

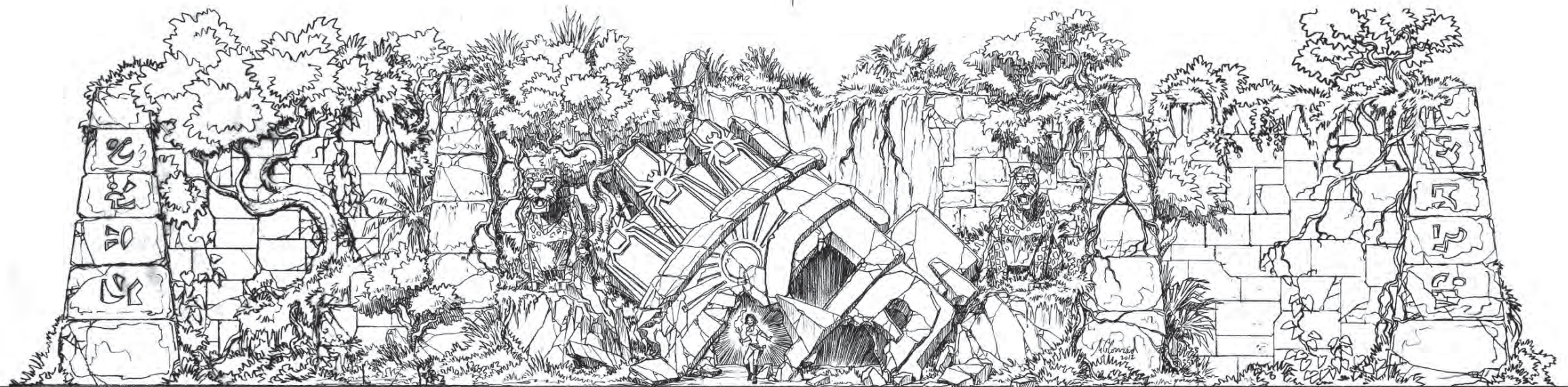
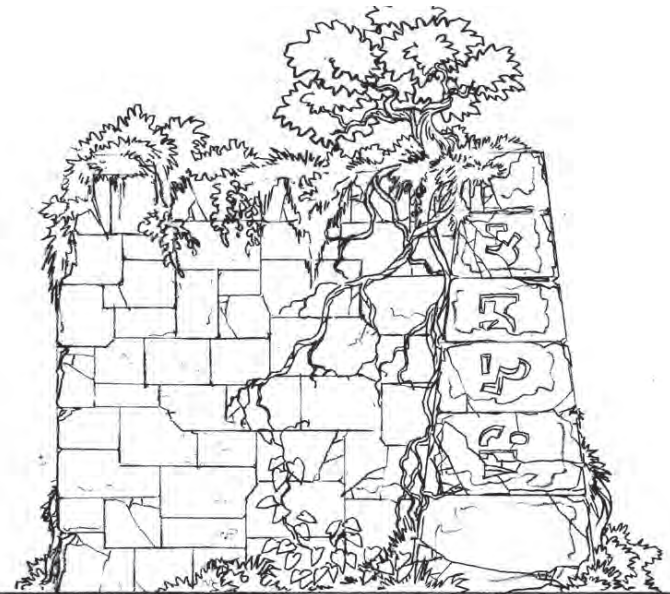
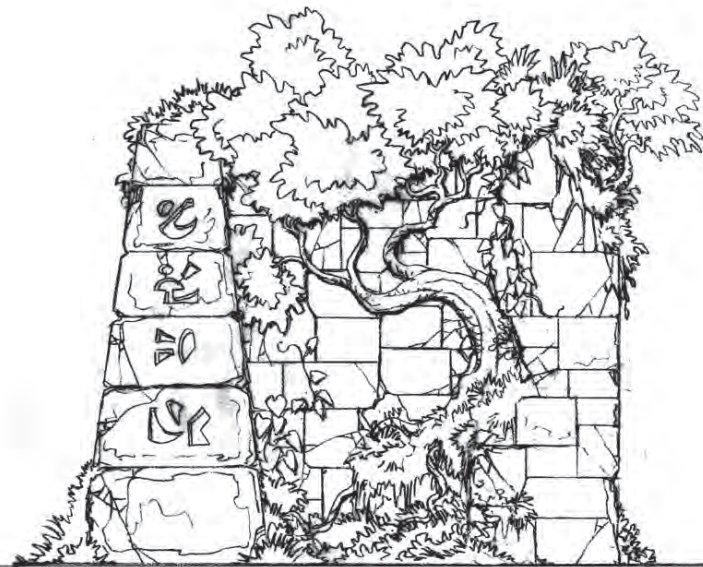
DESIGN PACKAGE
MAXIMA THEATRE • JAYA ANCOL



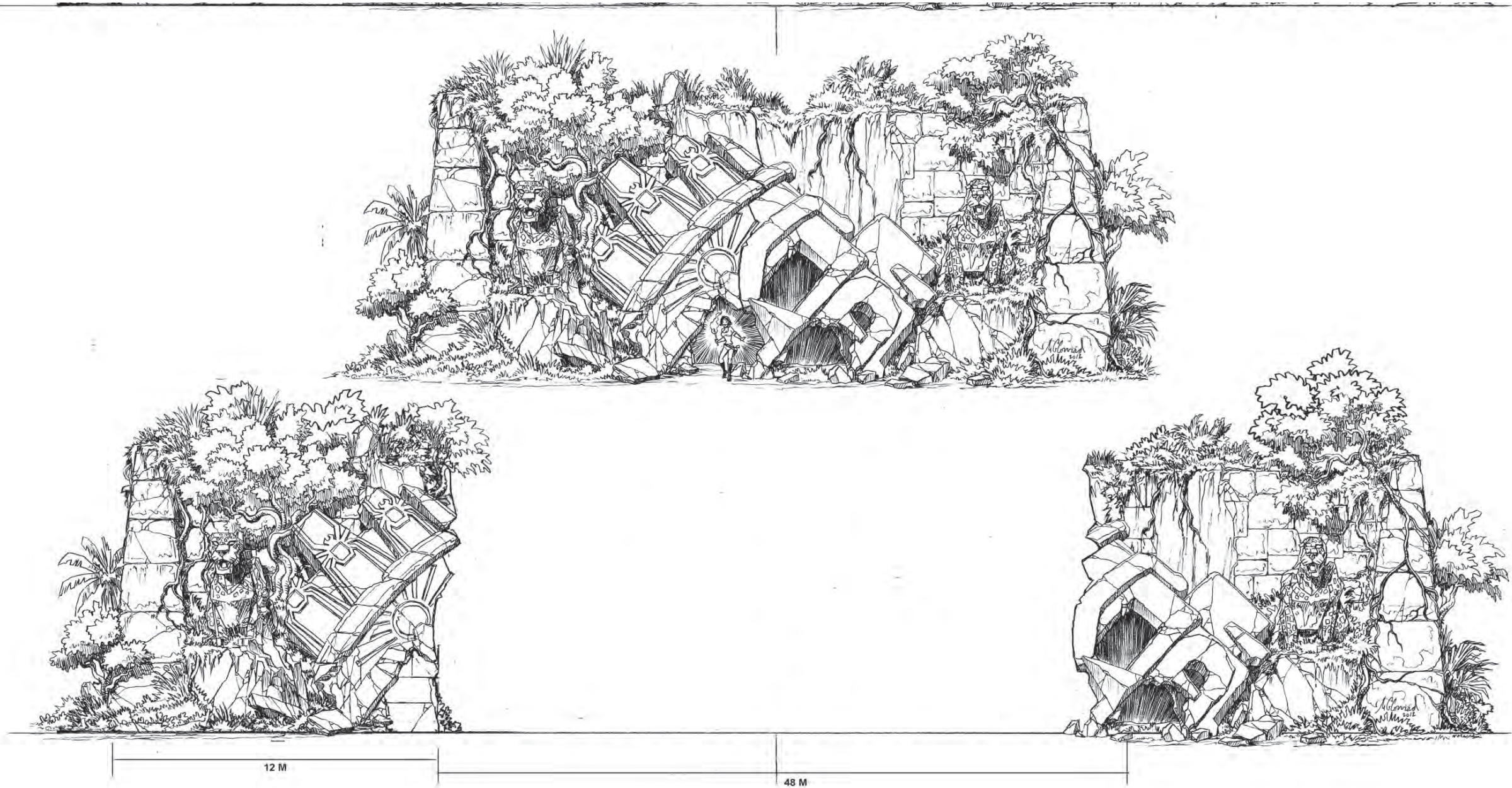
MIRAGE
ENTERTAINMENT
SHOWS & ATTRACTIONS



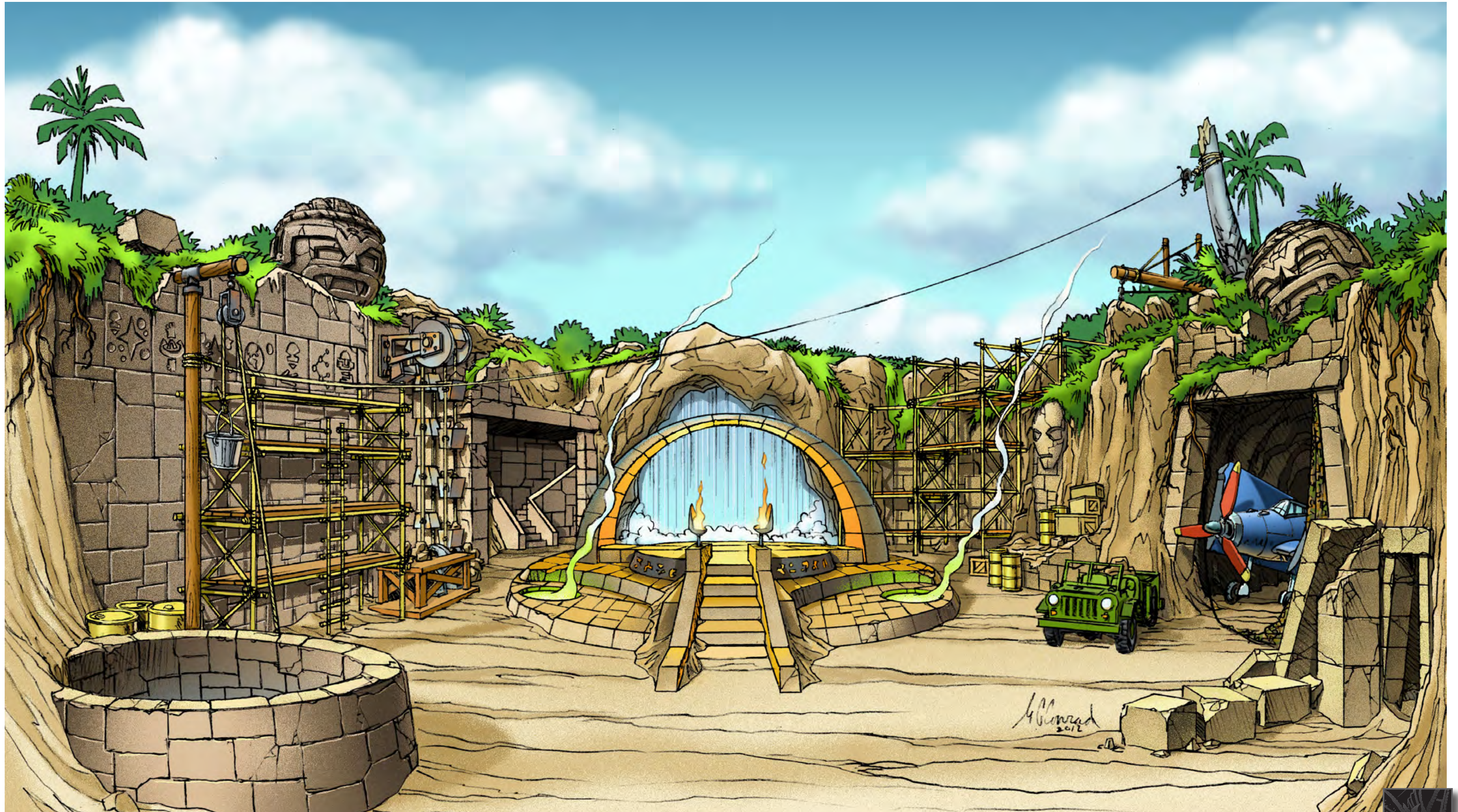
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FRONT SET SPLIT #3 AND #4



