

The Mall

Ride Script – Major Attraction (Trackless Thrill Ride)

“Department Store Dash”

Queue

[The queue winds through the first floor of Nelson’s Department Store, a giant mall anchor store circa 1987. The line goes through the women’s clothes, shoes, and handbags departments. 80s muzak is occasionally interrupted by announcements.]

As with the rest of the mall, these departments have been changed by the nuclear accident, with whimsical touches causing various sections to come to life, including:

- A mannequin holding its own head in its hands, with eyes that look around at guests*
- A mannequin with an outfit that magically changes color/form/shape as guests walk past*
- Stilettos shoes with actual stilettos for heels*
- Weird creatures and goo popping out of handbags*
- A makeup compact with an eyeball looking out instead of a mirror*
- Plenty of dripping neon goo everywhere]*

Sign at entrance:

Today only!

Free demonstration of new *Clinuke* line of makeup products!

Volunteers needed to help show off this amazing and transformative new product!

Inquire at makeup counter.

Dialogue lines for announcements:

- 1) “Attention Nelson’s shoppers. The free demonstration of the new Clinuke line of makeup will be starting shortly. Please make your way to the makeup counter to see the latest and greatest in beauty innovation.”
- 2) “Looking to add something vibrant to your life? Then check out Nelson’s new proprietary line of Clinuke makeup, guaranteed to brighten your complexion . . . and your day!”
- 3) “Try the latest Clinuke product, neon green eye lightener. No more shadows for you, just show up and glow up! Say, ‘glow up,’ that kind of has a ring to it...”
- 4) “Attention Nelson’s shoppers. Please be advised that all elevators and escalators are currently out of service. For your own safety – and the safety of the entire world as we know it – please avoid all use of these devices and stay on the ground floor. Thank you!”
- 5) “Attention Nelson’s shoppers. Due to unforeseen circumstances, our second and third floor will be closed today. We assure you, there is no risk to your safety so long as you do not in any way attempt to go to either of these floors.”

- 6) “Matt and Ross Buffer, please meet your parents at the main information desk. Matt and Ross Buffer, your parents are worried.”
- 7) “Everything is fine. Nothing is wrong. Continue to shop as usual. If you feel worried, buying something will help. Everything is fine.”
- 8) “Attention Nelson’s shoppers. If you have either medical or combat training, please make yourself known to an associate on the floor, immediately! Thank you.”
- 9) “Everything is fine. Everything is fine. Everything is fine. Everything is fine.”
- 10) *[No dialogue, just strange, distorted sounds and muffled screams interrupting the muzak.]*

[The queue ends in the makeup department at a broad counter, with guests ushered into the preshow in a room with a makeshift sign above it: “Clinuke Makeup Demonstration Today”.]

Pre-Show

[Avery, a beautician, welcomes guests into the preshow room. Avery stands behind a makeup counter with a set of nuclear-neon Clinuke products – lipstick, eye shadow, compacts, nail polish, etc. – laid out in an attractive display. Behind Avery is a screen that takes up the entire wall, showing another wing of Nelson’s first floor, with various shoppers and employees milling about. Avery is a live performer, while every other actor is on this screen.]

Avery: Come in, come in, come in. Come on down front if you’re a little shorter so everyone can get a good look. My name is Avery, and what we’ve got here is our new winter line of Clinuke products. Nuclear Winter, as we call it! *[Laughs, too loudly.]* That’s just our little joke. But Clinuke, as I’m sure you know, is a unique line to just this one Nelson’s here at the Hughes Mall and cannot be purchased anywhere else. It’s not even legal to sell it anywhere else . . . or to use it in thirty-seven states and in most European nations. Now, do I have a volunteer to help me show off our latest products? Before you raise your hand, I *do* need any volunteer to be twenty-five or older, hold proof of life insurance, and not have run a temperature of 97 degrees Fahrenheit or higher in the past forty-eight hours. Anybody? *[Picks somebody at random.]* You, friend, thank you for volunteering, if you’ll just come right over here and try out our foundation, I’m sure you’ll find that your experience will be positively glowing!

