

The Raven's Path



A themed ride experience





Odin at his throne

Day to day, we exist in our world, the one we know and hold dear to our hearts. Few, if any give a passing thought to the ones that might exist past our own, that there might just be something more out there.

Yet it was not so long ago that the common belief was that there were many more realms out there. That existed worlds parallel to our own. Even today tales of otherworlds appear in pop culture, grabbing attention and enrapturing us with their mystique.

But what are these other realms? What denizens reside in them? What lands do they hold? Are they young? Old? Have they lived a million lifetimes or just one?

Wonder no more. Come along, follow the ravens as we journey into these Nine Realms.



Board a Viking longboat as you join Odin's ravens in exploring the Norse realms.

Ride Pathway

The ride queue opens with guests entering a Norse shrine. As they walk through, the shrine is dotted with multiple scenes including tapestries, markers, and artifacts that helps to build a Norse realm of gods and stories. Tall obelisks stud the shrine, carved images on them telling tales of old. Through magic, the carvings move to tell the classic stories of the Norse realms. A river flows through the shrine and it is here they board the longboat.

As the boat exits the shrine, it passes into a snow-covered forest. Eyes, sounds, and small creatures peek out of the area, alluding to a world much larger than thought. Gradually the forest darkens till the boat exits out onto a wide expanse of water where nothing can be seen but the clear night sky and a small light in the distance.

Gradually as the boat closes in, the light reveals itself to be a woman standing in the water, surrounded by multiplying lights. She welcomes the guests and tells her name, Freya, explaining how wonderful it is to have guests see the Norse realms. But she also asks a favor: it seems Odin misplaced his spear, Gungnir, and she would like the guests to retrieve it for him. She then calls Huginn and Muninn, Odin's ravens. They animate themselves as wooden heads on the longboat and caw out, scanning the area and the guests. Freya tells them to act as guides and then send the guests on their way. The boat sails off as Freya disappears.

The sound of a waterfall can be heard shortly and the foaming water gives the telltale sign of one. Freya's voice calls out and enacts magic on the boat. As the longboat goes over the edge, it does not fall off, but rather is buffeted by a rising wind. It then flies off into the night sky.

After traversing for a few exhilarating moments, the world tree, Yggdrasil, comes into view. Soaring around the tree, the longboat enters a portal in the roots that leads to of several areas to continue the journey. This area provides



Shrine entryway where guests board their longboat



Freya greets the guests and sends them on their way

a branching mechanism to divert guests to separate paths for return visits. One of several realms will be used before the ride reconvenes at the end. Each of the realms provides a completely separate experience, from the fires of Muspelheim to the gardens of the light elves in Alfheim and rocky caverns of Svartalfheim home of the dwarves and snowy Jotunheim, land of the Giants. Inside each of these areas, guests will encounter unique creatures and landscapes, all while discovering Odin's spear.

Muspelheim sees the guests soar over lava flows and volcanoes before discovering the spear while Surtr, a fiery giant tries to claim it for himself. Svartalfheim allows the guests to dive into deeps crumbling caverns and discover the spear amongst piles of dwarven treasures. Traversing the gardens of Alfheim has the guests interact with light elves who see that Odin absentmindedly left Gungnir under a giant tree. Lastly, in Jotunheim, blizzards howl and rage across a mountain range as threatening icicles loom overhead. Giants can be seen traversing the area and the spear is found lodged into a tall peak. A combination of practical sets and projected movies are utilized in each area to set guests inside of these lands, but also utilize space-saving efficiency and mechanical solutions for creatures.

Toward the end of each area, the guests are brought out through the flashing lights of the rainbow Bifrost bridge and taken to Asgard and Valhalla, where they return the spear to Odin and soar with Valkyries in recognition of their bravery in traversing the world. The boat returns to the waters and a collection of gods and Valkyries see the people off back to Midgard where the boat returns through the Bifrost bridge once more to end up back in the shrine the journey started in.

