

1 EXT. SPRUCE HEIGHTS PLAZA - DAY**1**

WALKING IN, guests cross a bridge surrounded by coaster track, promising a thrilling ride. In the background, a large mountain draws their eyes to the main area. In front of the mountain, a large wooden building, fading from neglect, has "EVERHART MINING CO." painted on the side. The entrance to this building once had a chain link gate barricading it closed, but it has been recently broken into. Above this newly opened entrance is a banner with the words "EXPEDITION UNDERGROUND: VOLUNTEERS WANTED."

WALK TO:

2 INT. QUEUE/EVERHART MINING CO. BUILDING - DAY**2**

ENTERING THE QUEUE, warning signs on the broken gates say "NO TRESPASSING," "KEEP OUT," and "RESTRICTED AREA." A TEAM MEMBER greets them at the entrance.

TEAM MEMBER

"You must be our new volunteers!
Leave your belongings in the lockers
over there and come in"

(if guests question
warning signs)

"Don't worry about those signs,
everything's totally sanctioned."

WALKING IN, guests see an abandoned gold mine operations building. They pass by various rooms that seem to be frozen in time, with leftover mining equipment, workers gear, and recordkeeping ledgers left as if the owners had just disappeared. However, metal scaffolds and excavation equipment tell guests that the mine has been retrofit for a new purpose. Many written NOTICES and NEWSPAPER ARTICLES give hints to the history of the mine and why it closed down.

NOTICE

(official document)

"The EPA regulates that all new
invertebrate species must be
reported to the general manager."

NOTICE

(written sign)

"REWARD: \$100 for any information
that will lead to the culprits who

are stealing/sabotaging mine property."

As guests move into the main queueing room with rows of switchbacks, a large painting of the OLD GOLD MINE SHAFT covers the back wall with emergency exits shown. The mine shaft is a 100' vertical tunnel, connecting various mining channels as they radiate out from the central chamber. An elevator system is depicted to run from the bottom level all the way up to the surface, the opening of which is located at the midpoint of the mountain. Guests walk on to see more visual clues.

NOTICE

(written sign)

"Remember to report to your supervisor before you leave your shift. All personnel must be accounted for."

NEWSPAPER ARTICLE

(pinned to office wall)

"EXPLORERS MISSING: Expedition into Everhart Caverns has not been seen in two weeks.

Mike, EB, Flava, Mario, and Greg were all spelunkers who brought news of the American Glow Worms to the public. Working for the EPA, they were scheduled for another cave expedition, this time lasting eight days. However, this was two weeks ago, and no contact has been made with the group since they..."

NOTICE

(official document)

"EVERHART MINING CO. TO BE CLOSED DOWN IMMEDIATELY FOR CIA INVESTIGATION."

At the end of the queue, guests find a large metal newly-renovated door with the words "BRIEFING ROOM" painted on it. The door opens by itself as a cast member ushers guests into the room.

WALK TO:

3 INT. PRE - SHOW ROOM/MINER LOCKER ROOMS - DAY

3

Guests enter the room to see lockers lining the walls to their left and right. Behind grated doors are mining helmets

and boots, collecting dust after decades. Personal memorabilia decorate each locker and hang around the walls. Once the room is filled, a projector at the back of the room turns on and starts playing the welcome video. The screen reveals OMEGA NELSON, a young black male scholar eagerly making wiring repairs to cavern exploration vehicles.

OMEGA NELSON

(Excitedly)

"Is this thing on... Oh! There we go. Hello volunteers, welcome to the Everhart Caverns Expedition project! I'm Omega Nelson, head of operations here, and I'm so grateful that you all want to help uncover the secrets of what's hidden inside Everhart Caverns."

Omega walks to a workstation covered in books and loose folders. He picks one up to show the audience.

OMEGA NELSON

"Now, I'm not sure how much you remember about what happened here, but I just discovered these EPA reports, and they're fascinating! I mean, they were discovering on average a new arthropod every five hours!

Omega shows three sketches of new insects to the camera.

OMEGA NELSON

"Just imagine the evolutionary links and medicinal advances that could have come if they kept collecting new species. This one..."

A voice interrupts Omega, and the person lying underneath the cavern exploration vehicle seen on-screen rolls herself out into the frame. MARA GIRALDO, a lithe middle-aged latina woman covered in grease stains and wielding a wrench, addresses Omega.