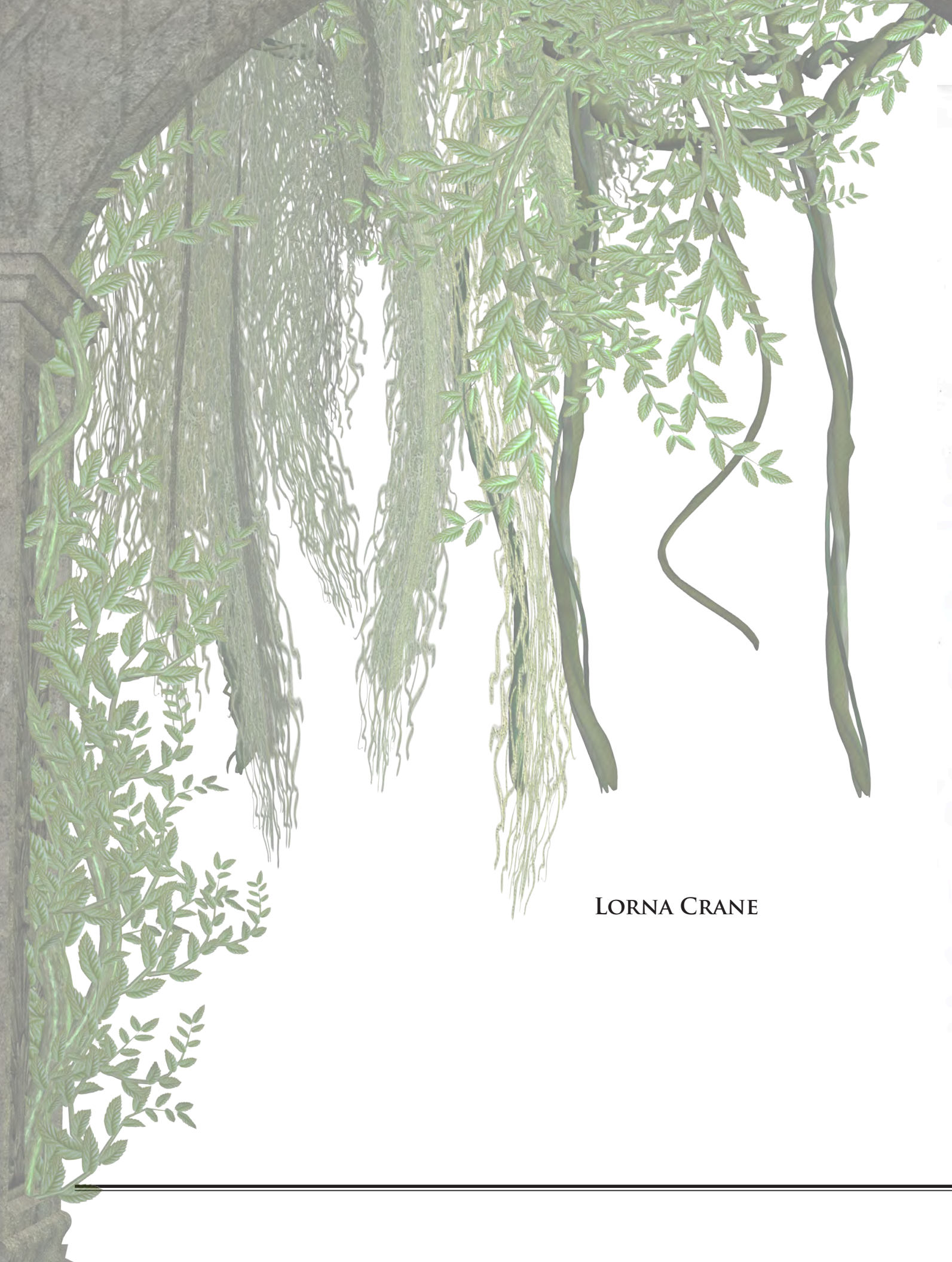
INTERIOR SET





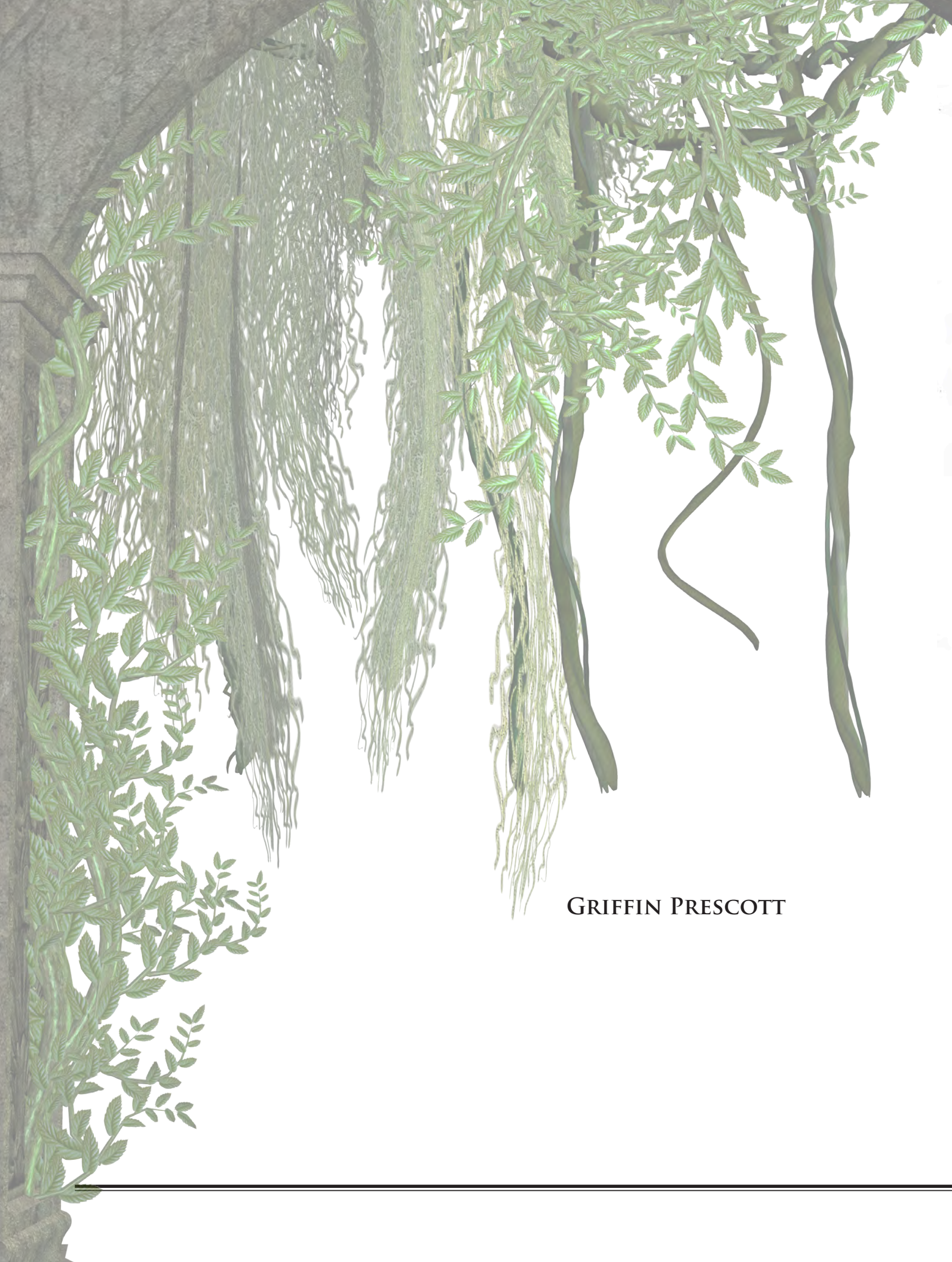
OKLAHOMA SMITH





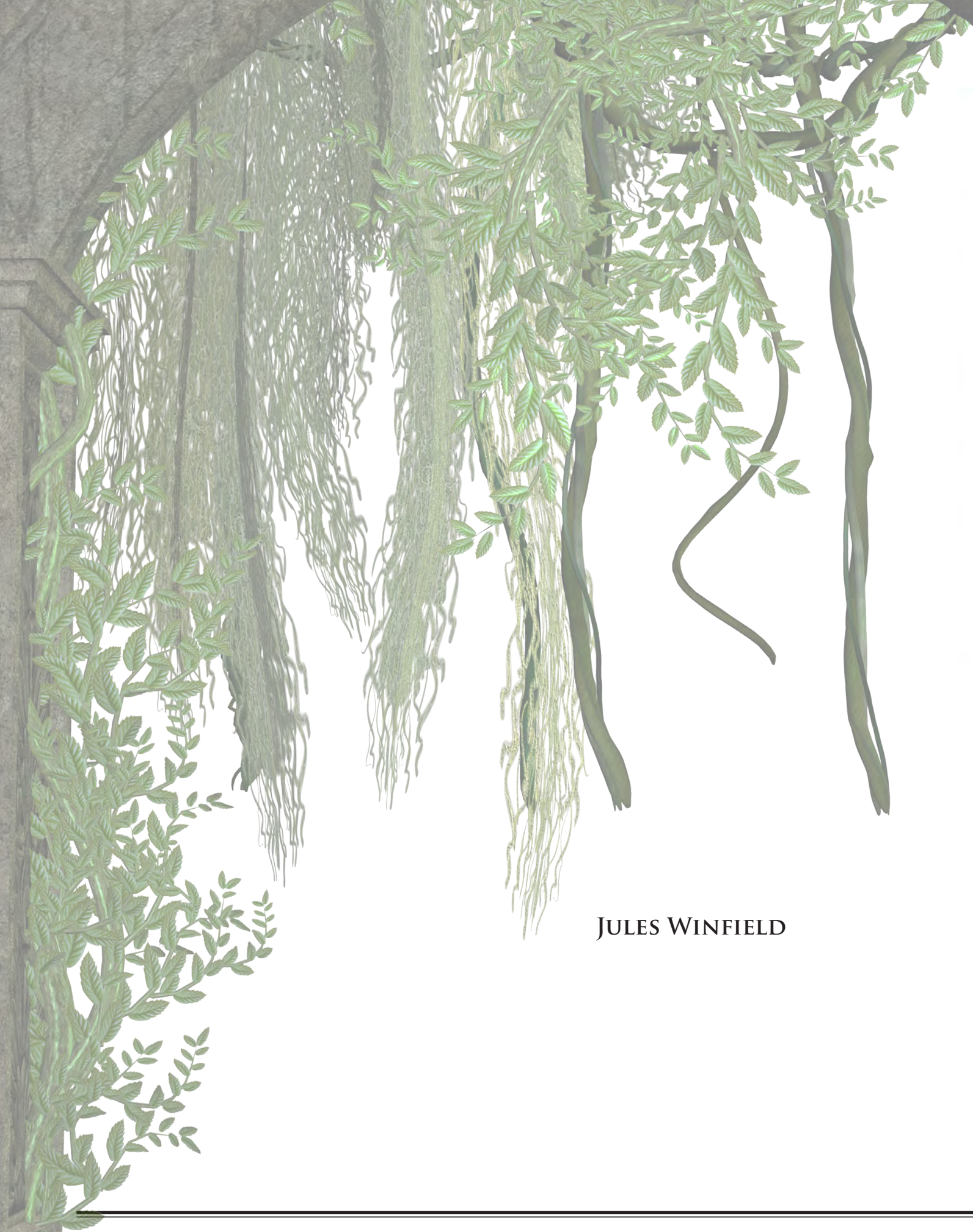
LORNA CRANE





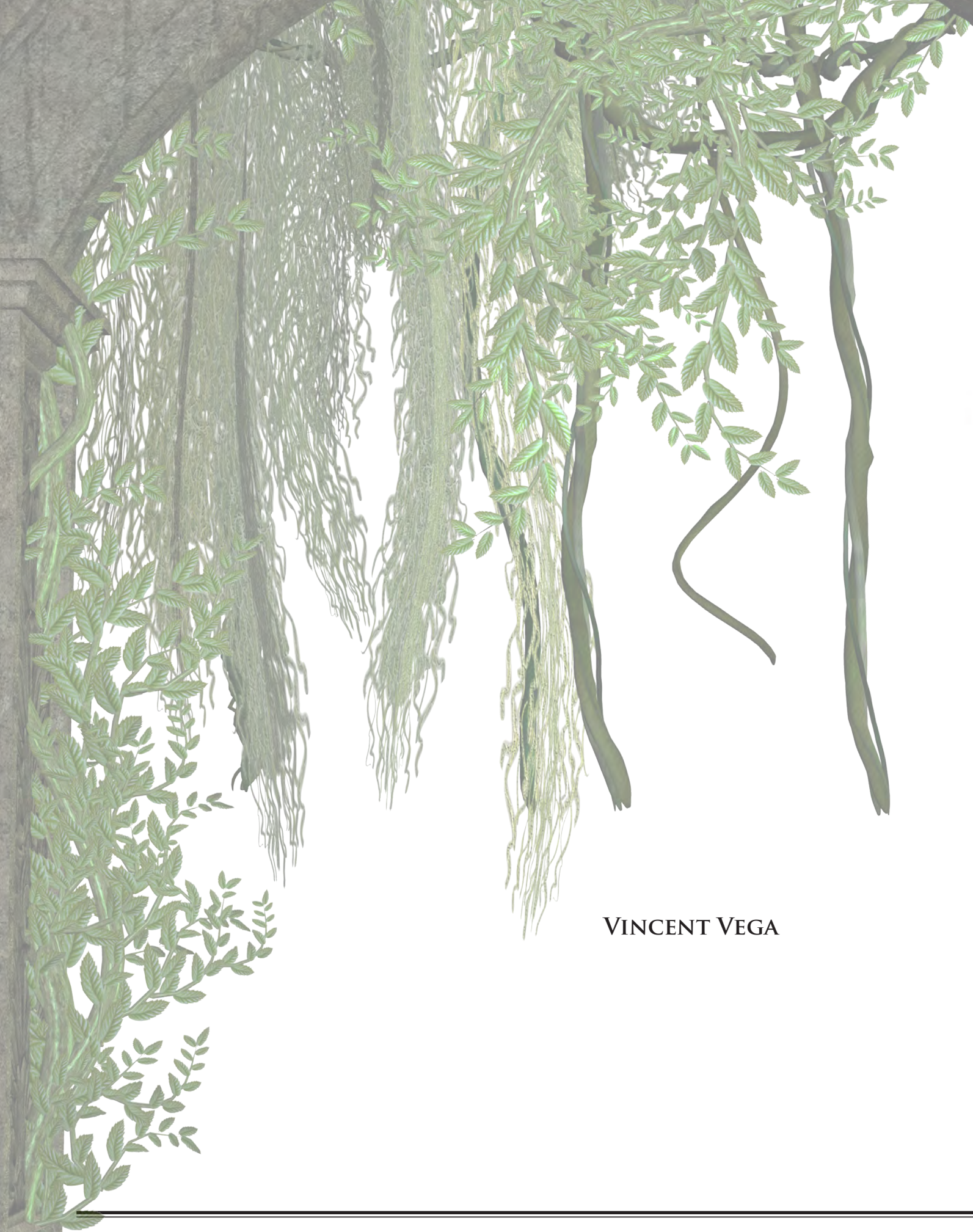
GRIFFIN PRESCOTT





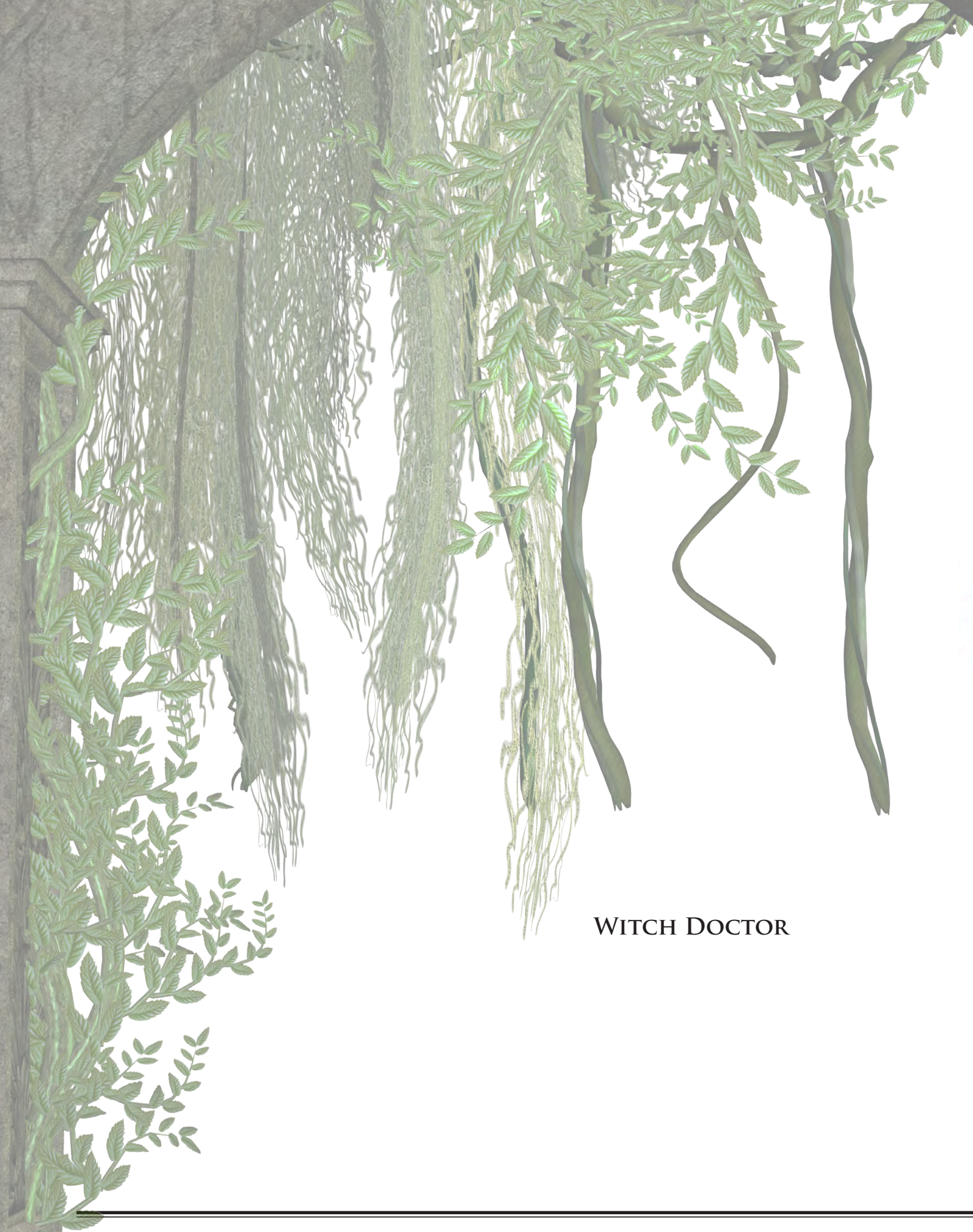
JULES WINFIELD





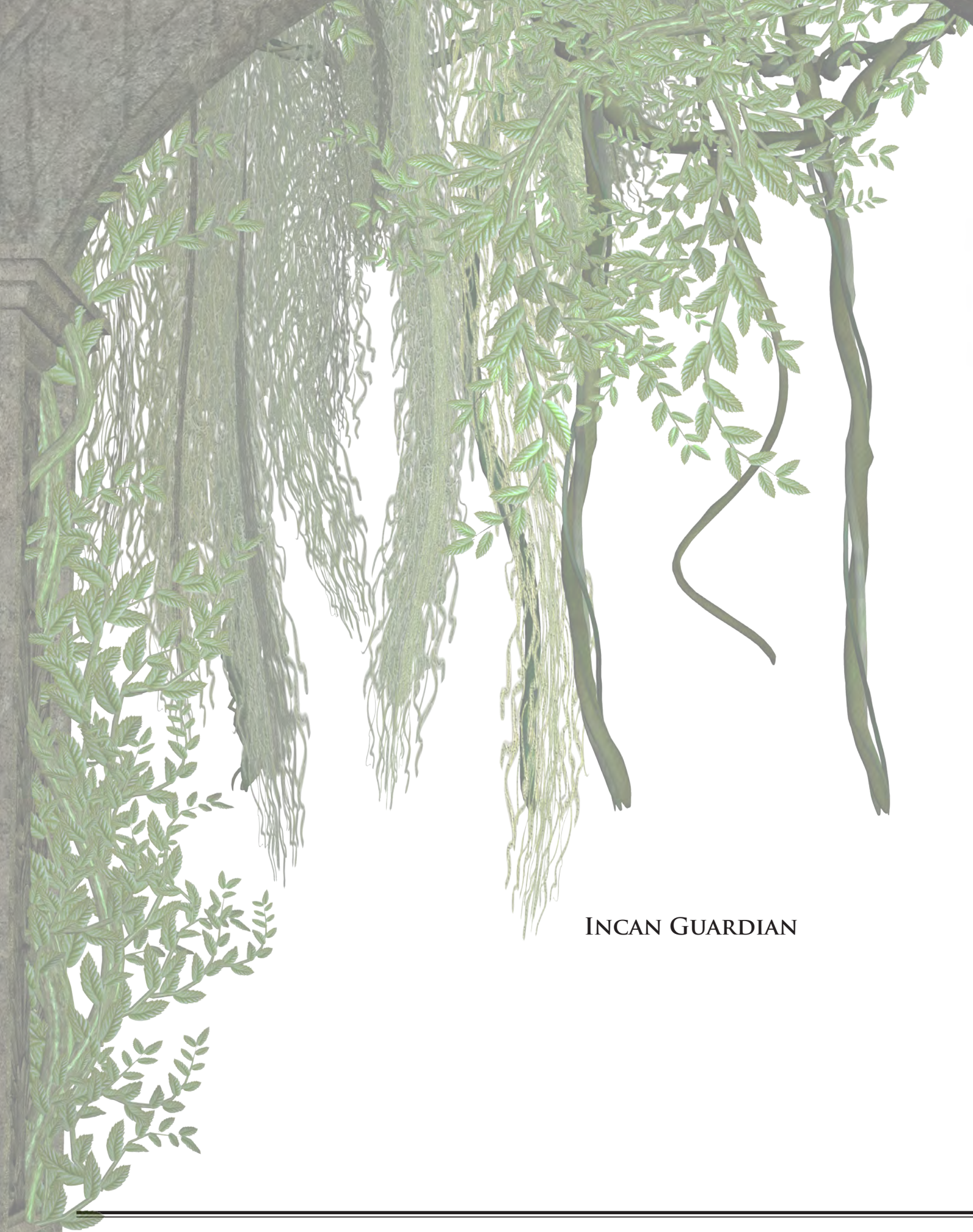
VINCENT VEGA





WITCH DOCTOR





INCAN GUARDIAN



**OKLAHOMA SMITH
and the
TEMPLE OF FIRE**

Characters:

#1 OKLAHOMA SMITH: Iconic in his appearance- the classic 30's serial hero, right down to his fedora and bullwhip. Unfortunately, Doctor Smith is less the highly trained and seasoned hero and more a clumsy bookworm with the most amazing luck in the world and a pretty incredible assistant.

#2 LORNA CRANE: Smith's devoted assistant, she is only too happy to let him take the credit for her skill and fortitude. In reality, it is she that solves the problems and tackles the big challenges. She is a serious badass with a heart of gold.

#3 GRIFFIN PRESCOTT: A wealthy British industrialist, Prescott is not the type to get his hands too dirty. After a recent windfall, he has hired Smith to recover an artifact that could be the key to world domination.

#4 JULES WINFIELD: Prescott's hired thug.

#5 VINCENT VEGA: Jules' not-so-bright partner in crime.

#6 WITCH DOCTOR: Leader of a group of natives, threatened by Prescott's activities in the region.

#7,8 NATIVES (2): Downtrodden local tribesmen under the command of the Witch Doctor.

#6 INCAN GUARDIAN: An ancient warrior trapped in the temple since the late 1600's.

#4,5 INCAN WARRIORS (2): Summoned by the Guardian, these are the resurrected souls of a long-extinct culture.

THE SETTING is a South American Jungle. At center stage is a large cave opening, which is partially obscured by a huge stone mask that has crumbled and fallen from the rock wall.

10:00 PRIOR TO SHOW TIME: NATIVE WARRIORS creep into the aisles of the audience. They cavort and frolic with the crowd.

5:00 PRIOR TO SHOW TIME: The Masked WITCH DOCTOR arrives. He summons the natives to him and they begin to chant. The chant grows in intensity. One of the Natives retrieves a basket from the cave entrance and places it at center stage.

PRE-SHOW DANCE SEGMENT

The Witch Doctor pulls a bamboo model from the basket—an AIRPLANE. He holds it high in the air. The Natives recoil in fear, chanting louder. The Witch Doctor next holds up a model of a truck. The Natives howl and hide their eyes. The Witch Doctor waves his staff and the Natives grow calm. He pulls a third item from the basket: A small effigy of an explorer with a fedora and bomber jacket. The Witch Doctor holds the doll high in the air and the natives begin to chant crazily, circling and spinning around the Witch Doctor and the basket. As the music ascends toward its peak the natives place all of the models into the higher of the two eyeholes of the mask that has fallen in front of the cave entrance. The chant rises in intensity until finally, the witch doctor throws the doll into the eyehole. He waves his staff and smoke and flames pour from the opening.

1. SMOKE from top eyehole in mask; #7
2. FLAME from top eyehole in mask, #81
3. SMOKE from jaguars; #8,9

The natives celebrate, dancing more and more wildly.

The Witch doctor points his staff at the cave, chanting another incantation and smoke pours from the cave entrance, which now pulsates with light. There is an enormous rumbling sound.

4. SMOKE from cave entrance; #10,11
- CAVE LIGHT EFFECTS from cave entrance

The Witch Doctor points his staff at the audience. The natives chants grow louder and louder.

0:00 SHOWTIME

The Pre-show music explodes into the Main theme, as the rumbling from the cave grows insanely loud. The Witch Doctor spins and points triumphantly at the cave. He sweeps his staff around at the audience and disappears into the surrounding jungle with the natives.

Prescott fights his way through the smoke coughing and gasping for air as he emerges from the cave. Oklahoma Smith enters from the cave. He strikes a heroic pose in the cloud of smoke. Prescott tries to catch his breath as Lorna Crane dives out of the cave, through the smoke. She executes a perfect forward roll and pops to her feet.

Lorna tackles Smith to the ground just as the cave entrance explodes in a fiery shower of debris and dust.

5. PYRO



4. SMOKE; #10,11

--SOUND

7. DEBRIS CANNON ; #41,42

As the smoke clears, the three adventurers dust themselves off.

SMITH

Wow. Miss Crane—I didn't know you cared! Well, that's one archaeological site we won't be getting any deeper into.