[During the last sentence, on the screen the lights behind the counter turn off one by one as worried customers and employees look up. Avery is distracted with the “volunteer” but cuts off mid-sentence to react.]

Avery: *[Asking volunteer.]* Were those lights on a moment ago?

[The lights turn back on, but now about half of the customers and employees who were there are gone, and the other half stare at the guests with an eerie green glow in their eyes.]

Avery: Ah, probably just a power surge. Nothing to be—

[The lights instantly switch to a sickly neon green color.]

Avery: —worried about. OK, *that* is worrying.

[On the screen, Taylor – the head of mall security – pulls up in a golf cart, eyes on the possessed customers and employees. Taylor then notices the guests and is surprised to see them.]

Taylor: Oh no. What are you all still doing here? You need to evacuate, now!

Avery: That's worrying, too.

Taylor: You there! Didn't you get the evacuation notice?

Avery: Ah, well, I turned off my walkie-talkie to give these good people my full attention while demonstrating—

Taylor: Well, never mind that now. What's important is getting you out of here. Look, I'll level with you, this mall shouldn't even be open, it's way too dangerous, but I guess people need to buy their makeup or whatever. We've had this . . . I guess you could call it an entity, or a creature, or a living pile of noxious, sentient, radioactive goo. And he's been contained to the top two floors of this store since the accident, but it's looking like he's finally trying to break out. We've got to get you folks out of here, now, so we can flood the whole store with electricity. It's the only thing we've found that can get him to back off. But don't worry, we'll get you out of here before then. The only thing is, ah, that he's kind of possessed everyone else in the store and has you surrounded. But, uh, that's OK! I'll just call in more security carts and escort you out of here! *[To Avery.]* You, get everyone over to perfume counter and I'll have the carts meet you there.

Avery: Will do!

Taylor: *[Driving off-screen as the background possessed figures walk towards the screen, talking into his walkie-talkie.]* Yeah, I need a fleet of carts to the Nelson's perfume counter, we've got a bunch of idiots we need to get out of here.

Ride

Loading Dock

[Guests queue around a perfume counter, the smell of perfumes and colognes mixing with an ozone-like scent. They are loaded into trackless ride vehicles in the shape of mall security golf carts. Taylor's voice comes through from a walkie-talkie on the dashboard.]

Taylor [voiceover]: All right folks, make sure you buckle your seatbelt and keep your hands and arms inside the cart at all times. Before you take off, I'll have one of my team check to make sure you're all snug and secure.

[Safety check.]

Scene 1 – Perfume/Makeup

Taylor [voiceover]: I was able to get the carts, but no drivers, so whoever's behind the wheel, this is all on you. I need you to—

[The cart suddenly takes off, careening through sharp turns around various perfume and makeup counters.]

Taylor [voiceover]: Whoa there, cowboy, just what do you think you're—

Zak [voiceover, also from walkie-talkie]: Oh, that's not them, that's me. *[Laughs.]*

Taylor [voiceover]: Uh-oh! That's Zak, the goo monster I told you about. Looks like he's got control of the carts. You all just hang on tight, and I'll see if I can do anything to help!

Zak [voiceover]: Don't worry, I'll make sure they're taken care of. *[Laughs.]*

Scene 2 - Escalator

[The cart appears to be heading straight towards a double door with an EXIT sign above it that lies just beyond a set of escalators. At the last second, though, the cart whips around and begins to climb the down escalator.]

Zak [voiceover]: Oops, looks like you're trying to go up the down escalator! That's against store rules. I'll have to eject you!

Scene 3 – Sporting Goods

[The cart speeds off the escalator into the sporting good section.]

Zak [voiceover]: On second thought, maybe you should stay in the game! Batter up!

[Various sports equipment come to life in a menacing way, including baseball bats hitting baseballs towards the cart, the balls just missing guests as they whizz by their heads. Other effects include:

- Swinging golf clubs that look like they're going to hit the cart*
- Heavy-looking weights and barbells flying overhead*
- Basketballs bouncing completely on their own*
- A climbing wall with giant boulders threatening to fall off the top]*

Zak [voiceover]: Or maybe a little jog is more your speed!

