

ROAD RAGE: WASTELAND ESCAPE
The World's First Stunt Show Dark Ride

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PRODUCTION SCRIPT
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// SC Q1 //

EXT. ENTRANCE - THE FORTRESS

Guests approach THE FORTRESS, a large brutalist styled factory of some sort that has been repurposed to serve as the central base for a ruthless band of apocalyptic marauders. There is a giant sign, built in iron with big metal backlit letters that read, "ROAD RAGE: WASTELAND ESCAPE." Leading up to the opening there are several banners hanging from rusted poles that proclaim, "Brother Blaze's Fortress Arena: Home of The Inferno Bar and The Hellfire Race."

// SC Q2 A //

INT. ENTRANCE HALL - THE FORTRESS

The Fortress has been created in and around an early 20th century factory that has been re-purposed into a barter's market, outpost, casino, sports book, and bar. This post-apocalyptic refuge is a den of questionable activities, inhabited by a group of dangerous thugs, street vermin, and mercenaries. Their kluged-together uniforms seem to be based on the remnants of armies long past; with a variety of epaulets, braided arm bands, and miscellaneous medals of honor from some long-forgotten wars.

// SC Q2 B //

INT. QUEUE - THE INFERNO BAR SPEAK-EASY

Continuing through the space we see now that the converted metro station has been transformed into a make-shift casino and cantina bar filled with "antiquities" of a by-past era. Old slot machines, wheels of chance, a collection of automata, and a seedy looking bar with shelves of different shaped bottles of multi-colored liquids, each one looking deadlier than the next.

The queue line weaves around the bar before moving into large circular arena.

// SC Q3 //

INT. QUEUE - THE FORTRESS ARENA

As guests move from the bar, they immediately precede down a ramp that goes around an open space. Blaze's Banners encircle the room. In the void below there is small round stage where we see, MAJOR DOMO, (a live actor,) an emcee of sorts addressing the crowded room.

Guests make their way down into the center of the arena where Major Domo publicly sorts and directs the groups into one of the two exits. Lighted signs flash over the two exits from the arena. Each exit has a sign over it:

"RABBITS: THE CHALLENGERS" and "SPECTATORS: TO ALL VIEWING SECTIONS"

MAJOR DOMO
(adlib examples with
guests)

Ahh welcome you look like a nice family.
VIPs for sure... this way, this way.
Did I hear you right? Challenge? You want to
challenge Brother Blaze? Let's hear it
folks... this way then!

What are those?
(points at shoes)
Looks like un-lucky rabbit feet to me. This
way!

Look here, Look here. We are in the presence
of royalty. Your special viewing is right
this way your majesty.

// SC Q4 A //
INT. HALLWAY – THE LOCK-UP

No matter which exit is chosen for the guests they find themselves in a precarious situation. As the guests move through the doors, they are then ushered down a hallway towards prison cells. FORTRESS GUARDS help to move people into the cells quickly and efficiently. They speak with verbal orders and information:

The FORTRESS GUARDS poke at them with the batons and taunt them forcing them into the prison cells.

FORTRESS GUARD
Don't try to escape, Rabbits. You're all
going to be chew toys for Blaze's enjoyment.

Laughing the FORTRESS GUARD slam the prison door shut.

// SC Q4 B //

INT. ESCAPE CAGES - ACTIVITY CELL

Six guests are placed in each cell, the door behind them closes and locks.

Within each holding cell, or escape cages, are crude metal signs with etchings that illustrate a rudimentary diagram of a puzzle-like activity that if performed correctly will release guests from the holding cell. Each cage has its own puzzle or activity, and each are different than the others. Each cell requires some sort of 'team work' to complete the task and escape.

After a few moments they hear something above them moving about in the shadows.

Their attention is drawn to someone moving about on a catwalk system located over the six holding cells. A shadowy figure in a hood and cape is overhead peering down into the cell. The figure moves into the light, it is SPARROW a resistance spy sent to help.

SPARROW

(urgent whispers)

Hey! Up here! Listen. I'm here to help you escape. But first things first. We gotta bust you out of this cage!

SPARROW, backlit, moves back and forth on the catwalk system to "help" and encourage guests to figure out the riddle and get out, and to instruct guests to get out and to assist and instruct those who do not understand the illustrated instructions as needed. If at the end of a predetermined time guests do not complete their escape, Sparrow will 'help' by releasing them.

Whether guests figure out the puzzle on their own, or with the help of Sparrow, the sounds of mechanical gears, and clanking signal that the door before them have been unlocked. Sparrow urges forward.