PRESCOTT
Doctor Smith...

SMITH
Please-call me "Oklahoma".

PRESCOTT
Doctor Smith, you promised me that you could deliver the dagger of Pizzarro! Now it is forever buried by that cave-in. I'm beginning to seriously doubt your reputation.

Lorna removes an ornate dagger from her shoulder bag.

LORNA
Is this what you're looking for, Doctor.

Prescott grabs the dagger unsheathes it and holds it high in the air, laughing triumphantly.

PRESCOTT
I'm afraid I underestimated you, Doctor... Oklahoma Smith!

SMITH
You wouldn't be the first...

Smith and Prescott join hands and prance in a circle singing like schoolgirls.

LORNA
SSSHHHH...

Lorna cocks an ear, listening for jungle sounds but hearing none.

SMITH
Take it easy, Lorna. The jungle makes all kinds of strange noises.
It's nothing to be afraid of!

LORNA

It's not the jungle that scares me.

As Lorna speaks, Witch Doctor and the two Natives appear. Smith does not see them, but they circle menacingly around Prescott and Lorna.

SMITH
We're perfectly safe here. Any seasoned explorer can tell you that the native tribes here are no threat.

LORNA
Uh, Doctor Smith...

SMITH
Just a moment, Lorna: What was once a great civilization is virtually extinct...

LORNA
Dr. Smith—

SMITH
Yes Lorna—in a moment...all that remains is a handful of inbred stragglers hanging on to a lost age.

LORNA
OKLAHOMA!!!!

SMITH
YES, Lorna, what is it?

He notices the natives surrounding them.

SMITH
Well, it's three against three. At least it will be a fair fight.

Prescott shoves the dagger into his pocket, turns and runs off into the jungle.

LORNA
You were saying?

Smith uncoils his whip. The three natives begin to circle Lorna and Smith. Our heroes move back to back, preparing to defend themselves.

SMITH
Fair fights are overrated anyway...



The Natives attack.

FIGHT SEQUENCE 1A

8. QUICKSAND ESCAPE DSR; #22

9. AUTO BELAY ENTRANCE OF TWO MORE NATIVE BADGUYS

FIGHT SEQUENCE 1B

LORNA

Come on- we have to get that dagger back from Prescott.

SMITH

Yes. If only we knew where the Temple of Fire is...

The defeated natives rise, still dazed. Lorna gives them a deadly stare and they turn tail and run into the cave.

LORNA

We could just follow those guys...

SMITH

Into the cave where all that smoke and fire was?

LORNA

Smoke and fire! It must be a shortcut to the temple—great thinking, Doctor Smith!

SMITH

Uh, right. Ladies first...

Lorna enters the cave and Smith follows. They disappear as...

10. TEMPLE SET REVEAL; SMOKE from crack where Mask splits; #1,2,3,4,5,6

The downstage jungle façade slides out to reveal a major archaeological dig. A stone pedestal holding an ornately carved altar dominates the upstage area. The nose of a plane can be seen stage left and a small jeep is parked nearby. Scaffolding of varying heights and widths as well as digging tools and a pile of fuel barrels dominate the perimeter areas of the stage. There is also a large well downstage right. Piles of rubble litter the area.

JULES and VINCENT enter, pursued by Prescott.

PRESCOTT

Come back here you sissies! There is no Guardian, there is no curse---it's all an old Incan wives tale! The Incas are gone! Dead! Extinct!

They do not show any sign of stopping.

PRESCOTT (CONT)

What about your share of the treasure?

JULES and VINCENT

The Treasure?

VINCENT

You never mentioned any treasure...

JULES

Quiet, Vincent! You never mentioned any treasure.

PRESCOTT

Gentlemen, we have stumbled on a rare opportunity here—this mining operation has unearthed the legendary Temple of Fire.

VINCENT

Yeah, well fire's not really our thing.

PRESCOTT

But inside the temple lies unimaginable treasure!

JULES

Treasure, on the other hand—definitely our thing.

LULES and VINCENT

What kind of treasure?

PRESCOTT

Well, I don't really remember all of the details—that Smith really can go on and on—but the gist of it was that the Incan priests hid the last of their most valuable treasures at a holy site, known as the Temple of Fire. Then he said something about a Guardian and mystical powers, but I was nodding off by then. So--here we go...off to get the treasure.

Jules and Vincent are scared. Prescott urges and they slowly approach the temple.

They start up the stage left ramp toward the altar. The arch over the altar starts to emit an angry red glow.





11. ALTAR LED’S GLOW RED

JULES and VINCENT
Cursed.

Vincent is the first to approach the altar. As he steps onto the altar platform...

ACID PIT EFFECT:

There is a loud “click” and a trap door sound effect.