R I M Ride pathway F ↑ N P F Z

Queue through shrine

Interaction points through obelisks

Guests board longboat

Longboat travels through snowy forest

Guests enter lake area with clear night sky and encounter Freya

Freya tasks guests with finding Odin's spear

The ravens animate themselves and begin guiding the way

The longboat floats on, eventually coming upon a waterfall

Freya calls out, allowing the longboat to fly

Guests enter coaster section through the night sky and Yggdrasil

The longboat enters a portal to one of several realms

Muspelheim

Svartalfheim

Alfheim

Jotunheim

Muspelheim

The longboat flies over lava-spewing volcanoes where the ravens find the spear

Surtr appears seeking it for himself

Odin appears and claims his spear, banishing Surtr

Odin calls the Bifrost and sends the longboat to Valhalla

Svartalfheim

The longboat flies through caverns glittering with gold, treasures and dwarves

The ravens mistakenly bump the boat into a pillar when they see the spear in the distance

The caverns begin to collapse as the boat races along

Odin appears to claim the spear and call the Bifrost and send the boat to Valhalla





Alfheim

The longboat descends back into a flowing river which courses through gardens

Several drops take the guests deeper into the Alfheim gardens where light elves guide the ravens to the spear

Odin claims the spear and calls the Bifrost, sending the longboat to Valhalla

Muspelheim

Svartalfheim

Alfheim

Jotunheim

Valhalla

The guests enter the realm, soaring through the skies with Valkyries and Odin

The longboat sets down again in a flowing river where Odin thanks the guests, calling the Bifrost to send them back to Midgard.

The longboat returns to the shrine where the guests disembark



Jotunheim

The longboat flies over and through a snowy mountain range, encountering ice giants and plenty of coaster thrills

The ravens spot the spear, calling Odin

Odin appears to claim the spear and call the Bifrost and send the boat to Valhalla



Technology

The Raven's Path is a combination flume/roller coaster utilizing practical sets and screened effects to take guests on a journey through the Norse worlds. It presents unique challenges on technological development, but also rewarding opportunities.

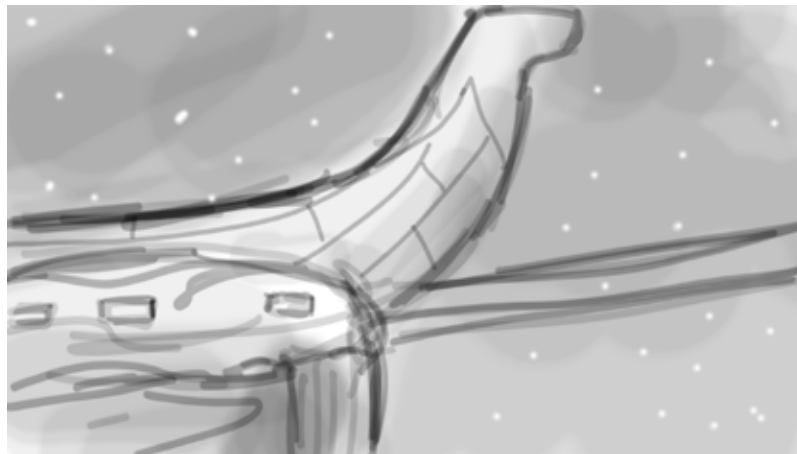
The transition from flume to coaster allows for innovation but the scenery in the ride does as well. Bringing to life full-scale Norse realms is no small feat, but through the usage of CGI and practical sets/effects, would be an excellent challenge. Practical creatures in the forest sequence help to give life to the world and hints at a larger realm.

Once guests reach the Nine Realms is when more CGI work takes over so that denizens like the dwarves of Svartalfheim and Surtr of Muspelheim can be brought to life.

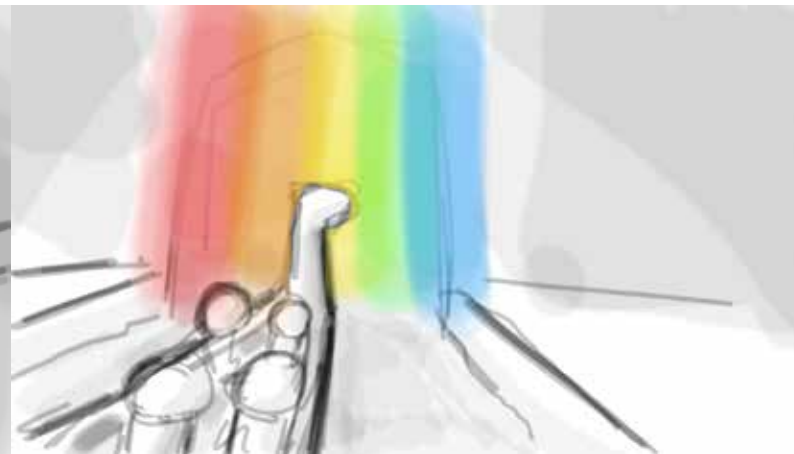
Additionally, adding in moving carved stonescapes in the shrine allow guests to hear tales of the realms while in the queue lines. These would be done by overlaying CGI movies animated in a stone-style on top of the flat plates on the obelisks.