SPARROW

(urgent whispers)

Finally, you're free. We have a plan to help you escape to The Last Oasis. My friends, members of the resistance, are waiting to help you. We have gyro tanks waiting for you there. Go! Go now!

Having been freed from the cages, guests find themselves at the entrance to an abandoned metro station. The muddled sounds of a cheering crowd can be heard overhead. The chants and roars of a barbaric crowd awaiting gladiatorial combat.

// SC Q5 / SC 01 //

INT. ABANDONED METRO STATION - RIDE LOAD

Guests make their way to the loading area in the old underground railway station, it's magnificent to the eyes, a spectacular setting. Long forgotten, it's now a hidden route in and out of The Fortress used by the resistance. RESISTANCE FIGHTERS (ride operations employees) await to assist guest in boarding the Gyro Tank.

RESISTANCE FIGHTER

(an urgent and loud
whisper)

Welcome, welcome. Get onboard. We'll get you out of here.

He helps them get on their seat, and ensures all safety restrains are fastened, during the hold sequence VULTURE, a key member of the resistance, speaks to the escapees over the Gyro Tank's speakers.

VULTURE (V.O.)

(in hushed tones)

Okay! Everybody on! Don't talk. Don't sneeze. Try not to even blink. There are ears everywhere in here. One wrong move and we're all dog food. We probably only have a minute or two until they realize you've broken out.

These old GYRO TANKS aren't ideal, but they should do the trick. Once we get out of here, I'll guide you to the rendezvous point with RAVEN.

After the hand-off, follow her to the LAST OASIS. You should be safe there, at least for a little while.

The vehicle takes off with a bump and a glide forward. As it takes off, we hear the voice of the VULTURE again through the on-board audio system.

RIDE STARTS:

VULTURE (V.O.)

Welcome aboard APOCALYPSE AIR. Please ensure that your seatbacks are in the upright position and your tray table are stowed. It's gonna be a bumpy ride.

RAVEN, are you in position?

RAVEN (V.O.)

All clear outside.

Our loaded vehicle departs the load station and is moving through the abandoned metro tunnel. We turn into the service area for the subway system to see the large doors of a mechanical vault before us.

VULTURE (V.O.)

We're heading into the vault now.

// SC 02 //

INT. MECHANICAL VAULT

After we've entered the vault we stop just before two giant metal doors.

VULTURE (V.O.)

Alright. I'm gonna remotely hotwire the vault door. Pray this goes better than last time.

Commencing power surge... NOW!

Please work, please work, please work.

We hear the loud sound of giant breakers being thrown. We see and hear the surge of electricity chase up the wires on each side of vault doors. The current races towards the top center of the doors towards a junction box. When the electricity hits the junction box, sparks fly from the box, and the sound of a large lock releasing is heard, as the doors open with a big metal clank.

VULTURE (V.O.)

We're in! Easy as cake.

// SC 03 //

INT. SPEAKER-LINED CORRIDOR

The ride vehicle lurches forward into the dark until we see a pair of red eyes glowing in the distance. We are face to face with a truly hideous FLAGMAN. A live actor who is standing on a platform high above us, one that bridges over the ride track. He is right in front and above us as he greets us in a high-pitched shout. He sounds positively insane:

FLAGMAN

Cake? Rabbits will not eat cake.

VULTURE (V.O.)

It's an AMBUSH!

The lights come up almost blinding us, and in that moment, we are blasted with SOUND from a wall of speakers and assorted horns to the right and left of us!

FLAGMAN

No. Rabbits will not SNEAK.

Rabbits will not ESCAPE.

Rabbits will RACE!

RABBITS WILL RUN!

The HELLFIRE RACE has BEGUN!

(Maniacal laughter)

Adding to the chaos a steam whistle blows and the FLAGMAN leaps out at the riders (harnessed to a flying rig), it seems as if he will leap into the Gyro Tank. He holds the facing skull flags and lifts them above his head. He brings them down quickly!

We can see the flagman through the smoke as he continues to laugh, returning to his station.

VULTURE (V.O.)

I'm so sorry! At least you'll go down

trying! Raven, they're under your wing now!

It's all up to you!

Heavy hitting music kicks in with a pulse. The vehicle shoots forward, with a set of strobe lights and compressed air hitting riders in the face. As that happens, the gyro tank spins and spins into the desert where we wind up racing forward at a fast and furious pace!

// SC 04 // MEDIA SEQUENCE 1 //
EXT. DESERT FLATS – DUSK (IMMERSIVE 4D SCREEN)

Once we regain our vision we blast off down a rolling sand dune into the flats of the desert. In the distance we see a car racing along the horizon towards us. It is Raven, the Dust Devil, in her Speeder (THE INTIMIDATOR) who immediately greets us. She tells us to follow her, but just then the pack of Desert Dogs catch up to us. Several of the Dogs surround us in various vehicles zipping in and around us.