12. SMOKE ; #12,13
--LIGHT

Smoke, light and the ghastly bubbling sound from the pit cannot compare to the sheer horror in Vincent’s scream as Jules pulls him back from the edge of the acid pit. The two men collapse and look toward Prescott. Silence.

PRESCOTT
Good job not falling in there. Perhaps a little moment to rest and then we can try this again.

Jules and Vincent make a hasty exit. Prescott places the dagger on the altar steps and runs out after Jules and Vincent.

PRESCOTT
Now wait a minute, boys—let’s not forget I’m the boss around here...

When they are gone, lights strobe on the water screen and the waterfall parts for Smith and Lorna who pass through it into the dig site...

13. WATERFALL; #71
--LIGHTS

...behind the altar. Lorna examines the altar while Smith examines the dagger.

He reads the glyphs on the handle of the dagger.

SMITH
The sharpness of a blade is less important than the connection to the hand that wields it. Aha! It’s a clue... the hand must open the temple. Lorna, help me find the hand that wields it...

Smith bumbles about, nearly killing himself on everything he touches. (A la Jack Tripper—steps on a rake, trips on something else, folds himself up in a ladder... Lorna examines the dagger.

LORNA
...connection to the hand...?

She gently twists the handle and it separates from the blade, revealing a hidden key.

LORNA
Doctor Smith! Look at this...

Smith goes to her, taking the key.

SMITH
I knew it—all I had to do was look closely!

Prescott, Jules and Vincent appear pointing guns at Lorna and Smith.

PRESCOTT
I must say, Doctor Smith, you do not fail to impress. You’ll hand over that key now, thank you.

SMITH
Yeah? And what if I don’t?

Jules jams his gun into Lorna’s ribs.

PRESCOTT
Then my friend here will have to ventilate your lovely girl Friday.

SMITH
All right, just don’t hurt her. Here...

Smith tosses the dagger between Vincent and Jules. They both reach for it and clunk heads. Smith is as surprised as they are when Lorna stomps on Prescott’s foot and starts to run. She grabs Smith and pulls him toward safety as we begin...

FIGHT SEQUENCE 2

LORNA VS. VINCENT AND PRESCOTT (FISTS/AXE-HANDLES)

JULES TAKES THE SCAFFOLDING AND CHASES HIM AROUND TO STAGE LEFT.



14. BUCKET CONVEYOR STARTS TO MOVE; #23

PRESCOTT GOES DOWN, VINCENT CHASES LORNA TOWARD THE BUCKET CONVEYOR

SMITH ARRIVES AT SL

SMITH SLIDE FOR LIFE, LANDING AT THE ROTATING HOIST PLATFORM NEXT TO THE WELL.

PRESCOTT GOES AFTER HIM, BUT SMITH GRABS ONTO THE HOIST, SWINGS AROUND HIM AND KNOCKS HIM DOWN.

LORNA RUNS TO THE DAGGER-JULES IS THERE. THEY FIGHT, LORNA WINS.

PRESCOTT HAS SMITH AT GUNPOINT AND LORNA SURRENDERS.

INSERT DIALOGUE TRANSITION

PRESCOTT FORCES SMITH TO NAVIGATE THE BOOBY TRAPS.

As Smith strides confidently toward the altar there is a loud click.

LORNA
Look Out!!!

Smith turns to her and barely avoids...

15. CRESCENT BLADE #1 (PARALLEL TO FRONT OF STAGE); #24

Smith stumbles left in shock just as...

15. CRESCENT BLADE #2 (45 ° USL TO DSR); #25

...barely misses cleaving him. Off balance, he lurches into a forward roll as...

15. CRESCENT BLADE #3 (45 ° DSL TO USR); #26

Smith takes off his hat and wipes his brow.

SMITH
You see? That wasn't so tough...

He turns with a cocky grin and starts up the steps and is nearly skewered by:

16. PNEUMATIC SPEARS; #43,44,45,46,47,48

After a leaning and weaving and hopping effort to avoid the spears, Smith is finally on the altar platform.

He starts pressing random runes on the altar. A rumbling sound begins and the head of the idol on the SR wall breaks off and starts rolling right at Jules.

17. ROLLING BOULDER; #21
Debris Cannons at End; #49, 50

Jules tries to run but as he passes center stage he stumbles and falls. He starts to get up but the boulder rolls right over him, crashing into the rock wall SL.

SMITH
Oooh.. sorry about that!
Jules rises, wobbly and hurt. He staggers toward the edge...

VINCENT
Hey look—he's all right! I can't believe he's gonna be all right!

Jules is still completely disoriented when he staggers right off the ledge and falls to the ground below.

18. HIGH FALL AIRBAG

Everyone follows Jules with their eyes as he falls. Everyone looks away except Smith, who points toward the waterfall.

SMITH
Hey look! It's the keyhole!

Smith takes the dagger over to the rock wall, guides it into the keyhole, holds his breath and turns the key. The altar suddenly comes to life, awash in the glow of sparks and smoke as well as alien lights.

19. SPARKERS; #14,15

20. CO2 SMOKE; #51,52

--LEDs

An Inca GUARDIAN is standing at the altar, brandishing an incredible sword.

SMITH
Uh, Lorna...you guys might want to run...



The Guardian begins to chant, causing the sparks and fire to intensify.

19. SPARKERS; #14,15

21. ALTAR FLAME UNITS; #82,83

20. CO2; #51,52

--LEDs

The Guardian spreads his arms wide and raises them quickly into the air. Fire and then smoke, as thunder erupts from the temple as two Inca warriors explode from the altar platform.

22. SMOKE; #12,13

23. RAPID FLOOR LIFT "TOASTERS; #27,28

FIGHT SEQUENCE 3

SMITH TRIES TO RUN--THE GUARDIAN CATCHES AND THROTTLES HIM

LORNA, VINCENT AND PRESCOTT TAKE ON THE TWO WARRIORS.

SMITH (As he is being shaken by the Guardian)

Ddddoon't w-w-w-worrerrr-y-y-y L-l-l-loorrnnnnna-a-a-a... I've got this one!

THE GUARDIAN DROPS SMITH. SMITH STAGGERS ABOUT DIZZILY.

LORNA LEAVES HER SKIRMISH TO AID SMITH

THE GUARDIAN IS ABOUT TO FINISH SMITH WHEN LORNA JUMPS IN

PRESCOTT AND VINCENT ARE FIGHTING AGAINST THE WARRIORS

SMITH STUMBLES THROUGH THE FIGHTS, AND ENDS UP AS THE PREY OF WARRIOR 1

THE GUARDIAN RECOVERS AND FEROCIOUSLY ATTACKS LORNA-SHE GRABS THE OTHER SWORD AND DEFENDS HERSELF

PRESCOTT RUNS INTO THE TEMPLE, PURSUED BY WARRIOR 2

SMITH RUNS TO THE STAGE LEFT SCAFFOLD AND CLIMBS, TRYING TO EVADE

WARRIOR 1

LORNA AND THE GUARDIAN DUEL ON THE STEPS LEADING TO THE HIGH LEDGE/ AREA STAGE RIGHT.

The Guardian uses magic to create flames that shoot up from the ground and the steps, driving Lorna up the steps and out onto the ledge.

24. TWO 8' BLASTS OF FLAME; #86,87

SMITH AND WARRIOR 1 FIGHT ON SL SCAFFOLD

GUARDIAN IS POUNDING ON LORNA

SMITH SURGES AND DEFEATS WARRIOR 1. HE STRIKES HIS ROSE AS VINCENT OPENS FIRE ON HIM WITH THE REMINGTON.

25. PYRO BULLET HITS

SMITH GRABS A LINE AND USES IT TO SLIDE DOWN INTO THE BACK OF THE JEEP.

26. WRIST RAPPEL

VINCENT FIRES AGAIN, HITTING THE JEEP.

--JEEP EXPLOSION; #29

SMOKE FROM HOOD; #16

--PYRO HIT

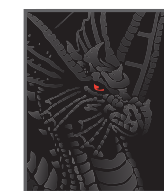
THE GUARDIAN KNOCKS LORNA FROM THE LEDGE AND SHE DANGLES BY ONE HAND.

SMITH JUMPS FROM THE SMOKING JEEP AND DODGES BULLETS FROM VINCENT AS HE RUNS OFF LEFT INTO THE CAVE.

LORNA HANGS ON BY ONE HAND THEN THE OTHER AS THE GUARDIAN HACKS AT THEM.

THE PLANE'S MACHINE GUNS FLASH AS SMITH STRAFES THE SET.

29. PLANE MOVES FORWARD, PROPELLER TURNS; #30
AIRPLANE CAVE FILLS WITH HAZE; #17,18





30. MACHINE GUNS; #90

31. H2O BULLET HITS; #72

VINCENT IS DRIVEN BACKWARD.

THE GUARDIAN IS MOMENTARILY DISTRACTED AND LORNA GETS BACK UP ONTO THE LEDGE. THE GUARDIAN GIVES HER A KICK AND SHE DROPS BACK DOWN.

SMITH FIRES AGAIN, CAUSING A FUEL EXPLOSION THAT SENDS BARRELS FLYING THROUGH THE AIR AND KNOCKS THE GUARDIAN DOWN.

30. MACHINE GUNS; #91

31. H2O BULLET HITS; #73

--PYRO

32. BARREL LAUNCHERS; 53,54,55,56,57

33. FLAME UNITS; #92,93,94

LORNA SCRAMBLES BACK UP

WARRIOR 2 CATCHES FIRE IN THE EXPLOSION AND RUNS TO THE WELL. HE FALLS IN AND THERE IS A LONG SCREAM, THEN A HUGE EXPLOSION OF WATER BLASTS OUT OF THE WELL

34. WATER CANNONS; \$58,59

--PYRO HIT

THE GUARDIAN RISES, HIS ATTENTION FULLY ON SMITH. LORNA ATTACKS HIM WITH RENEWED DESPERATION. THEY FIGHT AND SHE WINS. HE FALLS TO THE GROUND BEHIND THE ALTAR.

PRESCOTT RUNS TOWARD THE WATERFALL CAVE ENTRANCE

PRESCOTT
The treasure is mine!

PRESCOTT PASSES THROUGH THE WATERFALL AND ENTERS THE TEMPLE.

LORNA RIDES THE SLACK LINE GRACEFULLY TO THE GROUND AT SMITH’S SIDE

LORNA
Should we go after him?

THE GUARDIAN REAPPEARS AT THE ALTAR—

SMITH
I’m thinking the Guardian has it under control...

19. ALTAR SPARKERS; #14,15

36. WALKING FLAMES; #95,96

37. ALTAR ARCH BURN; #97

LEDs

SMOKE; #12,13

38. PYRO

There is a huge rumbling sound and Lorna and Smith are knocked off of their feet.

Small explosions are heard as the Guardian returns to the mouth of the cave. He turns slowly and salutes Smith. Smith returns the salute and the Guardian steps through the water curtain. Lights begin to strobe wildly on the water curtain as...

Our heroes race to get farther away from the temple.

FINALE EXPLOSIONS

39. PYRO

40. FLAMES; #82,83,84,85,86,97,88,89

SOUND

With one final explosion, all the sparks, flames and lights in the temple and altar go out and there is silence. As the dust settles, a scream is heard from deep within the temple, followed by the Guardian’s laughter, which echoes in the now quiet dig site.

Lorna surveys the damage.

LORNA
Well, I guess that’s that.





SMITH
Just one more thing.

Smith retrieves the dagger.

SMITH (CONT)
This piece is gonna look great at the University.

LORNA
Oklahoma Smith, I don't know how you do it!

SMITH
Neither do I, Lorna. Neither do I.

Lorna winks.

THE END



DESCRIPTION OF SPECIAL EFFECTS (PAGE 1 OF 2):

12,3,4,5,6- SMOKE MACHINE (6)

LOCATION: Left & Right of Mask crack opening, Top Mid, Bottom each side
FUNCTION: Generates dense smoke to highlight effect of Mask cracking open.

7- SMOKE MACHINE (1)

LOCATION: Eyehole of Mask
FUNCTION: Generates dense smoke to simulate burning of the voodoo dolls.

81- FLAME UNIT (1)

LOCATION: Eyehole in Mask
FUNCTION: Shoots controlled bursts of flame to simulate the Witch Doctor's magic spell.

8,9- SMOKE MACHINE (2)

LOCATION: Jaguar Idols stage left and right
FUNCTION: Generates dense smoke from the nostrils of the mystical jaguar statues that guard the temple.

10,11- SMOKE MACHINE (2)

LOCATION: Cave entrances, left and right
FUNCTION: Generates clouds of billowing smoke for cave explosion effect

41,42- DEBRIS CANNONS (2)

LOCATION: Cave entrances left and right
FUNCTION: Launch chunky clouds of soft debris to simulate rock and gravel from the cave explosion

22- QUICKSAND (1)

LOCATION: DSR of Mask Facade
FUNCTION: Counterweighted system simulates Smith sinking in a deadly bed of suffocating quicksand.

82,83- FLAME TORCHES

LOCATION: Top of altar stairs, left and right
FUNCTION: Continuous burn bowl torches demonstrate the mystical energy of the altar platform.

12,13- SMOKE MACHINE (2)

LOCATION: Acid pit openings on altar platform left and right
FUNCTION: Generates dense smoke highlighting and intensifying the danger of the acid pits

71- WATERFALL (1)

LOCATION: Concealing the upstage cave entrance/exit
FUNCTION: Splits like a curtain to allow people to pass through the mystical gate to the temple

23-BUCKET CONVEYOR (1)

LOCATION: SR , part of the mining operation
FUNCTION: Lifts dirt and rock out of the dig site and onto the rock ledge above

24,25,26- SPINNING CRESCENT BLADES (3)

LOCATION: Concealed in floor, DS of altar steps
FUNCTION: The blades slice up through the floor-a deadly and exciting booby trap

43,44,45,46,47,48- PNEUMATIC SPEARS (6)

LOCATION: Concealed in altar steps
FUNCTION: The spears shoot up through the stairs-the second deadly booby trap at the temple entrance

21- HUGE ROLLING BOULDER RELEASE (1)

LOCATION: Top of USR rock wall
FUNCTION: When triggered, the 3M diameter boulder rolls along the upper rim of the dig site, flattening anything in its path.