As well, adding in motion-enabled ravens on the long boat that caw enhances the "guide" feeling of the ravens. The goddess Freya would be CG-animated and projected around the guests so she can appear more ethereal and have magic effects added around her.

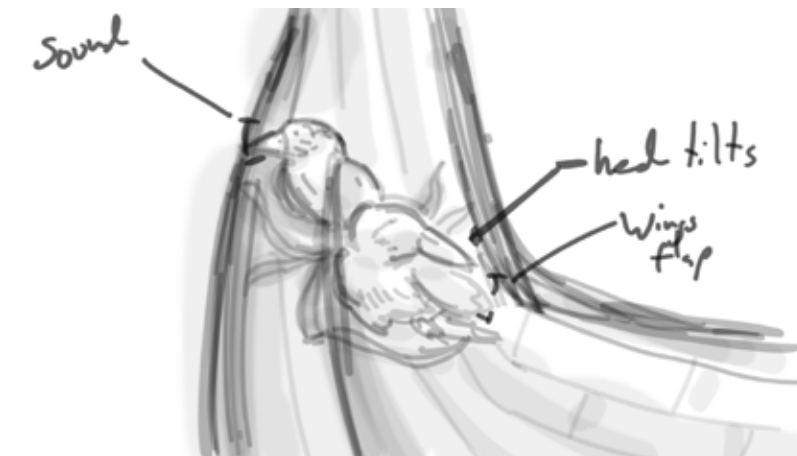
Light effects are used in multiple instances where Odin calls the rainbow-colored Bifrost bridge to transport the guests to the next areas. This allows lighting effects to mask gateways and entrances from one area to the next and heighten realism.



Rollers hidden on the boat extend out to transition from flume to roller coaster



Light effects animate the Bifrost bridge and ease transition areas



The crows make sound as well as flap wings and tilt their heads



Animated scenes on stone carvings tell stories to guests in line



The longboat flies into a portal that leads to one of several areas



Glossary

Odin's Ravens

Named Huginn and Muninn, these two ravens are constant companions of Odin. They act as his eyes and ears throughout the Norse realms.

Freya

Wife to Odin, Freya is the Goddess of Love and a member of the Vanir, a tribe of people that inhabits the realm of Vanaheim.

Surtr

The ruler of Muspelheim, Surtr is a fire giant who carries a flaming sword and sworn enemy of the gods. It is said that he will destroy Asgard, home of the gods, during Ragnarök.

Odin

Ruler of Asgard and the nine realms, Odin is the All-Father and father of Thor. He often carries the spear, Gungnir, and is accompanied by his two ravens.

Light Elves

Denizens known for their fair skin reside in the garden covered realm of Alfheim

Valkyries

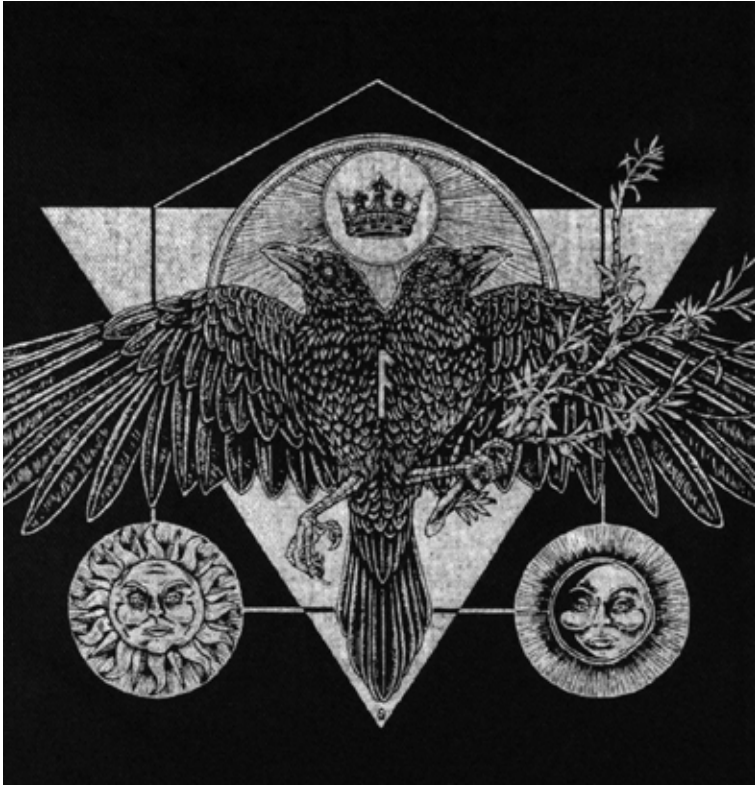
The bravest of warriors who take the souls of defeated soldiers to Valhalla, a place that celebrates those who lived honorably