RAVEN

Do exactly what I say and you might have a chance! Okay? Now throw it into overdrive!
Go! Go! Go!

One speeder pulls up to us on our left, then slows down to ram us.

DESERT DOG HENCHMAN 1

Welcome to the Highway to Hell!

He gives us a nudge, and our vehicle shimmies and shakes from the speed and the hit. The Dogs car veers away from ours and comes back in for an even bigger hit. However, just before he can make contact with us The Intimidator comes between us and absorbs the brunt of the blow. Raven quickly forces the attacking car into a rock structure causing a deathly impact.

Another Desert Dog vehicle comes in front of us. This vehicle has three Dogs riding on the back of the car with several exploding lances.

DESERT DOG HENCHMAN 2

It's time to wreck and roll!

The Dogs throw the lances at Raven's speeder, but she is able to evade them. However, she falls behind us in the chase. One of the Dogs takes aim at our vehicle and the lance zoom past us. A different Desert Dog rises up from the vehicle, looks up to the night sky and begins to howl.

DESERT DOG HENCHMAN 3

Behold, the age of the Car Wars!

He then grabs a lance by two hands and leaps onto the hood of our car. The Dog is about to thrust the exploding lance into our car when The Intimidator zips back into action and rams our car.

This causes the Dog to lose balance and fall. The lance flies back towards his vehicle and it explodes. The Desert Dog falls under our car and we feel the thud as we run over him.

Temporarily clear of the chasing pack, the Dust Devil makes a hard left into a desolate tanker ship graveyard sitting on the dry desert sand that we are quickly approaching.

RAVEN (V.O.)

I really can't stand these guys. Quick! This way!

We attempt to follow her but not before one of the exploding grenade poles hits directly in front of our vehicle causing us to spin out as we slide into:

// SC 05 //

EXT. APOCALYPSE LANDING - TWILIGHT

Recovering from the spin we find ourselves speeding between two large desolate tanker ships; flanked by containers and loading cranes, the sound of pursuing vehicles can be heard gaining upon us.

RAVEN (V.O.)

I'm going to scout ahead. Hold tight. I'll meet you on the other side!

The vehicle lurches into high gear causing us to tilt back with the acceleration. From this viewpoint we now see several desert dogs gathering on the ship attempting to stop us.

As we zoom past them, the Dogs aggressively slide down the make-shift catwalks that line the old tanker howling like wolves.

We dodge dog after dog as we race forward the end of the narrowing ship graveyard.

In the far distance (represented by a projection upon a cyc), we see a massive toxic vortex storm approaching rapidly! A desert dog, THE WEATHERMAN, stands atop the a barricade yelling to his comrades to take shelter from the approaching storm. At the same time in a last ditch effort to capture us a dog speeds down and ramp and lunges towards us on a motorcycle.

RAVEN (V.O.)

Look! On the horizon! Head towards that toxic storm! It may be our only hope for getting through the gauntlet alive!

(at Motorbike)

No training wheels! Very impressive!

WEATHERMAN

(yelling)

INCOMING, GET DOWN!

The toxic green dust envelopes our vehicle as we hear:

// SC 06 // MEDIA SEQUENCE 2 //

INT./EXT. TOXIC VORTEX – NIGHT (IMMERSIVE 4D SCREEN)

RAVEN (V.O.)

This is gonna get worse before it gets better! Just try not to breathe.

The vortex bears down on us, whipping winds blast the vehicle. We get caught up in the fury of the toxic vortex. This is an other-worldly storm, a mixture of lighting, thunder, wind funnels, sand, and brilliant flashes of a toxic chemical green hues. Our speeder is whipped around barely keeping its wheels on the ground. The pursuing Desert Dog vehicles aren't so lucky. We see several of them giving chase to Raven's Intimidator then being sucked up into the funnel of swirling toxicity. Their bodies being flung around like rag-dolls, and speeders being tossed like toys set on fire. Then Raven's speeder is consumed by a cloud of sand and lighting.

Without a moment to process what may have happened to our heroine we are startled by the sound of an air horn coming from within the spinning vortex. As if defying the wrath of nature Brother Blaze emerges from the same cloud that consumed Raven. He is riding atop his monster truck speeder. Like a demonized Roman soldier at the reigns of his chariot Blaze points his harpoon gun towards us...

BROTHER BLAZE

The jaws of fate are upon you now!