49,50- DEBRIS CANNON, SMALL (2)

LOCATION: Rolling boulder impact point, USL
FUNCTION: Create clouds of dust, maximizing the power of the huge boulder hitting its final stopping point

14,15- SPARK MACHINE (2)

LOCATION: Arch over altar
FUNCTION: Creates a shower of bright sparks as the altar "comes to life" and the Guardian is released



DESCRIPTION OF SPECIAL EFFECTS (PAGE 2 OF 2):

51,52- CO2 SMOKE RING (2)

LOCATION: Around RAPID FLOOR LIFTS left and right

FUNCTION: Releases dense CO2 smoke concealing the mechanism for magical entrance of Inca Warriors 1 and 2

84,85- FLAME RING (2)

LOCATION: Around RAPID FLOOR LIFTS left and right

FUNCTION: Create quick controlled burst of flame just before the Inca Warriors “materialize”

27,28- RAPID FLOOR LIFTER “TOASTER” (2)

LOCATION: Under altar platform left and right

FUNCTION: Lifts and launches the 2 Inca Warriors right out of the stage to attack our heroes

86,87- FLAME CANNONS, SMALL (2)

LOCATION: Dig site steps USR

FUNCTION: Shoots 8’ bursts of flame as the Guardian uses his powers to try and defeat Lorna

88,89- FLAME CANNONS, LARGE (2)

LOCATION: Altar area

FUNCTION: Shoots huge jets of flame as the Temple of Fire unleashes its full power

29- EXPLODING JEEP HOOD (1)

LOCATION: On jeep SL

FUNCTION: Hood on jeep flips open when the engine explodes

16- EXPLODING JEEP SMOKE UNIT (1)

LOCATION: Under jeep

FUNCTION: Generates dense smoke after jeep explosion

30- PLANE (MOVES ON) PROPELLER (SPINS) (1)

LOCATION: SR Cave

FUNCTION: Plane moves into firing position with Smith at controls

17,18- HAZER (2)

LOCATION: Airplane cave

FUNCTION: Lays down a haze of smoke for the battle atmosphere and to conceal plane mechanisms

90,91- MACHINE GUN (2)

LOCATION: On Plane

FUNCTION: “Fires” a mixture of Oxygen and Propane to simulate powerful heavy machinegun fire

72,73- H2O BULLET HITS (30)

LOCATION: Multiple locations around set

FUNCTION: Shoots a burst of water mist to simulate bullets making impact

53,54,55,56,57- BARREL LAUNCHERS (5)

LOCATION: SL fuel depot

FUNCTION: Launches 55 gallon barrels 30’ into the air to simulate a powerful explosion

92,93,94- FLAME CANNONS, SMALL (3)

LOCATION: With BARREL LAUNCHERS

FUNCTION: Emits blasts of flame to support the explosion and barrel launch effects

58,59- WATER CANNONS (2)

LOCATION: In well

FUNCTION: Sends a huge spray of water into the air as the well explodes

95,96- “WALKING” FLAMES

LOCATION: Altar stairs and platform

FUNCTION: Generates a “path” of flame that “walks” up the stairs to the altar, then splits to the base of the arch

97- ARCH FIRE

LOCATION: Altar arch

FUNCTION: Generates flames from the altar arch as the Guardian’s power reaches its peak



SPECIAL EFFECTS EVENT DESCRIPTIONS (PAGE 1 OF 2)

SFX EVENT #1

TITLE: VODOO DOLL INCINERATION

ELEMENTS: 1. SMOKE/2. FLAME UNIT/3. JAGUAR SMOKE

EVENT DESCRIPTION: The natives place voodoo-style effigies into the higher of the two eyeholes in the mask that has fallen in front of the cave entrance. Their chant rises in intensity until finally, the witch doctor throws the final voodoo-doll into the eyehole. He speaks an incantation and waves his staff, causing smoke and flames to pour from the opening.

SFX EVENT #2

TITLE: CAUSING A COLLAPSE

ELEMENTS: 4. SMOKE/CAVE LIGHTING EFFECTS

EVENT DESCRIPTION: The Witch Doctor spins and points triumphantly at the cave. A deep rumbling sound grows louder and louder as clouds of smoke and beams of multi-colored light pour from the cave entrance..

SFX EVENT #3

TITLE: WITCH DOCTOR'S REVENGE

ELEMENTS: PYRO/4. SMOKE/7. DEBRIS CANNONS

EVENT DESCRIPTION: Smith runs out of the smoking cave entrance and stops to strike a heroic pose. Lorna appears and tackles him to the ground just as the cave entrance explodes in a fiery shower of debris and dust.

SFX EVENT #4

TITLE: 10. TEMPLE SET REVEAL

ELEMENTS: SMOKE, MOVING MASK WALL FAÇADE

EVENT DESCRIPTION: Smith and Lorna decide to pursue Prescott and retrieve the dagger. Lorna suggests that the fire in the cave had to come from somewhere, and maybe it leads back to the temple. The two enter the cave and disappear as the downstage jungle façade slides out to reveal a major archaeological dig.

SFX EVENT #5

TITLE: THE POWER OF THE ALTAR

ELEMENTS: 11. LED RUNES (ON ALTAR)

EVENT DESCRIPTION: Jules and Vincent approach the altar. As they step up onto the edge of the platform, the runes on the arch over the altar start to hum and glow.

SFX EVENT #6

TITLE: ACID PIT, PART 1

ELEMENTS: 12. SMOKE/LED EFFECT

EVENT DESCRIPTION: Vincent and Jules tiptoe carefully onto the platform. A loud "CLICK" is heard, followed by a scraping of stone on stone as the trap door

slides open (Sound Effect). Smoke, green light and the ghastly bubbling sound from the pit cannot compare to the sheer horror in Vincent's scream as Jules pulls him back from the edge. The pit closes as Jules and Vincent collapse in terror.

SFX EVENT #7

TITLE: PASSING THROUGH THE WATERFALL

ELEMENTS: 13. WATER CURTAIN

EVENT DESCRIPTION: The waterfall at the upstage cave entrance parts long enough for Smith and Lorna to make their way through safely.

SFX EVENT #6 (repeat)

TITLE: ACID PIT, PART 2

ELEMENTS: 12. SMOKE, LED EFFECT

EVENT DESCRIPTION: As Jules and Lorna fight, the trap door opens again (Sound effect). The toxic green glow and smoke from the acid bathes Lorna's back as Jules tries to force her into the trap. Lorna manages to escape.

SFX EVENT #8

TITLE: CRESCENT BLADE BOOBY TRAP

ELEMENTS: 15. THREE LARGE STEEL BLADES

EVENT DESCRIPTION: As Smith strides confidently toward the altar he barely avoids being sliced to bits by the three spinning blades.

SFX EVENT #9

TITLE: PNEUMATIC SPEARS

ELEMENTS: 16. SPEARS (6) HIDDEN IN STAIRS TO ALTAR

EVENT DESCRIPTION: Having somehow avoided death from the crescent blades, Smith turns with a cocky grin and starts up the steps and is immediately sent into a wild hopscotch to avoid the spears that are shooting upward out of the steps, threatening to impale him.

SFX EVENT #9.1

TITLE: HUGE ROLLING BOULDER

ELEMENTS: 17. HUGE BOULDER RELEASE

EVENT DESCRIPTION: Smith pokes and prods around the SR temple wall looking for the keyhole. He pulls a lever and a great rumbling sound is heard as the huge stone head of the idol at the SR wall begins rolling toward Jules who has been watching from the ledge. Jules runs, but falls and is run over by the boulder.





SPECIAL EFFECTS EVENT DESCRIPTIONS (PAGE 2 OF 2)

SFX EVENT #10

TITLE: THE POWER OF THE TEMPLE

ELEMENTS: TRAP DOOR, 20. CO2 SMOKE, 19. SPARKERS, LED'S

EVENT DESCRIPTION: Smith locates the keyhole by the waterfall and inserts the dagger. As he turns the key, the altar suddenly comes to life, awash in the glow of sparks and flames as well as alien lights. An Inca Guardian appears in the smoke, brandishing a huge sword.

SFX EVENT #11

TITLE: THE SUMMONING

ELEMENTS: 19. SPARKERS, 21. ALTAR FLAME UNITS, 20. CO2 SMOKE, 23. RAPID FLOOR LIFT "TOASTERS"

EVENT DESCRIPTION: The Guardian spreads his arms wide and raises them quickly into the air. Fire surges from the altar, followed by smoke as thunder erupts from the temple and two Inca warriors explode from the altar platform.

SFX EVENT #12

TITLE: FIGHTING WITH FIRE

ELEMENTS: 23.1 FLAME CANNONS, SMALL

EVENT DESCRIPTION: Lorna and the Guardian are involved in an epic sword-fight. Lorna is gaining the upper hand when the Guardian uses magic to create flames that shoot up from the ground and the steps. With Lorna now on the defensive, the Guardian pursues her mercilessly up the steps and out onto the rock ledge.

SFX EVENT #14

TITLE: VINCENT'S REMINGTON

ELEMENTS: 25. PYRO BULLET HITS

EVENT DESCRIPTION: Smith has just defeated Warrior 1. He strikes his trademark pose just as Vincent starts firing at him with the Remington. "Bullets" hit the scaffolding all around Smith, who quickly grabs a rope and wrist-rappels into the back of the jeep.

SFX EVENT #15

TITLE: OUT OF THE FRYING PAN

ELEMENTS: PYRO, 27. EXPLODING TRUCK HOOD, 27.1 SMOKE

EVENT DESCRIPTION: Smith rappels into the back of the jeep, seeking cover from Vincent's rifle fire. Vincent takes two steps closer to the jeep, aims carefully and fires. The bullet causes the jeep's engine to explode, blowing the hood open. Smoke pours from the smoldering vehicle as Smith makes his escape.

SFX EVENT #16

TITLE: FIRST STRAFING VOLLEY

ELEMENTS: 29. PLANE MOVE, 29.1 HAZER, 30 OXYPROPANE MACHINE GUNS, 31. H2O BULLET HITS

EVENT DESCRIPTION: As Lorna struggles with the Guardian, Smith taxis the plane closer and fires the machine guns, causing everyone to duck for cover as bullets rip up the temple, the ground and the scaffolding.

SFX EVENT #17

TITLE: SECOND STRAFING VOLLEY W/EXPLOSIONS

ELEMENTS: 30 OXYPROPANE MACHINE GUNS, 31 H2O BULLET HITS, PYRO, 32. BARREL LAUNCHERS, 33. FLAME CANNONS

EVENT DESCRIPTION: Smith fires again, desperately trying to distract the Guardian who is trying to knock Lorna off the ledge. This time, he manages to pierce and ignite a pile of fuel barrels. The resulting explosion sends flames into the sky and barrels flying thirty feet in the air.

SFX EVENT #18

TITLE: FIREBURN AND WELL EXPLOSION

ELEMENTS: 33. FLAME CANNON, 34. WATER CANNONS, PYRO

EVENT DESCRIPTION: In the fuel explosion caused by the second strafing volley, Warrior 1 catches fire. He runs to the well and falls in. His scream echoes as he plummets downward until...a huge explosion of water blasts out of the well.

SFX EVENT #19

TITLE: PRE-FINALE SEQUENCE

ELEMENTS: 19. SPARKERS, 36. WALKING FLAMES, 37. ALTAR ARCH BURN, LED'S, SMOKE, PYRO

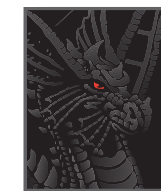
EVENT DESCRIPTION: When Prescott enters the temple, the altar starts to glow. The Guardian reappears and raises his arms to summon the full might of the Altar. Sparks, smoke and flame surge from the altar as his chant intensifies.

SFX EVENT #20

TITLE: FINALE TEMPLE EXPLOSIONS

ELEMENTS: EVERYTHING!

EVENT DESCRIPTION: There is a huge rumbling sound and Lorna and Smith are nearly knocked off of their feet. Small explosions are heard as the Guardian walks toward the temple entrance. He pauses to offer Smith a farewell salute and disappears into the cave. Smith returns the salute as the cave lights begin strobing wildly. Our heroes race to get farther away. With one final series of explosions, all the sparks and flames are gone and there is only silence.



STAGE PLAN

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COLOR	FOCUS	GOBO	TYPE	UNIT#	CHANNEL	CIRCUIT

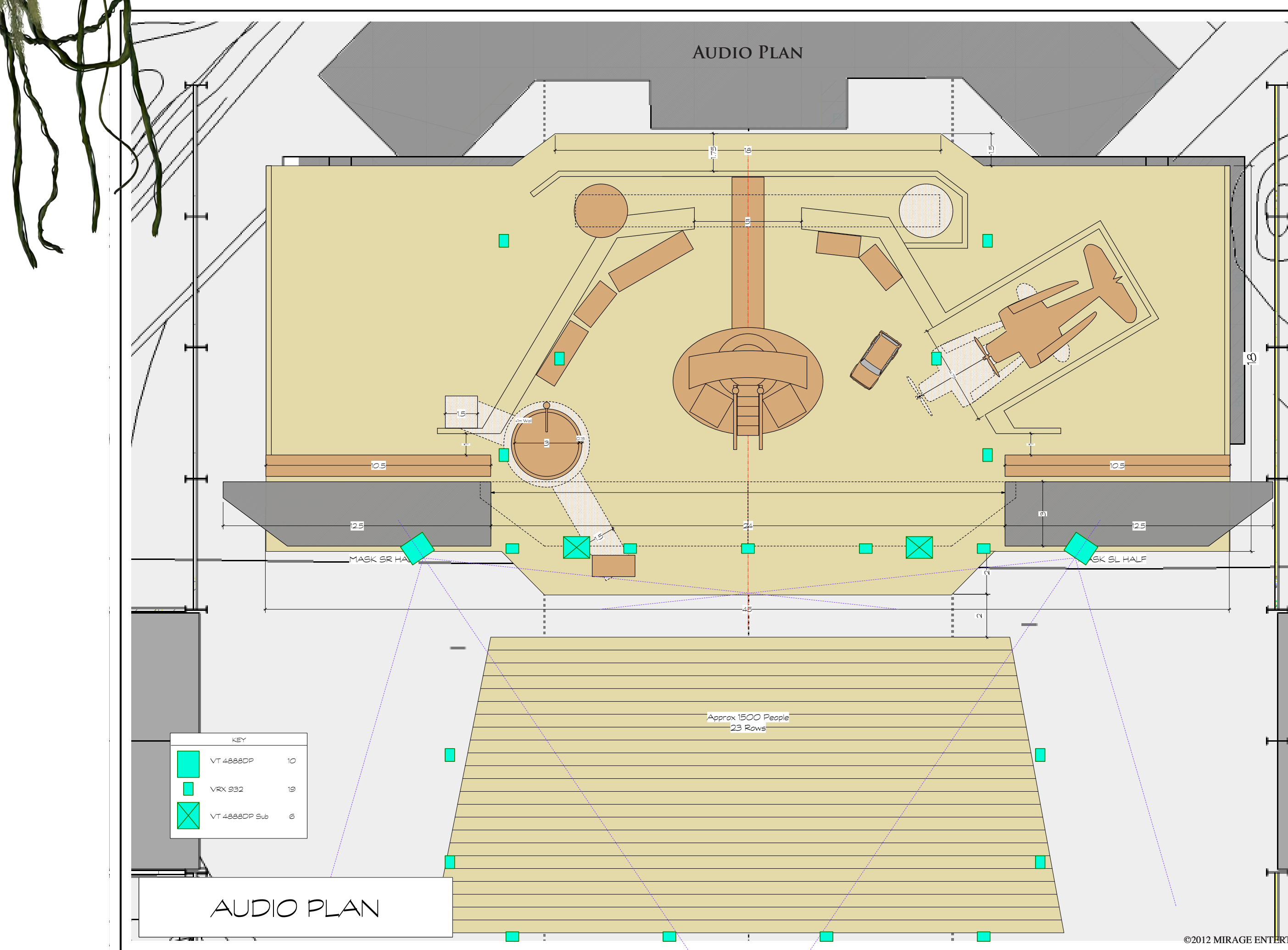


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KEY		
	VT 4888DP	10
	VRX 932	19
	VT 4888DP Sub	6

