HORNS ASSOCIATED WITH DEATH AND PROPERTY. THE SERPENT LIVES IN THE SEA, BUT IT CAN TRAVEL IN THE SKY AND ON LAND. IT CAN SHAPESHIFT INTO HUMAN AND ANIMAL FORMS, AND IT CAN TURN INTO A CANOE THAT MUST EAT SEALS. THE NATIVE PEOPLE WANTED TO KILL IT FOR ITS MAGICAL COMPONENTS AND HEALING ABILITIES; WARRIORS BELIEVED THE BLOOD WOULD MAKE THEM INVINCIBLE.



THE STONE MIRROR

Guests can see what they would look like if the Sisiutl turned them into stone. Camera and tv monitor that uses a face filter to turn guests into stone.



THUNDERBIRD

A SPIRIT THAT LIVES IN A CAVE AND HAS THE APPEARANCE OF A GIANT BIRD. IT HAS A REPUTATION FOR BEING A POWERFUL PROTECTOR AND HELPER OF HUMANS, SOMETIMES BATTLING EVIL SPIRITS AND MONSTROUS SEA CREATURES. IT ALSO HAS A BOND WITH NATURE, PRODUCING LIGHTNING WHEN IT BLINKS AND CREATING STORMS WITH ITS ENORMOUS WINGS, CALLING UPON THE WINDS AND THUNDER.



ECHOES OF THE THUNDERBIRD

A storytelling experience centered around the legend of the thunderbird. Guests hear indigenous mythology stories about the thunderbird and its mythical treasures.



SUSTAINABILITY PRACTICES



Energy

- Renewable energy: **Solar Panels** on Show Building Facility
- Energy efficiency: **Upgrade HVAC** systems, **LED** Lighting Equipment

Waste Management

- Recycling and composting: **Recycling programs** to reduce landfill waste and create fertilizer
- Plastic reduction: **Eliminate single-use plastics** and switch to **reusable or recyclable alternatives**
- Digital services: Reduce paper waste by **offering digital maps and mobile apps** instead of paper maps

Water Conservation

- Water-saving technology: Install **low-flow toilets and faucets**
- Rainwater Harvesting: **Use captured rainwater** for landscaping irrigation

Biodiversity and Wildlife Conservation

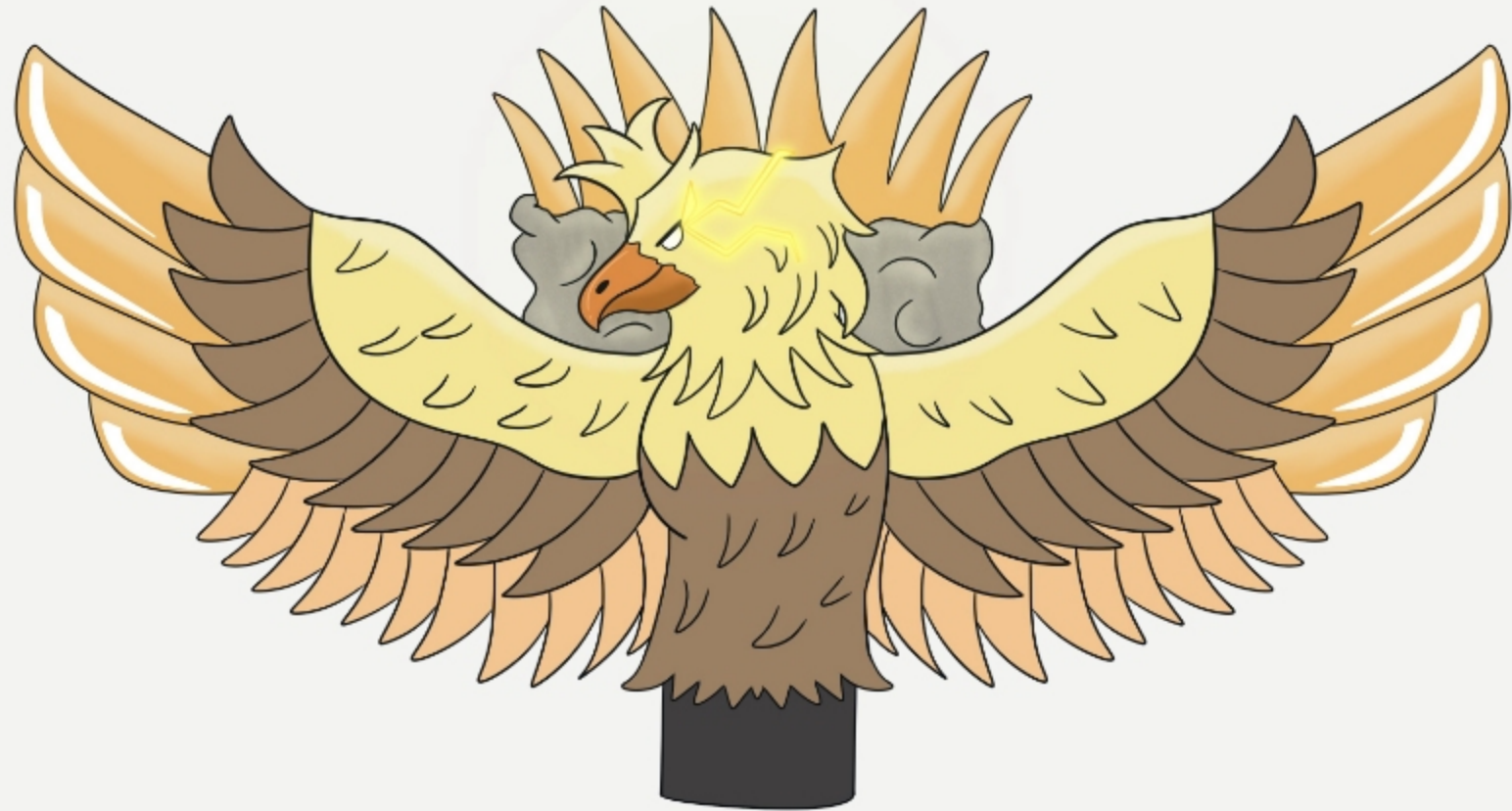
- Sustainable construction: Integrate the park's design into the **existing environment**, and avoid destroying key natural areas
- Biodiverse landscaping: Use **native plants** that support local wildlife

Education and Engagement

- Educational programs: Incorporate interactive exhibits, signage, and tours **to educate guests about conservation** and environmental challenges
- Promote sustainable practices: Encourage guests to **participate in sustainable actions** while visiting.

CONCLUSION

Our expansion will bring an **innovative attraction** and a **mythical interactive experience** to the Olympic National Park, while focusing on the core ideas of the power of nature to both destroy and sustain life!





MYTHS

Of the
Olympic Peninsula

— Indigenous Legends from Sea to Sky —

**THUNDER
RAPIIDS**

BEWARE THE STORM

CREDITS

Shannon Kletsel – Creative Direction,
Creative and Narrative Development,
Interactive Exhibit Designer

Eddy Navas – CAD Layout, Ride Vehicle
Model, Engineering Calculations

Ellie Capps - Animated Figures, Concept
Artist, Merchandise, Logos

Aidan Ward – Project Director, Team
Lead, Layout Designer,

Cyrus Gross – Concept Artist, Creative
Development

Jonny Hill – Operations Consultant,
Warning Sign, Sustainability