Midgard

The land of humans

Inspiration Gallery

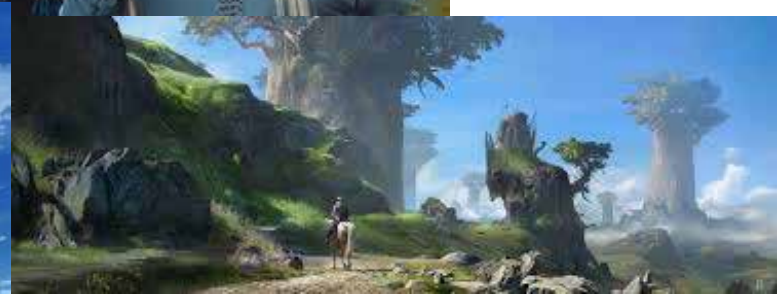
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Alfheim Imagery




Bifrost Imagery

4 **The Bifrost**
Bridge Between Realms

When you field a character die, you may field target character die in your Used Pile on the same level for free.

Global: Pay ①. Once per turn on your turn, spin one of your Sidekick character dice to its ♥ face.

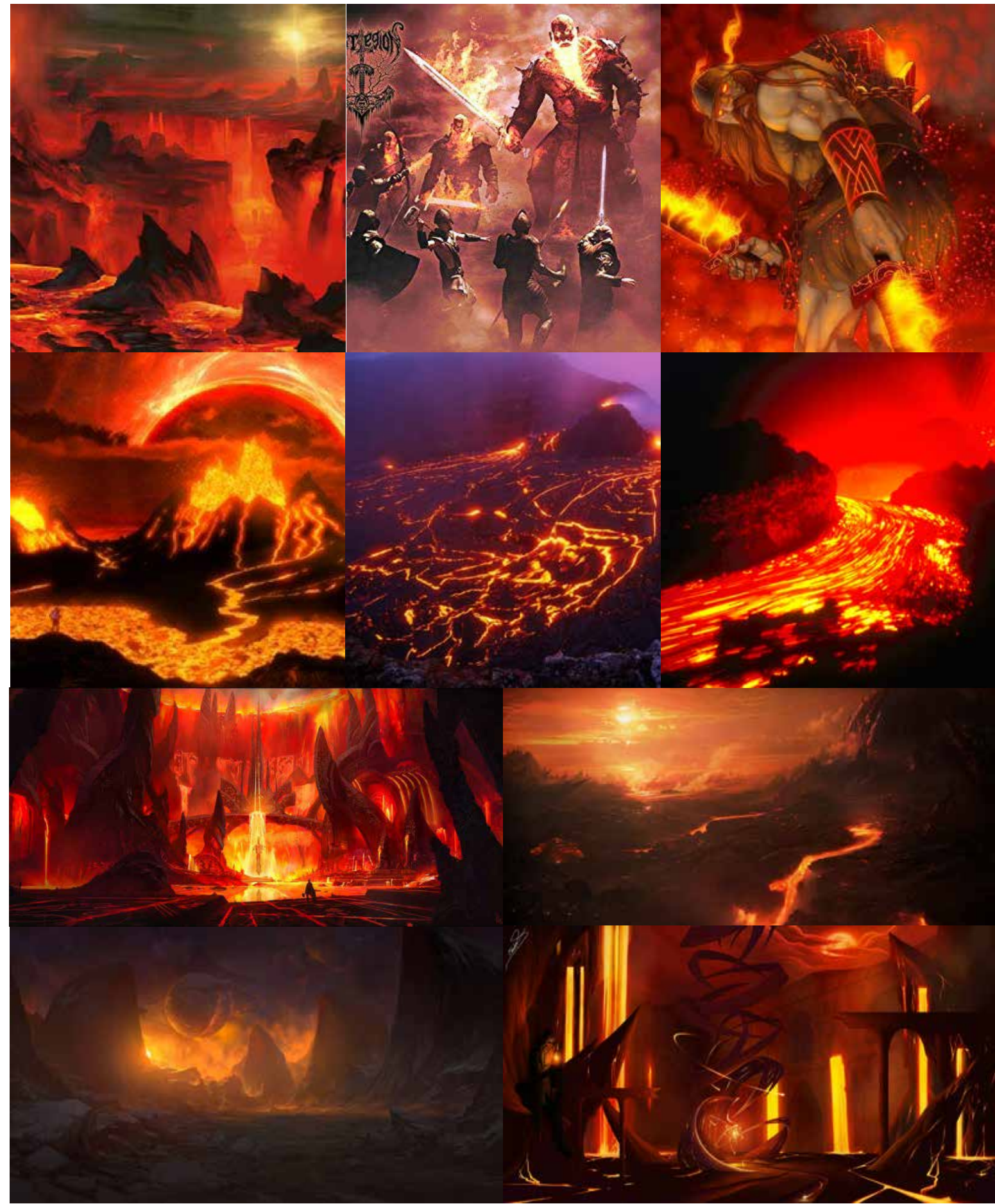
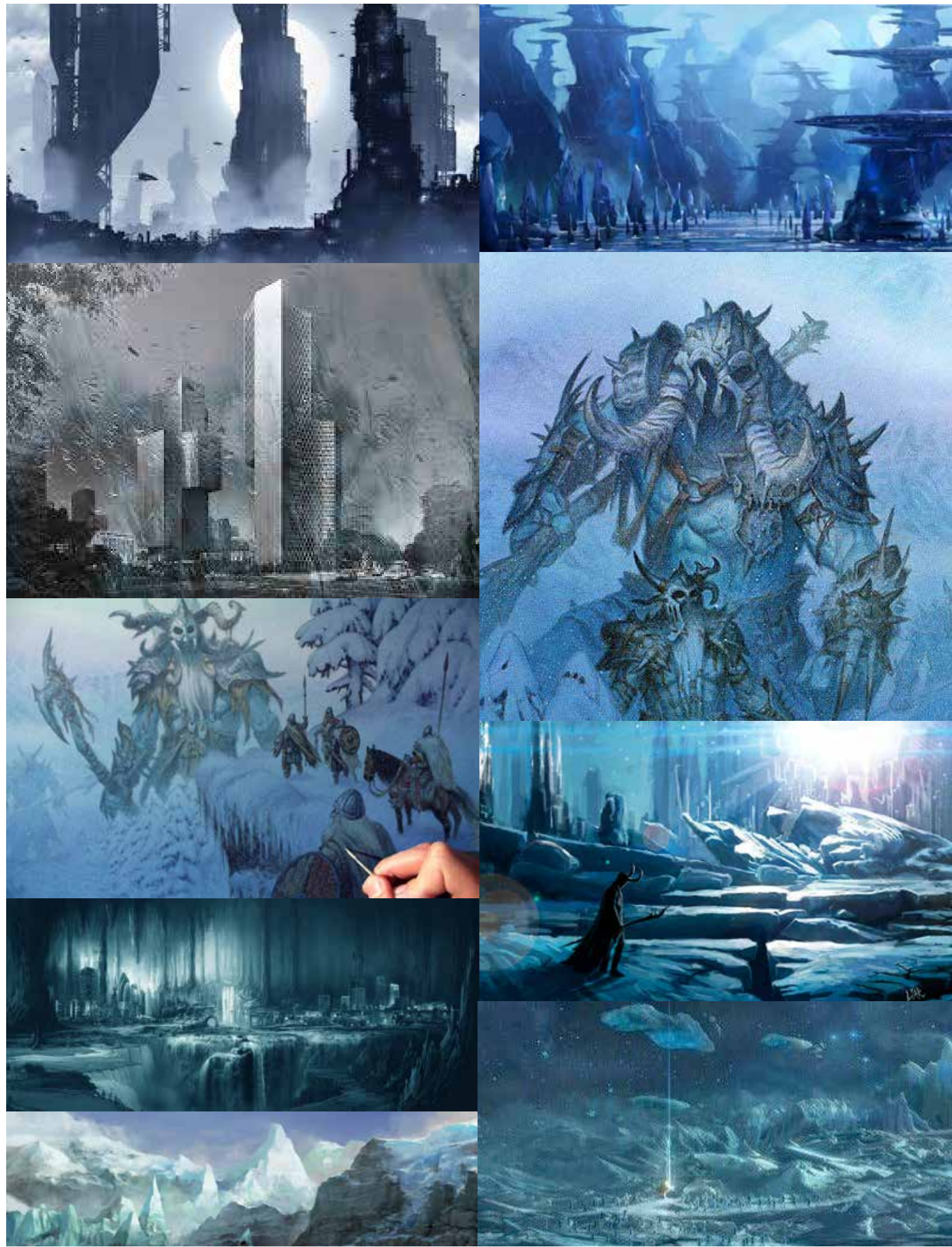
Max: 4