AUDIO PLAN

AUDIO PLAN

TITLARI Mirage Entertainment, Inc.		OKLAHOMA SMITH	
Version		Maxima Theater, Jaya Arco	
View		Jakarta, Indonesia	
Project		AUDIO PLAN	
Revised		Mars Resemid	
Scale		1:50	
Date		3/27/12	
Page #		2 of 4	

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COLOR	FOCUS	GOBO	TYPE	UNIT#	CHANNEL	CREDIT
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LIGHTING, VIDEO



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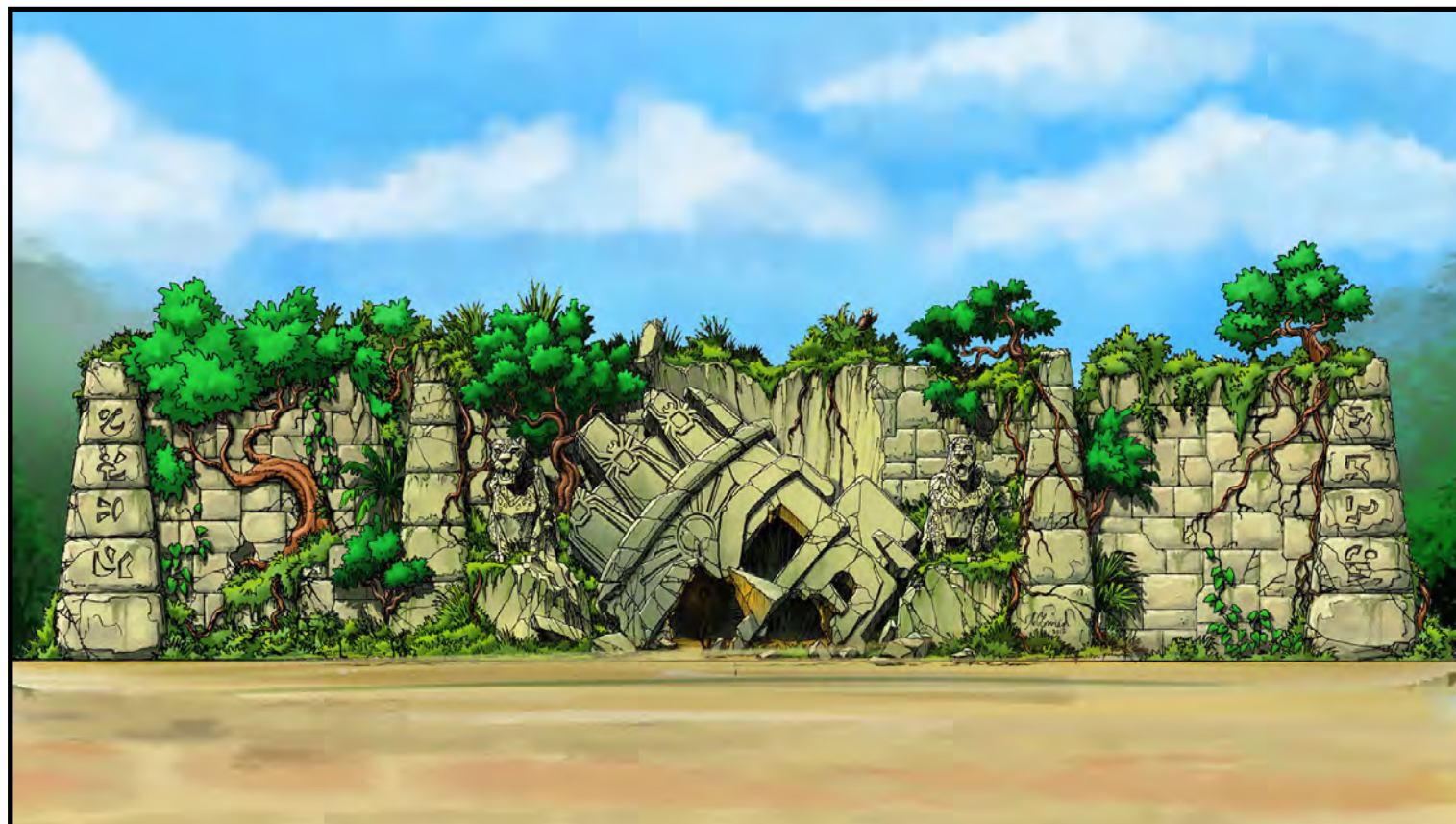
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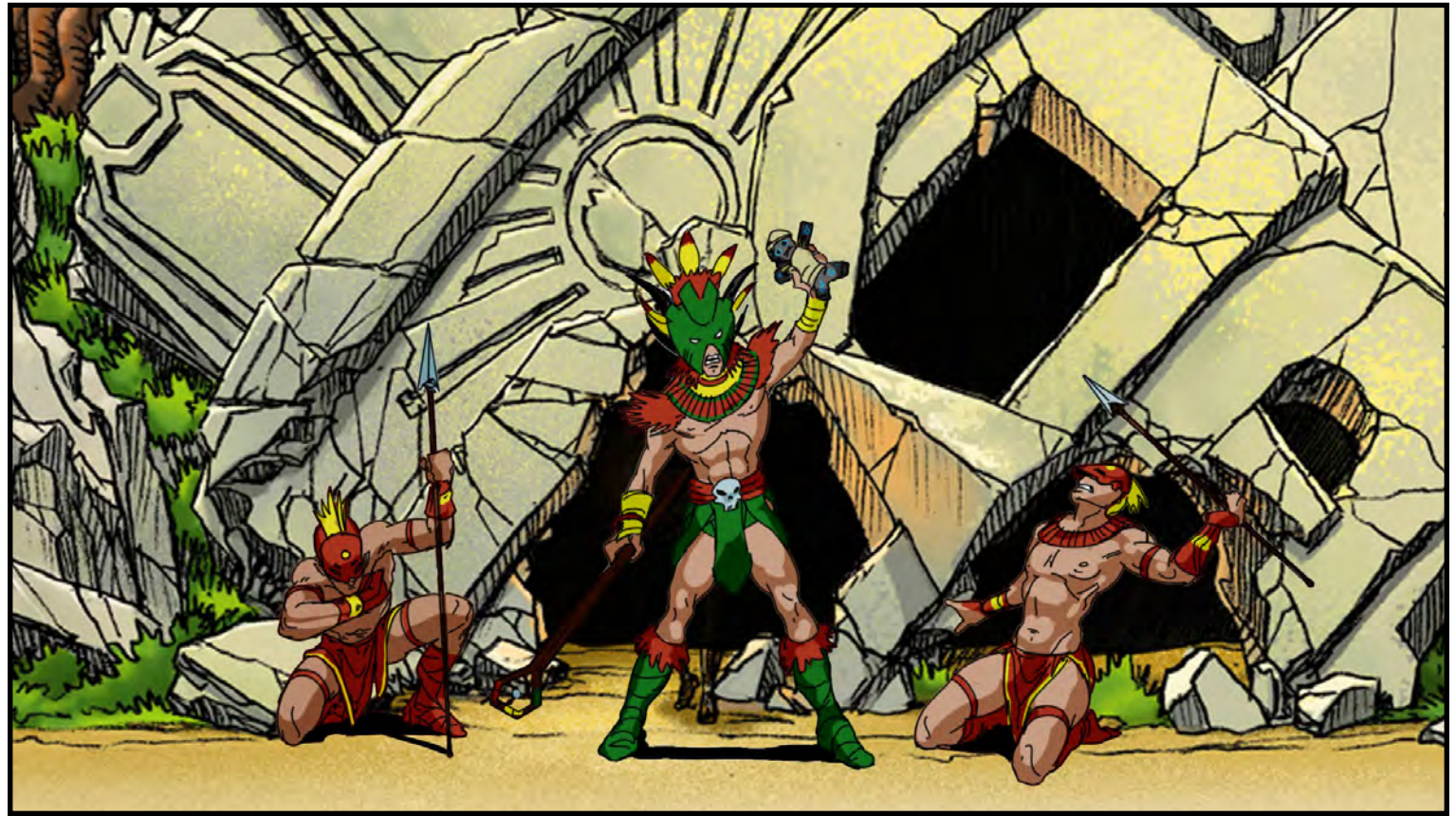
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#	Date	Revision	Writer: <i>George Engelhardt + Joe</i>
			OKLAHOMA SMITH
			Verbal: <i>Mixing Theatre, Jaya Andri</i>
			Visual: <i>JACQUES BONNET</i>
			Visual: LIGHTING, VIDEO PLAN
			Designer: Marc Rosenthal
			Sketch: 150
			Drawn: 3/27/12
			4 of 4