He fires. The harpoon snares our vehicle and we feel the drag and pull of his powerful monster truck upon us. But just then a gigantic vortex collides with us and pulls both our vehicles into its funnel.

Entangled with Blazes' monster truck we begin to spin around inside the whirlwind together. Lighting, thunder, and the full strength of the toxic vortex are unleashed upon us. We cannot tell which way is up as we twist and turn.

RAVEN (V.O.)

Always so dramatic, Blaze! Loving the new mask, by the way. Very warlord-chic.

Continuing to spin together in the vortex. Blaze clearly agitated leaps out of his speeder, then onto the hood of our vehicle. Blaze rips off his mask to show his hideously deformed face and then he screams as he readies to throw his trident.

BROTHER BLAZE

(to RAVEN)

Take it!

(to GUESTS)

Face your doom!

As he raises his trident a bolt of lightning strikes the chain connecting our vehicles. We see the electricity flash over Blazes exposed face. Our speeders shake with intensity as the electrical charge surges through them. Blaze lets out an agonizing yell.

BROTHER BLAZE

Noooo!

Our vehicle drops from the sky spinning as the vortex dissipates. Everything is strangely and suddenly calm.. The storm appears to be over, as we hear the thunder rumbling in the distance. Our engine turns over, and we rev up to continue our escape. We drive past a sign blowing in the wind and dust that reads Dogtown.

// SC 07 //

EXT. DOGTOWN - NIGHT

Moving towards this post-apocalyptic oil refinery, we see the crudely assembled archway that resembles a dog.

RAVEN (V.O.)

Not Dog Town. I think we were safer in the storm. Anybody see a doorbell?

Dogtown is collection of buildings, oil tanks, station pumps, and a smattering of barrels, old vehicles, and assorted gas and

oil related elements. It's a dirty place, broken down and mostly deserted.

BROTHER BLAZE (V.O.)
 (over a loud speaker)
 Look boys! I've brought you some fresh meat!
 Sick 'em!

RAVEN (V.O.)
 Floor it! Duck!

A barrage of bullets fly past our heads (Air-streams).

RAVEN (V.O.)
 Guns in a refinery!? Are you insane?!

A desert dog manning a crude Gatling-gun pops up behind a turret and begins blasting away at us. The machine gun fire erupts causing all manner of sparks and hits. We zoom off accelerating through the oil barrel lined streets.

We maneuver through the old refinery dodging exploding barrels and whizzing bullets that fly past us ricocheting off the steel tubes and pipes of the refinery. Some bullets pierce barrels of crude oil which then spill out oil over the roadway causing us to slide and swerve out of control.

Bullets fly past us striking barrels of fuel which explode everywhere around us. We turn and swerve, zigzagging through the refinery narrowly missing one explosion after another.

Our vehicle swerves to miss the hail of bullets that whiz by our heads sending us straight into a pool of spilled oil from a bullet ridden barrel of crude.

RAVEN (V.O.)
 Those barrels are filled with
 oiiiiiiiiiiiillll!!!!

We spin out of control in total darkness.

Just then we hear the terrorizing familiar sound of an air horn blasting at us. We see Blaze's war machine appear out of the darkness, lights shining, wheels turning, as it lurches towards us. He rams our gyro tank and sends us spinning in the opposite direction.

RAVEN (V.O.)

Close one! We need to get outside. This place is a deathtrap!

We smash through the doors of an old metal-siding warehouse and find ourselves skidding into..

// SC 08 // MEDIA SEQUENCE 3 //

INT. DOGTOWN WAREHOUSE – NIGHT (IMMERSIVE 4D SCREEN)

Inside the massive warehouse of Dogtown we recover quickly and begin a chase through the warehouse with Brother Blaze hot on our trail.

RAVEN (V.O.)

Over there! I think I see a way out!

His Fire Demon comes right at us, guns firing the entire way. And his scarred and burned face and his demonic manner is fierce and frightening.

BROTHER BLAZE

The only way out is through death!

RAVEN (V.O.)

Thanks, but I think we'll take our chances with the door.

The warehouse, just like a concrete parking structure, has different levels with ramp ways that allow vehicles to change levels throughout the building. We weave in and out of the warehouse support beams, dodging refinery pipes and tubes, now and then changing levels, and crashing through crates and barrels. We are jumping and sliding as we are chased by Blaze in a heart-pounding car-chase sequence. We end up exiting the building in reverse because the way forward is blocked.

// SC 09 //

EXT. NUCLEAR WINTER CLIFFS – NIGHT

We are racing in reverse as we back away from the Dogtown warehouse leaving Brother Blaze and his rig behind burning in the warehouse. From this side of the warehouse we find ourselves surrounded by snow covered rock formations.