MARA GIRALDO

(intrigued & accusingly)

"Wait, you told me that we were just testing these vehicles above ground? Doesn't our permit specifically state not to pilot them underground?"

OMEGA NELSON

(sheepishly)

"I mean... these are all-terrain vehicles. How can we be sure they are rigorous enough for market if we don't take them through ALL terrains?"

MARA GIRALDO

(baffled & concerned)

"... Okay, ignoring the problems with that statement, you were just talking about new bugs or something! Are you seriously planning on taking people into the caverns?"

OMEGA NELSON

"Well why can't we? These vehicles are proven to be safe, and CAI's (pronounced "kaI") autopilot is basically functional."

MARA GIRALDO

(questioning)

"Basically?"

OMEGA NELSON

(feigning confidence)

"Yeah, she's ready for passengers."

MARA GIRALDO

"... Sure, but what about the disappearances? Your nose is always buried in old newspapers and reports for you NOT to have read about the missing explorers."

OMEGA NELSON

(suredly)

"What about them? Spelunkers go missing all the time; caving is a very dangerous hobby, especially in the 1800s."

MARA GIRALDO

"And the missing miners?"

OMEGA NELSON

"Well mining accidents happen all the time, so..."

MARA GIRALDO

(frustrated)

"Accidents? Before they broke into the caverns there were no accidents in the gold mine! Everything bad

happened after those idiots opened up the cavern and started poking around."

Mara takes up more of the frame as she turns towards the camera, speaking directly to the guests.

MARA GIRALDO

"If I were you, I would walk away right now. Whatever happened a hundred years ago cursed these caverns, and no one should be..."

Omega pushes himself into frame and physically tells Mara to back off.

OMEGA NELSON

"That's enough. I will not have some silly superstition get in the way of progress. If there's anything dangerous CAI will get them out of danger. There is no innovation without a little risk, and these people have the foresight to be a part of something great."

Omega and Mara stare at each other standoffishly, until Mara huffs in anger.

MARA GIRALDO

(Frustratedly)

"Fine then! Do whatever! But if THEY end up missing..."

Mara points at the camera.

MARA GIRALDO

"... it will be on YOUR head."

Mara points at Omega, then storms off stage right. Omega stares for a few seconds, then release the tension in his shoulders and addresses the guests again.

OMEGA NELSON

(sheepishly)

"Sorry about that folks, but you have to forgive Mara. Her grandfather was one of the missing miners, so I kept her in the dark about our mission because it would hit too close to home. I wish she didn't find out just now... but what can we do but keep moving forward?"

Omega regains his enthusiasm and sits down at the desk, centering himself in the frame.

OMEGA NELSON

"So! Our plan for today is for you all to get in our cavern exploration vehicles and travel into the depths of the Earth. CAI will take care of the driving and show you sights like the GRAND CATHEDRAL and the GLOW WORM CAVERN before taking you to one of the new unexplored rooms. There, you will collect all of the insects you find, and hopefully you will come back with some new specimens! I'll stay at the surface to make sure everything runs smoothly, but I will keep in contact with you periodically over the PA system. ...Alright, I think the staff are ready for you, time for an adventure!"

The door to the coaster station opens automatically as Omega turns back to his desk and starts reading through files. The Team Member ushers guests through this door.

WALK TO:

4 INT. COASTER LOADING PLATFORM - DAY

4

WALKING IN, guests see a wide room retrofit with a loading dock. The aging wood-panel walls block out most of the sun, and the metal railings guiding guests seem rusted. The coaster trains, however, look relatively new. As guests are ushered into the coaster seats, CAI's robotic female voice welcome the volunteers.

CAI

"Hello, volunteers. Welcome to Vehicle 619. My name is CAVERN ARTIFICIAL INTELLIGENCE, or CAI. I am your guide to the Everhart Caverns and will take care of vehicle operations, such as piloting, lighting, and safety. Omega and I greatly appreciate your willingness to volunteer for this expedition. We will bring the secrets underneath the ground to light.

When all guests are seated properly, a Team Member will signal to the control panel to start the next bit of dialogue.

CAI

"I will now lower your restraints.
Sit still and do not be alarmed."

The restraints lower onto guests laps slowly and automatically. Guests then hear Omega's voice over the PA system in the coaster car.