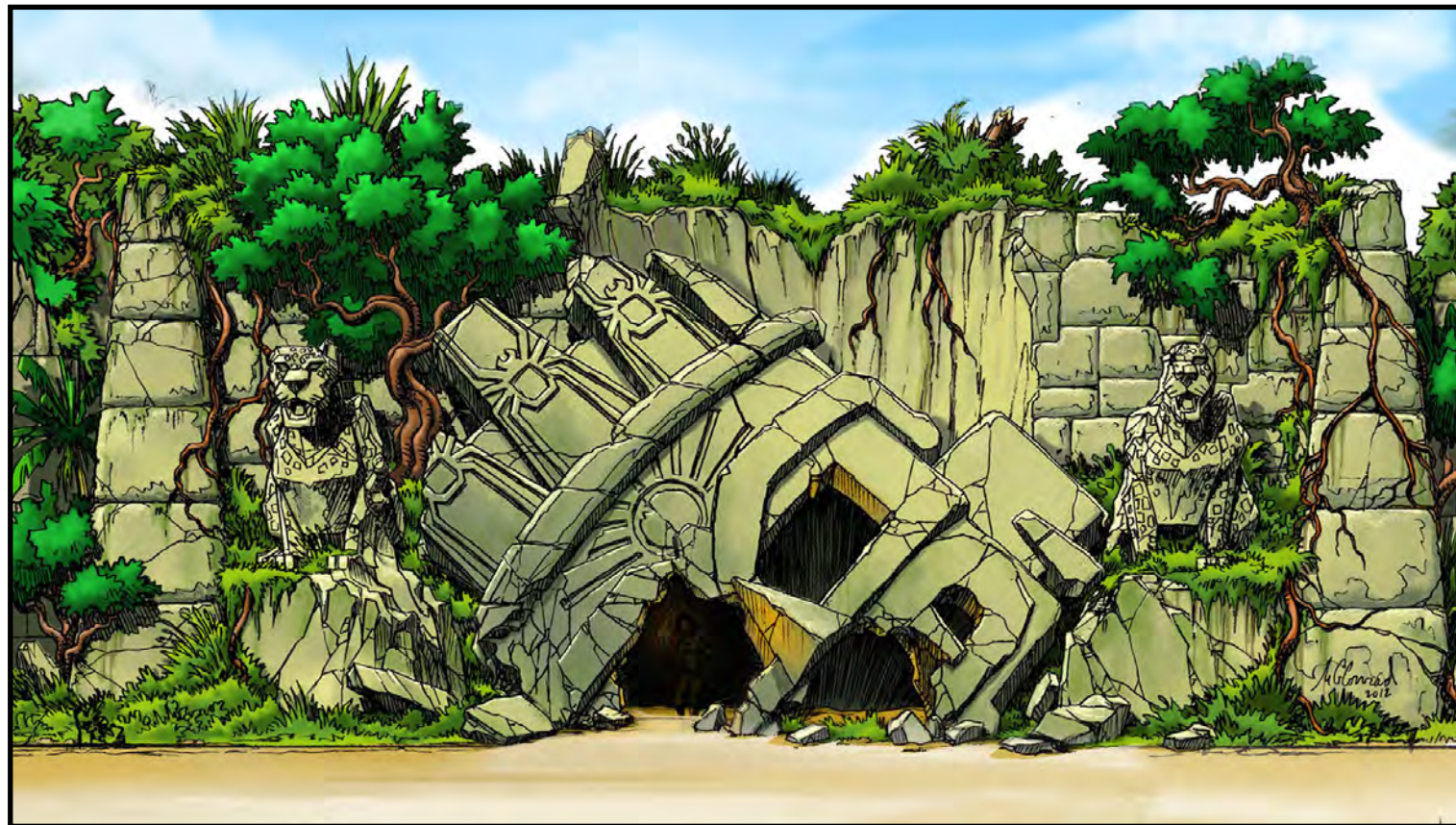
OKLAHOMA SMITH

AND THE TEMPLE OF FIRE



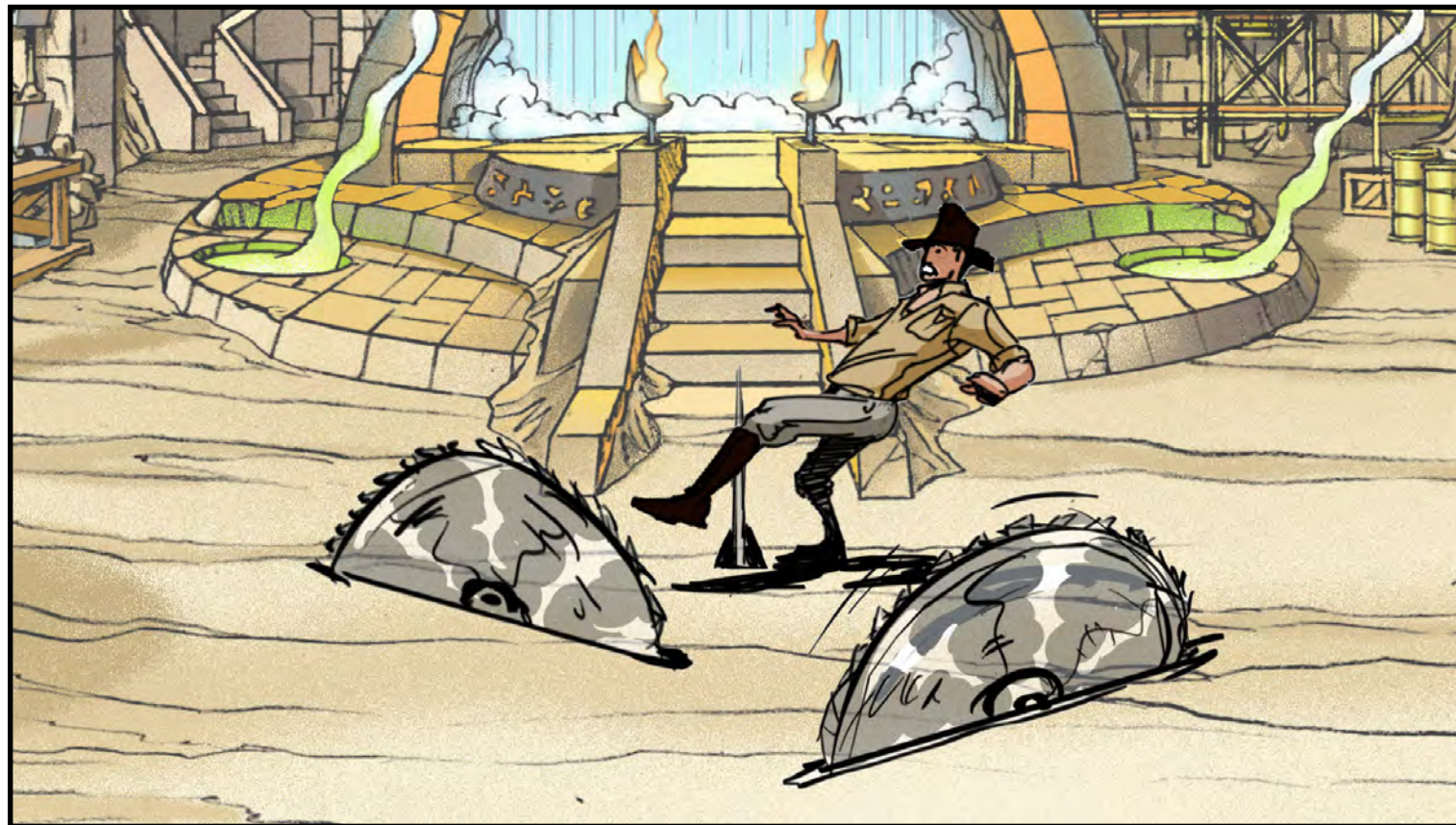


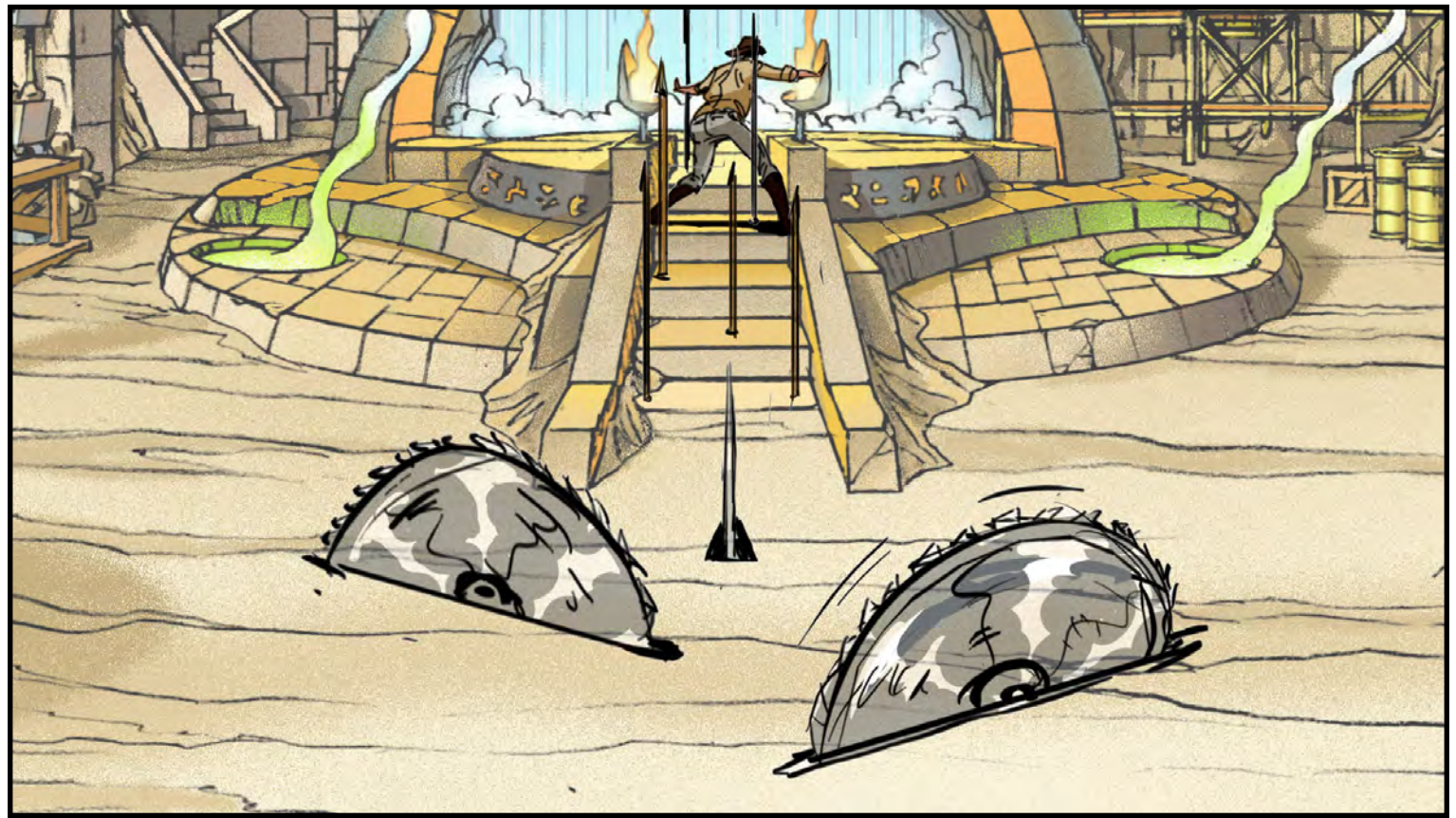




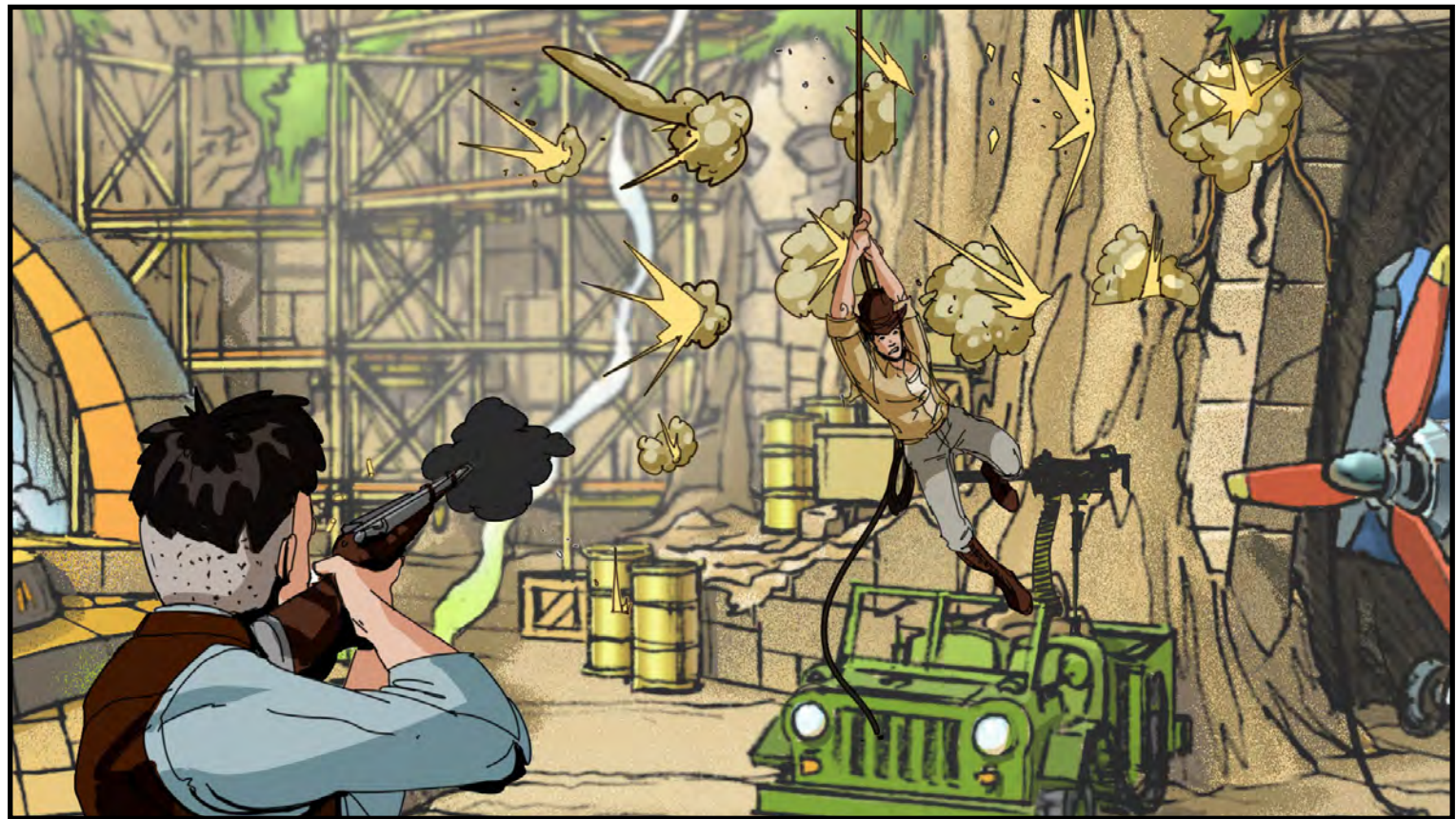


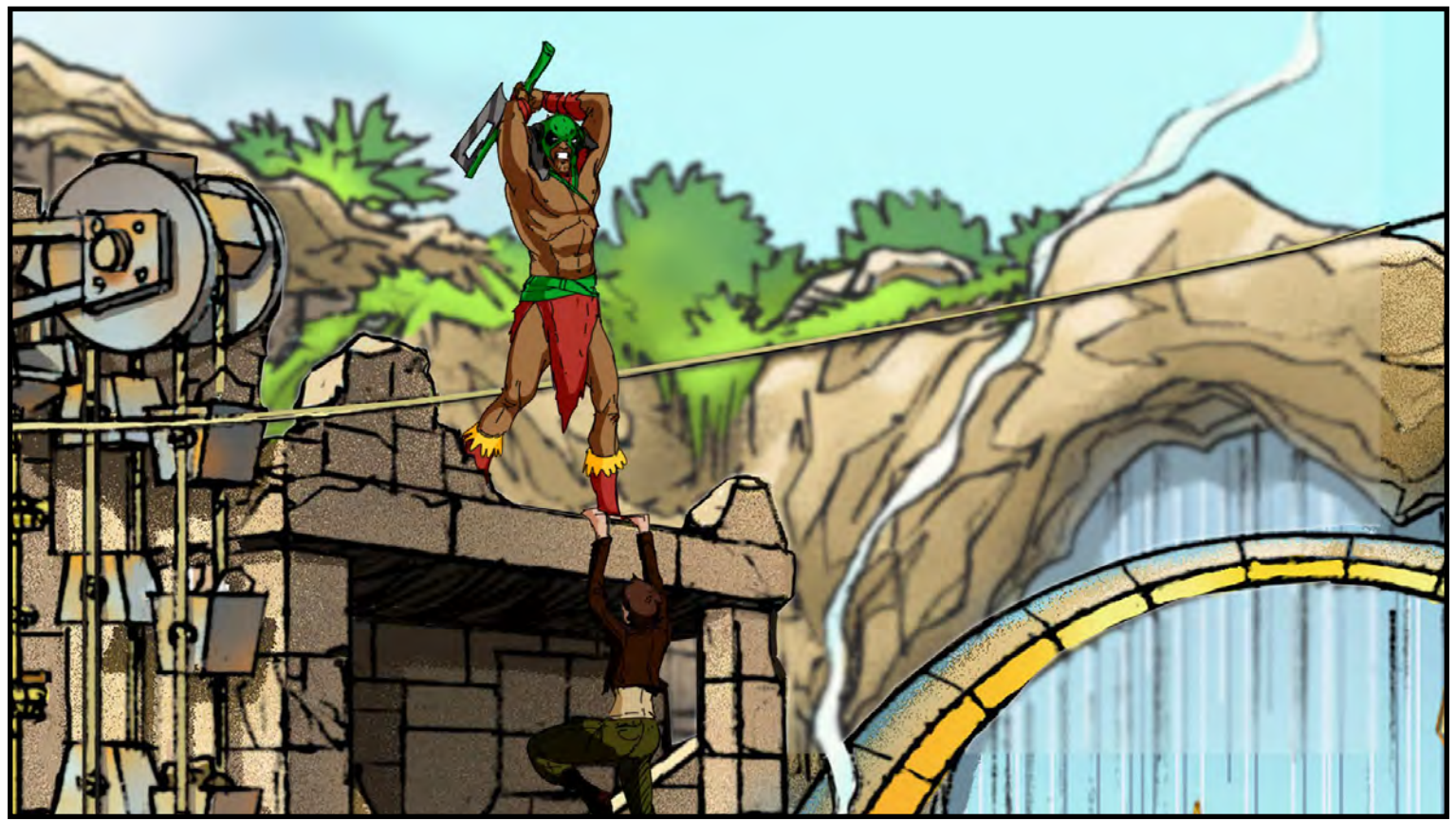
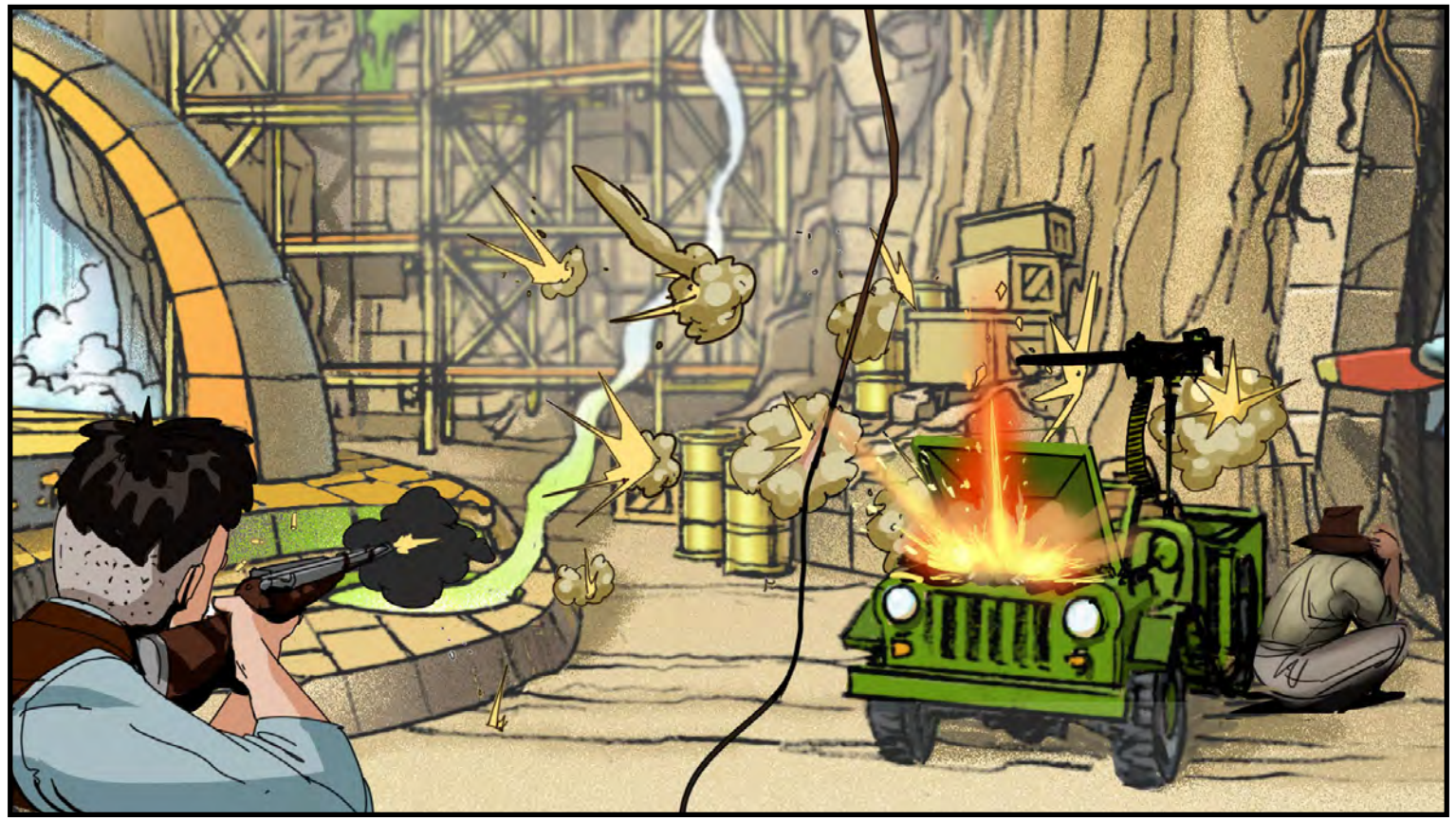