RAVEN (V.O.)

I think we got him!

COMPUTER VOICE
Target position acquired.

RAVEN (V.O.)
Maybe not.

// MEDIA SEQUENCE 4 //

EXT. CLIFF EDGE ABOVE – NIGHT (4D SET EXTENSION SCREEN)

The sound of a chopper is heard, and then we see it (on a 4D set extension screen) above us.

We see a one-man chopper rising over the warehouse!

BLAZE
(over the choppers
exterior speakers)
I declare hunting season officially open!
Now who's up for some target practice?

Suddenly two missile wings flap down and the systems light up. The siring beeping is heard, but at the same moment we can see The Dust Devil's Intimidator driving hard and fast up the ramp to the roof of the warehouse; madly trying to catch up with the chopper. She bravely jumps onto the chopper and begins to engage Blaze in a struggle for control of the helicopter.

RAVEN
Reverse! Full Throttle! Get out of here!
Incoming!

Blam! The first missile fires!
It's coming right at us, keeping pace with us, but then starts veering just above us to the left, then hits a rock formation with devastating force.

But then... Blam! The second missile fires, moments behind the first one. It is coming at us as well!

The chopper is diving up and down and tilting in the distance - clearly there's a fight going on...

As our vehicle continues moving backwards, the missile heads over our heads just as we pass under a rock archway (physical set) and (off camera) hits a arch. Debris shoots at us, wind hits us, and a strobe light blasts our eyes in the moment of impact.

The last thing we see is before the strobe is the chopper tilting left and right as it zooms up and then heads over us as well.

At the same moment our car spins from the impact of the explosion, and we hear the loud sound of the chopper going over us we go spinning. We are again facing forward just in time to see:

// SC 10 // MEDIA SEQUENCE 5 //
EXT. CLIFFS - NIGHT (IMMERSIVE 4D SCREEN)

Our Gyro tank is tendering on the edge of a cliff!

The chopper zooms in from the right and hovers the vast sky in front of us. The chopper is in trouble. We can see the chopper jerking and spinning. The battle for control of the helicopter continues between Blaze and Raven.

RAVEN

You're out of ammo, Blaze! What now? Write us a speeding ticket?

Just then, out of pure frustration, and screaming with a monstrous fury, Blaze leaps from the chopper towards our unbalanced vehicle.

RAVEN

Didn't see that coming!

Blaze raises a handheld harpoon pointing it directly at us!

BLAZE

You... will... Dieeeeeeeeeeeee!!!

He fires his weapon and the harpoon comes flying towards our gyro tank. The spear slams into the vehicle causing it to tip further over the cliff and fall.

We can see the river valley below and Blaze laughing manically as he pulls us down with him.

We fall towards the lush glowing green of the Oasis below. The land below rushes towards us, we are going to crash into the rocky riverbed with Blaze.

RAVEN (V.O)

I got you!

Suddenly, from above the chopper fires huge grappling cables at us. It hits our vehicle with a thud and grabs us. There is a sudden hard jerk to the vehicle, as we tilt up to see the chopper above us. We feel the gust of wind from the propeller blades and hear the roar of the machine. The battle-damaged chopper, smoking and on-fire, brings us in for a rough landing in the riverbed below. As we splash down into the river we feel the water on our faces.

// SC 11 //

EXT. THE LAST OASIS RIVERBED - DAWN

We drive down the riverbed. The beauty of The Last Oasis surrounds us. Strange native fisher men on stilts work the streams. Glowing lights, and the road we are on now seems to be water as well with sparkling points of light throughout it. The trees sway in the wind and fireflies dot the landscape. We hear the native music of The Last Oasis, a combination of tribal vocals backed by woodwind and percussion set to a gentle EDM rhythm.

A celebration for our arrival to The Last Oasis is happening as the natives welcome us.

RAVEN (V.O)

Wow! That was close one, but we made it. The Oasis is a place of peace. The tribe is an ally, and they'll take care of you as you recover.

// SC 12 //

INT. OASIS CAVERN - UNLOAD STATION

Our vehicle makes a final turn to find itself in the midst of a lush glowing cavern. Off to the side we see the crashed helicopter sitting among the lush cavern environment.

RAVEN (V.O)

Don't get too comfortable. We're gonna need you back in the fight soon. Today we won the battle, but the war rages on. See on the Road. Raven out.

// SC E1 //

INT. THE LAST OASIS CAVERN - EXIT

Guests exit the gyro-tank and head through the caverns of The Last Oasis. THE END.