Jotunheim Imagery

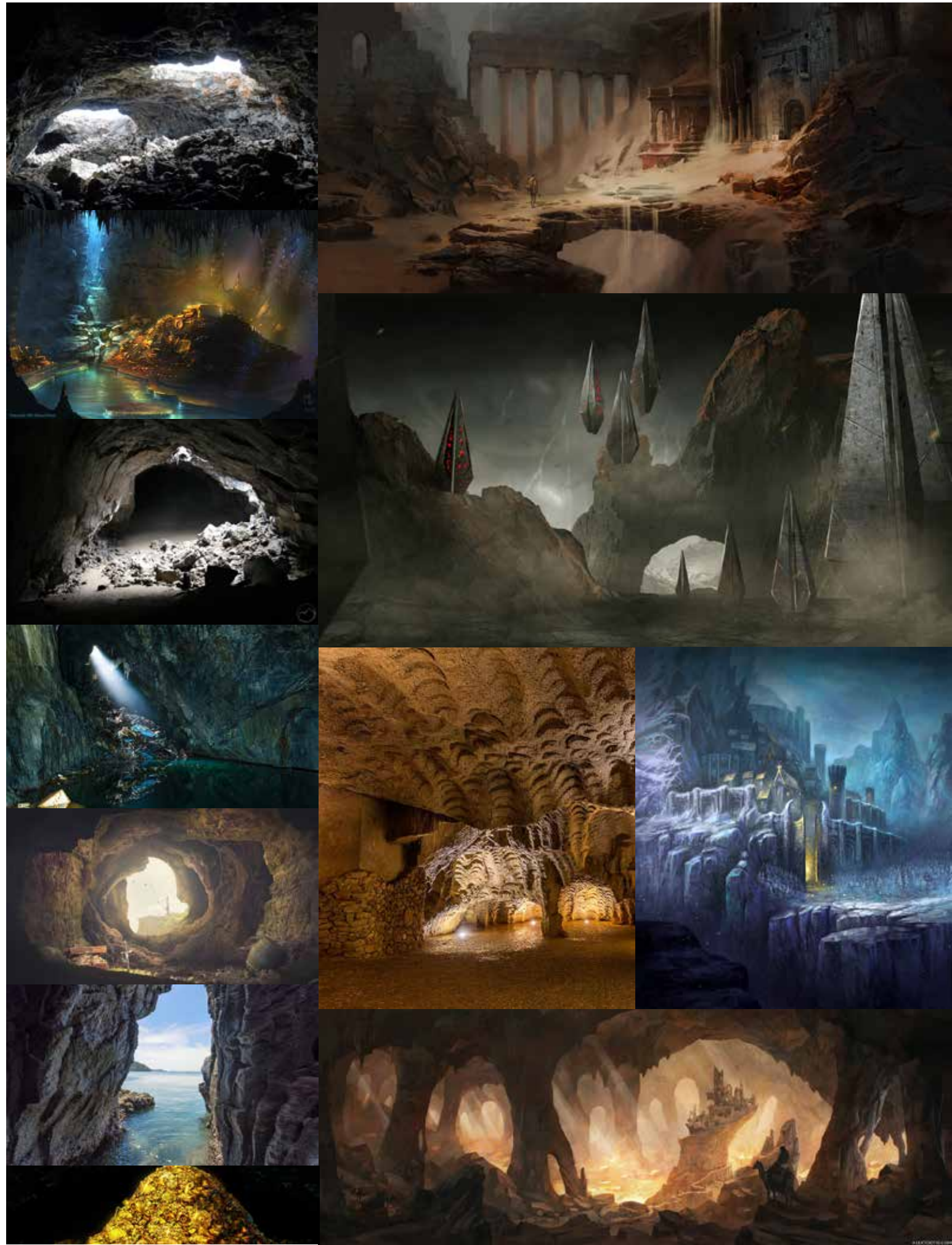


Muspelheim Imagery



Svartalfheim Imagery