OMEGA NELSON

"Maybe this button... Oh, there we go! Hello volunteers! Your video feed is running smoothly, and the PA system seems to be functioning properly. Aren't these vehicles nice? We put these babies through their paces; you should have nothing to worry about once you all head underground. These cars can do things no other vehicle could, including driving up walls and ceilings. They have an powerful acceleration as well, launching zero-to-sixty in 2.74 seconds. Incredible, especially for an electric vehicle. Oh man, you don't know how much work was put into making these cars. Oh yeah, all of the items you need to collect specimens are in the trunk, and once you get to the new cavern location you will be able to easily get them. I hope you all are proficient in catching insects."

When Team Members check all restraints and give the okay, Omega's dialogue will be interrupted by CAI, no matter how far into the audio track guests have gotten to.

CAI

(Abruptly)

"Restraints checked and locked,
vehicle ready for dispatch."

OMEGA NELSON

"Oh, sweet! Well what are we waiting for, let's go!"

CAI starts moving forward, starting the ride.

COAST TO:

5 INT. EVERHART MINING CO. BUILDING HALLWAY - DAY

5

The coaster car leaves the station, passing into a hallway with the same aesthetic as the station.

CAI

"Moving to EVERHART CAVERN ENTRANCE"

OMEGA NELSON

"So we're going to take you straight underground, you're going to love it. Nothing on Earth can compare, it's really..."

Before Omega can finish his thought, WARNING LIGHTS and SIRENS go off in the coaster car, and a shower of sparks seem to come from the undercarriage. Guests slowly start rotating as the coaster goes through its first element, a Jojo roll. CAI tells Omega there's a problem.

CAI

(urgent, yet still
robotic)

"WARNING. VEHICLE MALFUNCTION.
VEHICLE MALFUNCTION."

OMEGA NELSON

(frantic, overlapping with
CAI)

"CAI, what's the issue?"

CAI

"STABILIZATION SYSTEM DECALIBRATED.
VEHICLE MAY BE OVERTURNED"

Guests hear this line right as they are turned upside-down in the Jojo roll. Keyboard clacking sounds go through the PA, heard in the brief silences between the warning sirens.

OMEGA NELSON

"CAI, do something! Uhh, hang on!"

CAI

"TURNING CAR UPRIGHT."

Guests finish the element and make a right turn into a brake run. The coaster comes to a stop, letting everyone catch their breath. Guests see in front of them two tunnels, with the left branch continuing into the caverns while the right one has sunlight streaming into it.

OMEGA NELSON

"Wow... well that was harrowing.
CAI, status update."

CAI

"Gyroscopic issues resolved. Vehicle software should now account for that error."

OMEGA NELSON

"Okay good. But even then, we should run another test run on the surface. Just to be safe."

CAI

"Course of action recommended. Which Test Cycle should Vehicle 619 complete?"

OMEGA NELSON

"Uhh... Cycle D. Let's have some fun, shall we?"

CAI

"Test Cycle D initiated"

The coaster car begins moving forward, diving into the right branch to begin the test run.

COAST TO:

6 EXT. SPRUCE HEIGHTS PLAZA - DAY

6

After the curve, a LSM launch boosts the coaster to 50 mph. Guests are then thrust into the sunlight by an airtime hill, then make a left turn to dive underneath a bridge. The coaster rips through an S-curve and a few airtime moments before diving back under the bridge, going back towards the direction they came from. Guests are then thrown into a zero-g roll before rising up into a mid-course brake run. The coaster comes to a stop on this elevated brake run, allowing for Omega to address them.

OMEGA NELSON

"Alright folks, how was that?"

Omega pauses for guests to cheer.

OMEGA NELSON

"Haha awesome! CAI, status update."

CAI

"Vehicle 619 is functioning properly, with 94% confidence."

OMEGA NELSON

"94% huh... well that should be fine, especially since nothing wrong occurred during the Test Cycle. CAI, take them underground."

CAI

"Navigating underground."

The coaster car inches forward, revealing a sudden drop out of the brake run. Guests in the front row see a large natural opening in the Earth below them, overgrown with foliage. Magnetic brakes hold the train over the edge, building tension before guests navigate a near 90-degree drop and head underground.

7 INT. EVERHART CAVERNS/GRAND CATHEDRAL - UNDERGROUND

7

After pulling up from the drop, guests are disoriented by riding through a few turns before stopping in complete darkness. They believe that they are deep underground now.

OMEGA NELSON

"Welcome to the Grand Cathedral!"

Guests are still in pitch-black darkness.

OMEGA NELSON

"Oh, wait. CAI, turn on the floodlights."