[The cart maneuvers onto a giant treadmill that keeps speeding up as the cart keeps pace.]

Zak [voiceover]: Uh-oh, getting winded! *[Laughs.]*

[The cart stops keeping pace and careens backwards into the next room.]

Scene 4 – Bedding & Furniture

Zak [voiceover]: Next stop, bedding and furniture! We here at Nelson's love to get a jump on the competition!

[The room is filled with beds that the cart simulates bouncing on top of, then lands and heads straight towards an impenetrable array of recliners.]

Zak [voiceover]: Uh-uh, no time to be a lazy boy!

[The cart turns at the last second to enter the next room.]

Scene 5 - Gardening

Zak [voiceover]: Ooh, gardening!

[The cart runs a gamut of dangerous-looking gardening equipment come to life, including weed-whackers, shears, rakes, shovels, and speeding wheelbarrows.]

Zak [voiceover]: Ain't nothing like the great outdoors, am I right? But remember, the grass is always greener on the other side. *Neon greener.*

[A long line of lawnmowers come to life with an eerie glow and start to converge on the cart.]

Zak [voiceover]: *[Menacing.]* Time to get to that other side.

Taylor [voiceover, through PA system]: Actually, I think it's time for *you* to see the light.

[Several light racks fall from the ceiling onto the lawnmowers, electricity crackling between them and causing a full blackout as Zak screams.]

Taylor [voiceover]: We stunned him, but that won't last long. Quick, go hide somewhere!

Scene 6 – Escalator in Darkness

[The cart zooms through several hairpin turns in the dark, and up another escalator, as Zak shouts over the PA system.]

Zak [voiceover]: Go ahead, hide like children! There's no escaping me!

Scene 7 – Elevator

[The cart comes to a stop in pitch black, amid eerie silence. A spotlight from above slowly turns on, showing that the cart has stopped and is hidden inside of a giant round clothing rack, with large winter jackets surrounding the vehicle.]

Zak [voiceover]: Think you're safe, eh? Think again!

[The clothing rack flies up to reveal that the cart is inside an elevator car.]

Zak [voiceover]: Going down!

[The elevator car, and the cart within it, drop down two floors. Upon impact, electric sparks start shooting from the hood of the cart, which leaves through the open elevator door.]

Scene 7 – Finale

Zak [voiceover]: Still with us? All right, that's it, now I'm angry. Time for our going out of business sale. *Everyone* must go!

[The cart is back in the makeup and perfume area, with bottles of perfume flying at the cart and shattering, the scent getting heavier each time. Green goo oozes out of various bottles and flasks, slowly coalescing until a giant, looming goo creature – Zak – is directly in front of the cart, which stalls.]

Zak: Looks like I've got to take care of this personally. You ooze, you lose!

Taylor [voiceover, on the PA]: Sorry, we refuse! The cart battery is sparking, so we've got all we need to take care of you! Ram him!

Zak: Huh?

[The cart revs up and then bursts through Zak, who screams as it does so. The bright green ooze gets guests wet as the cart emerges through Zak into a calm and placid section of women's clothing, reminiscent of the queue area.]

Exit

Taylor [voiceover from walkie-talkie]: You did it, folks! You defeated Zak and saved the mall! Score one for capitalism! Look, uh, I really shouldn't do this, and management might not like it, but . . . go ahead and tell the cashier I've authorized 10% off any of your purchases today. Just so long as you stay seated until a team member tells you it's OK to exit. And thanks again!

[The carts exit at a makeup counter, just next to an exit that leads back into the rest of the mall.]

[Breakdown Spiel

Taylor [voiceover]: Sorry, folks, looks like Zak's stopped the carts in their tracks! Just stay in your seats and I'll have you moving again in a jiffy . . . or he will.

Startup Spiel

Zak [voiceover]: I'll be taking control of those carts again! I'd hold on tight if I were you!]