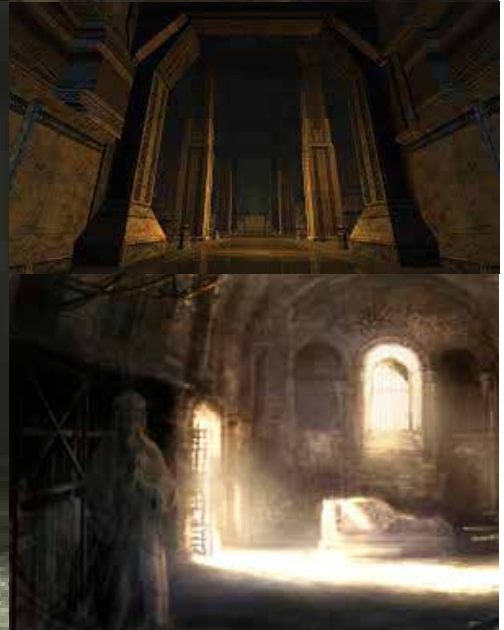
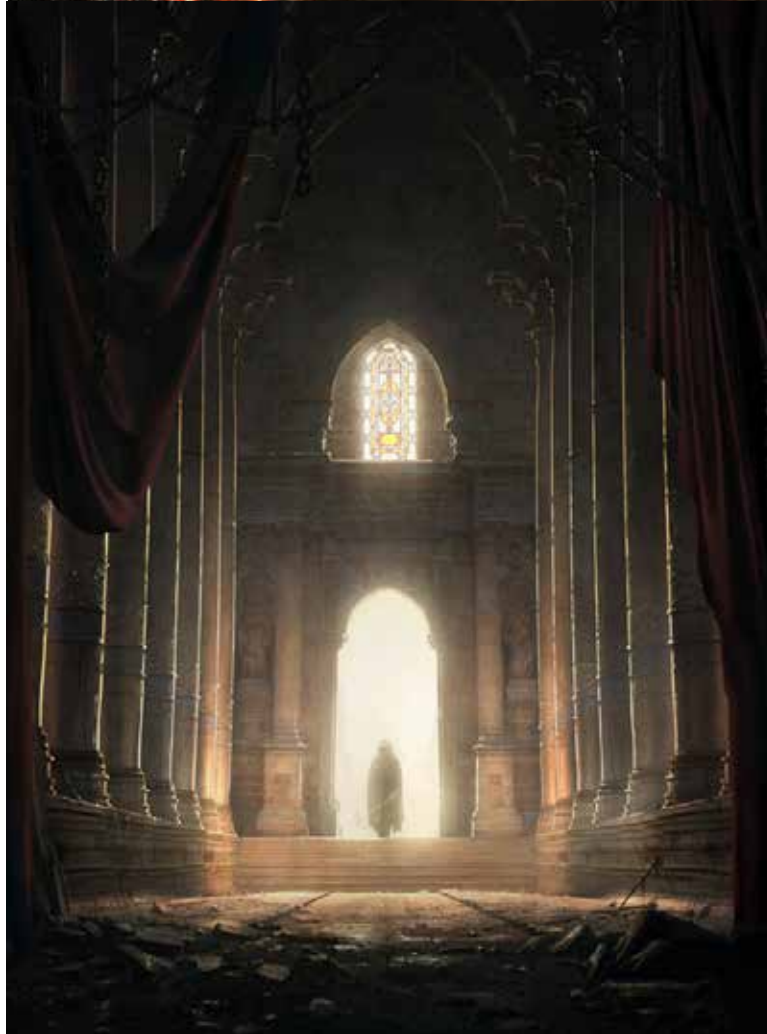
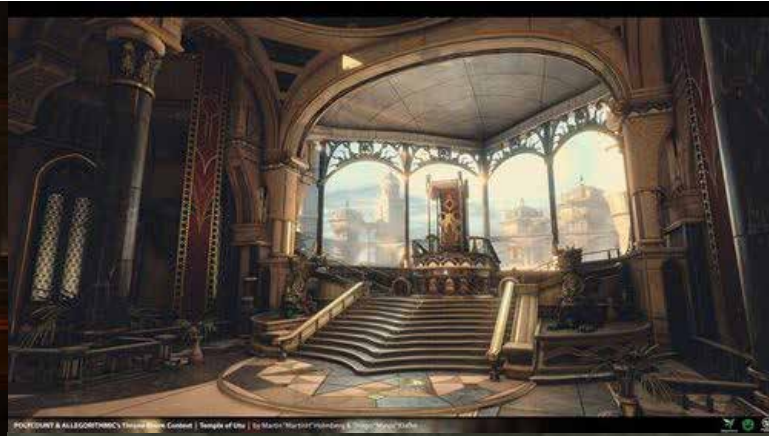