Floodlights turn on one-by-one, revealing a cavernous room. Guests admire beautiful cave formations, including large natural columns, looming stalactites, and towering draperies.

CAI

"Floodlights on."

OMEGA NELSON

"Beautiful, isn't it? The miners broke into a cavern in a different part of this system, so you're part of the first group of people to have come down this way. If you look right above you, the cave forms these natural archways that seem like they belong in a gothic chapel. Hence, the Grand Cathedral!"

There is a pause for guests to look straight up.

OMEGA NELSON

"Wait, before I forget. CAI, turn on headlights."

The two headlights at the front of the train come on, casting beams of lights in front of the car.

CAI
"Headlights on."

OMEGA NELSON
"Great, let's make their jaws drop even more. Take them to the Glow Worms."

CAI
"Navigating to Glow Worm Cavern."

The coaster car moves forward, heading deeper into the caverns, CAI takes guests past crystal-covered walls and narrow passageways. A sudden drop and a few curves lead guests into the next scene.

COAST TO:

8 INT. EVERHART CAVERNS/GLOW WORM CAVERN - UNDERGROUND 8

As guest round a corner, the headlights reveal another large cavern. The car fully moves into the room, which does not have as many cave formations as the previous scene.

OMEGA NELSON
"Hey CAI, turn off the headlights."

CAI
"Headlights off."

Guests expect to be plunged into darkness, but when the headlights turn off guests are bathed in a soft blue light. They look up to see small points of light well above them, imitating stars across a night sky.

OMEGA NELSON
"They're gorgeous, aren't they. New Zealand used to be the only place you could find creatures like these, but now..."

Guests keep looking up, admiring the view. Something's off though... There seems to be a shadow moving against the light, blocking off light as it shambles around. Some of the blue lights are also shifting. All of this movement seems to be directed towards the vehicle...

Suddenly, CAI breaks the silence.

CAI

"WARNING: PROXIMITY SENSORS
TRIGGERED. UNEXPECTED MOVEMENT IN
CAVERN."

The coaster car starts flashing its warning lights, throwing shadows around the room. In this confusing light show, guests should make out the barest of details about the intruders. Hairy bodies. Lankly limbs. Large eyes. Distended mouths.

OMEGA NELSON
"CAI, what's going on? Turn on the
headlights!"

Beams of light shoot out from the car, filling the room with light. Guests see CAVE DWELLERS, alien-looking humanoids who have evolved to live deep underground, flinching and shielding their eyes from the light. There are six of them around the room; two caught in the headlights and four clambering around to the left and right of the car. The Cave Dwellers make chattering and clicking sounds, seeming to communicate to each other somehow.

OMEGA NELSON
"What... what are they?"

CAI
"Species unknown."

Tension fills the air as the creatures and guests standoff, waiting for each other to act. The Cave Dwellers break the silence, unleashing an unearthly screech and lurching towards the vehicle.

OMEGA NELSON
"GET OUT OF THERE!"

CAI
"Evasive maneuvers activated"

Before the Cave Dwellers reach the car, guests are launched backwards out of the cavern.

LAUNCH TO:

9 INT. EVERHART CAVERNS/OLD GOLD MINE - UNDERGROUND

9

Hurtling through the cavern system, CAI takes guests back into the narrow passageways of the Everhart Caverns, dodging past more Cave Dwellers. At one point, the coaster goes through a zero-g roll, and at the zenith guests see Cave Dwellers underneath them, grabbing up at them as the riders are upside down. Twisting and turning while traveling backwards, guest hear Omega give instructions.

OMEGA NELSON
 CAI: volume down, kill the lights,
 and find a place to hide.

The coaster car makes a sharp turn and stops, leaving guests motionless and bathed in darkness.

OMEGA NELSON
 (quietly)
 Shhh... don't say anything.

While waiting in complete darkness, guests hear the same chattering from the Cave Dwellers, but they sound far away. As the sounds fade into the distance, Omega lets out a sigh.

OMEGA NELSON
 Wow... that was terrifying. CAI,
 turn on the headlights.

Light fills the tunnel, showing an artificially-made tunnel. Old wooden frames line the length of the tunnel guests can see, and the walls of the tunnel are too straight to be formed naturally.

OMEGA NELSON
 Wait, I recognize this place. This is the Old Gold Mine. We can get you back to the surface quickly, we just need to find our way to the central shaft. Plugging coordinates to CAI now...