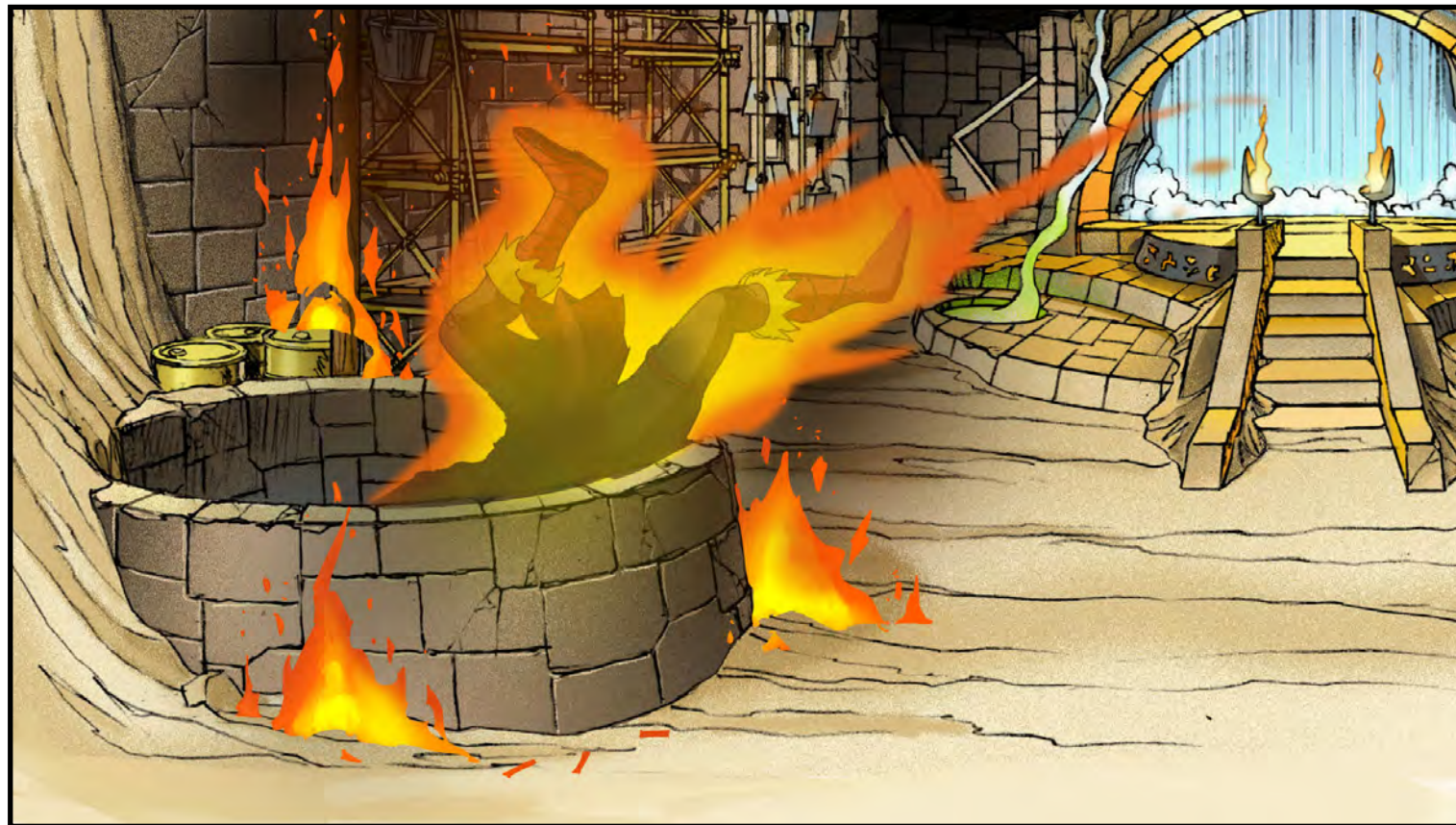


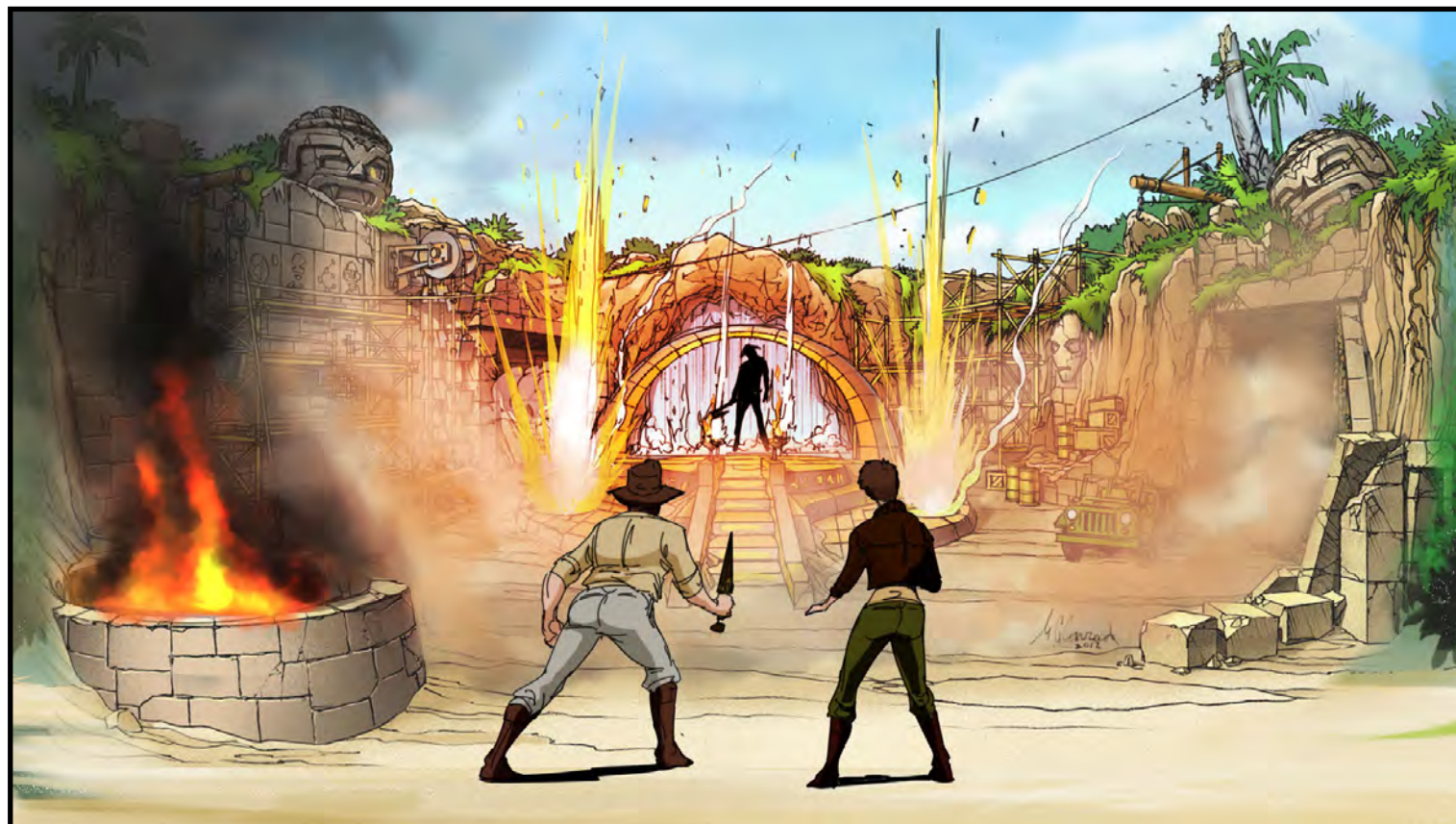


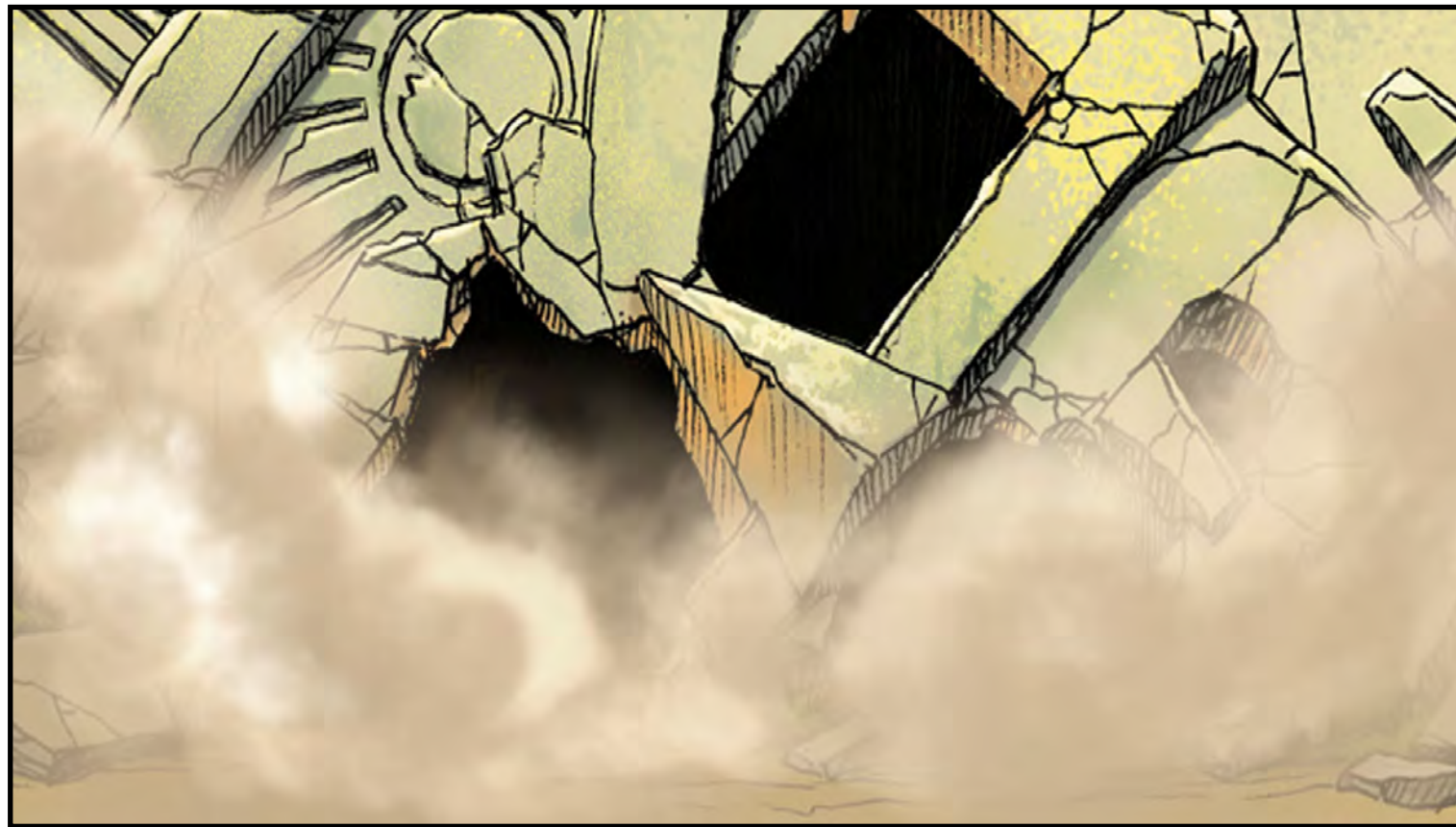














THE END





MIRAGE
ENTERTAINMENT

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