Forest Imagery



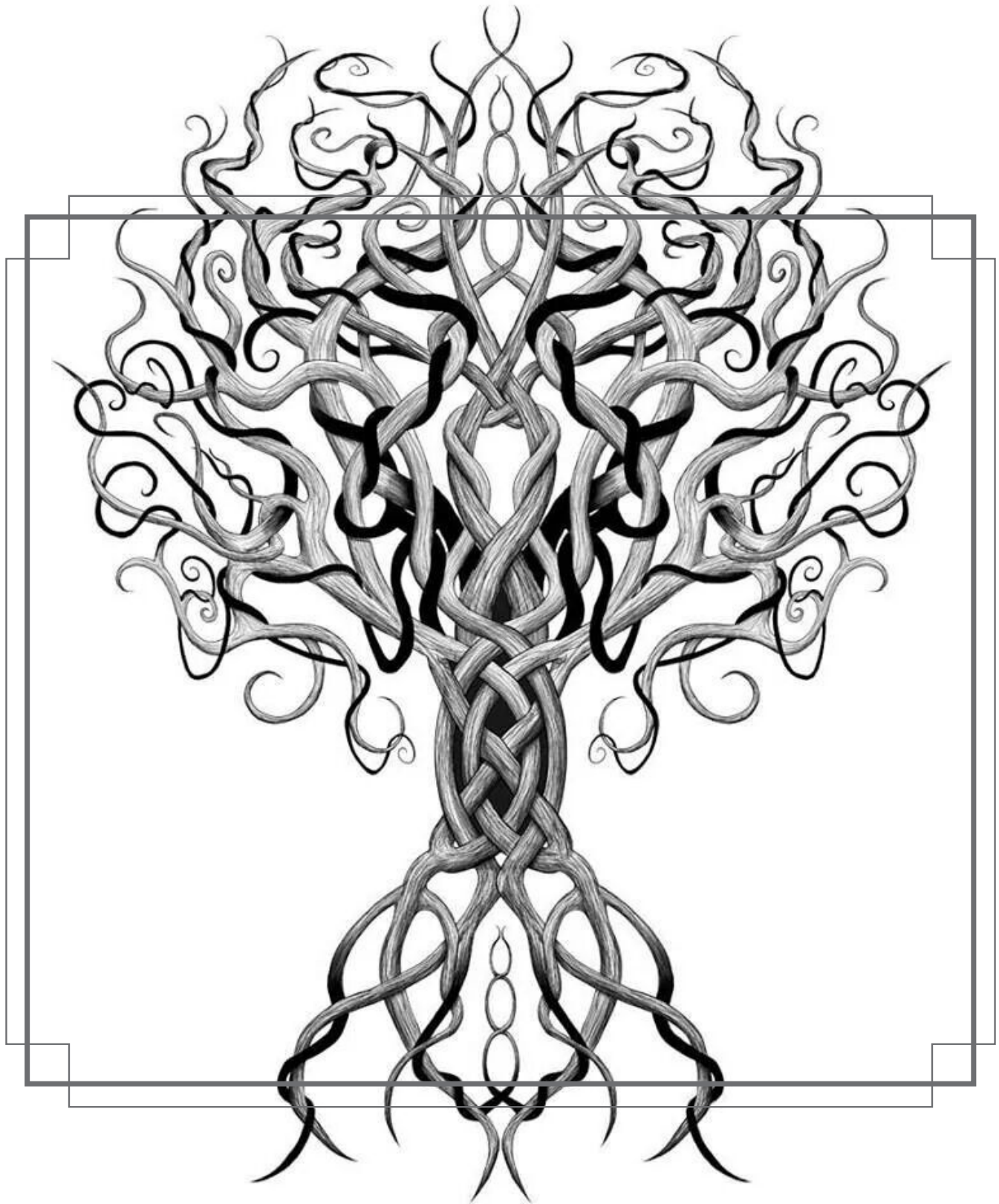
Norse Shrine Imagery











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Happy Wodinsday.