DRIVE TO:

10 INT. OLD GOLD MINE SHAFT - UNDERGROUND/DAY

10

As the car navigates through the Old Gold Mine, the ambient light increases until guests enter a large chamber. Sunlight streams in from one hundred feet above, lighting up a gigantic cylindrical mine shaft. Rows of rotting wooden scaffolding line the perimeter of the room, forming stacks of rings rising up throughout. Various tunnels lead out from this mine shaft, and up the middle runs a vertical lift hill dressed like a rusting elevator shaft. This is the Gold Mine Shaft that guests saw depicted in queue.

OMEGA NELSON
 Oh thank goodness, the elevator hasn't collapsed. CAI, do you think you can climb that?

CAI

Affirmative, attaching the vehicle to the elevator cable.

OMEGA NELSON
Quickly, before the Cave Dwellers figure out where we are.

The vertical lift hill activates, bringing guests up towards the surface. The car slowly climbs the hundred and twenty feet, the clanking of the chain dog raising the tension as guests wonder if the Cave Dwellers can hear the noise. With thirty more feet to go, the vehicle suddenly stops, stranding guests high above the cavern.

OMEGA NELSON
CAI, why did you stop?

CAI
WARNING: VEHICLE MALFUNCTION. LOSS OF TRACTION

Before guests can register what CAI said, the coaster car drops into a reverse freefall, plummeting back down the lift hill. After falling 60 feet, the vehicle slows down as the lift arrests their fall. Guests have a minute to catch their breath, but still see the familiar warning lights and hear the sirens from the vehicle malfunction as CAI continues to sound the alarm.

CAI
LOSS OF TRACTION. REBOOT NEEDED.

In the distance, the chattering and screeching of the Cave Dwellers become audible. Guests look around and notice mine tunnels branching out from the scaffolding near them. The Cave Dweller sounds seem to be coming from these tunnels, and are getting closer.

OMEGA NELSON
Uhh, CAI? Any day now?

Glowing blue eyes pierce the darkness within the tunnels. Guests watch in horror as Cave Dwellers emerge and surround the vehicle, brandishing crude weapons as they fill guests view.

CAI
Reboot complete.

Right as Cave Dwellers step into the sunlight, guests feel the pull of the chainlift as the vehicle starts ascending the elevator shaft again.

OMEGA NELSON

Go, go , go! Hurry!

In the nick of time, CAI picks up the pace and guests are pulled out of reach of the Cave Dwellers. The vehicle climbs the lift hill up to the surface.

CLIMB TO:

11 EXT. MOUNTAINSIDE - DAY

11

Cresting the lift hill, guests only have a moment to take in a birds-eye view of the park before plunging down a 90-degree drop. The pullout of the drop twists to the left, disorienting guests until they find themselves midway through an immelman, seeing the world upside-down. The vehicle finishes the element and runs through the rest of the roller coaster layout.

CAI

Adjusting course. Returning to Mining Base.

OMEGA NELSON

CAI, you're coming in too hot! Slow down! Slow down!

As the vehicle goes through some quick s-curves, guests see a metal hangar come into view, with the garage door open and track leading inside it. They also realize they, contrary to Omega's warnings, they have not slowed down.

OMEGA NELSON

You're going to crash!

CAI

Breaking.

COAST TO:

12 INT. VEHICLE MAINTENANCE HANGAR - DAY

12

The vehicle threads the garage door opening and careens the final brake run, starting its deceleration. Flying past parked exploration vehicles, guests look ahead to see that the car is headed straight towards the back wall. The track seems to end right before the wall. Omega's chatter devolves into a scream as the vehicle keeps braking hard. With a few feet to spare, guests come to a complete stop to prevent crashing into the wall. After a few seconds of stillness, CAI breaks the silence.

CAI

Arrived at destination: Mining Base

The vehicle has stopped on a turntable, which rotates guests away from the wall to the next section of track. The car then moves forward to the exit platform.

COAST TO:

13 INT. EVERHART MINING CO. BUILDING HALLWAY - DAY

13

The vehicle drives down a small hallway, with a similar aesthetic to the entrance platform. As the tire drives move the car towards the exit platform, Omega comes over the PA one last time.

OMEGA NELSON

Well that was exciting, to say the least. I knew CAI had it covered, but I'm glad you all got out of there in the nick of time. Now... please don't tell the authorities I took you all underground.

The vehicle comes to a stop at the exit platform. CAI releases the restraints and guests exit to the left, finding their way to the gift shop.

THE END