

OLMECH CITY

A Land Guide by Cassie Volkin

Project Foundations

Land Theme

In Olmech City, cadets climb aboard giant, animal-like mechs to bring energy, water, and fun to a Mesoamerican future. As they connect with the friendly Olmechs on thrilling solarpunk adventures, cadets are also introduced to the art, language, and flavors of the pre-Columbian world. With a little imagination, technology meets mythology to create an indigenous city of tomorrow.

Style

Inspired by the art of Raul Cruz and Jorge R. Gutierrez, Olmech City is a Mesoamerican utopia powered by the sun, rain, and giant robots. The cycle of energy never stops, with light and water effects bursting from the buildings in response to the mechs and people around them.

The architecture emulates Mayan metropolises like Chichen Itza while infusing every structure with a balance of nature and technology. Vines crawl up the walls, turning any spare platform into a garden, and Mayan glyph engravings depict high-tech daily life with the Olmechs. Though the city is bustling and futuristic, it never loses touch with its cultural roots or the natural world.

Creative Goals

Guests don't just want to see giant robots, they want to pilot them. Every ride experience prioritizes direct contact with the Olmechs, both by riding them and by activating effects with them throughout the land.

Drawing from pre-Columbian history, this land performs a balancing act between respect for history and modern expectations. It offers a familiar entry point with tacos and pyramids while making space for lesser-known elements like chinampa gardens and Mayan hieroglyphs.

The key to a futuristic world isn't the technology itself, which tends to age quickly, but the idealism. Olmech City focuses on evergreen themes of energy abundance, harmony with nature, and cultural thriving to stand the test of time.

Land Story

When guests enter Olmech City, they become cadets recruited by Mayor Toani to help her and the Olmechs run their civilization. While the Olmechs have fun energizing the city, soaring and playing with the citizens as they please, a greater threat looms in the night sky. Zibalba, the exiled Olmech of the moon, lies in wait to steal Olmech City's power and plunge the world into darkness.

Characters

Toani

The mechanic-turned-mayor of Olmech City balances taking care of her mechanical friends and managing the city from her pyramid headquarters. Brilliant but stretched thin, she's recruited promising cadets from all over to help carry the load.

Huitli

The hummingbird-jaguar Olmech stands at the gates of the city, soaking up the sunlight with his solar-panel wings. As newcomers walk beneath his legs and into Olmech City, Huitli is the first to give them a warm welcome. This gentle giant is sleepy and easygoing, but when his team calls him for a mission, he'll defend the city at any cost.

Kukulcan

The feathered-serpent Olmech flies joyously through the air, bringing water to everyone who needs it. Easily excited, Kukulcan rushes into things without a second thought, and no Olmech or human is fast enough to stop him. His friends simply do their best to keep up!

Poca

The iguana-monkey Olmech is responsible for all of the city's plants, but her real love is playing pok-a-tok with her human friends. While the lake gardens and leafy terraces flourish, Poca tells jokes and pulls pranks on her fellow Olmechs. Even when the fate of the world is at stake, Poca retains her sense of goofy humor.

Xolo

The axolotl-dog Olmech defends her city from the top of the pyramid, watching for potential threats. The most serious of the Olmechs has fought Zibalba before, and she knows better than to let her guard down. Rather than mingling with the civilians, Xolo keeps close contact with Toani and the sentry drones, always ready to lead Team Olmech into battle.

Zibalba

The bat-crocodile Olmech was created to lead scientific research on the Moon, but she grew jealous of her siblings on Earth and betrayed them. Zibalba lives in exile, devising plots to overthrow Team Olmech and take control of the planet. Most recently, she has discovered how to steal the sun's energy, which would not only weaken Olmech City but give her the power to destroy it.

Locations

Olmech Market

This bustling covered market offers Olmech City's finest clothes, toys, and other wares.

Chuah's Chocolates

A cacao tree sprouts from the roof of this confectionary conservatory, where practitioners artfully craft chocolate treats from traditions old and new. Cadets are invited to try spicy hot chocolate, Olmech-shaped chocolate bars, or even cacao fruit itself.

Hunahpu Bros. Tacos

This quick-service concession stand serves Tex-Mex favorites for every pok-a-tok match. The Hunahpu brothers, retired champions of the game, keep their team banners on the walls and balls under the counter, always ready for a rematch. Spectators can eat on the stadium stands, watching Pok-A-Tok Rockers spin by.

Calendar Springs

Around the intricate circular engraving of a Mayan calendar, water leaps from the ground, sprinkling passersby at random. Every half hour, the springs surge together in a musical pattern to mark the time.

The Three Sisters

Between the pyramid's leafy terraces and a lake of floating gardens, the Three Sisters restaurant showcases the wonders of Mesoamerican agriculture. From the plentiful windows, diners watch maize, squash, and beans growing in the gardens, and on their tables, they can explore the authentic flavors of pre-Columbian cuisine.

Sentry Supply

In the exit of *Olmechs: Solar Strikeforce*, a charmingly messy garage offers everything a budding Olmech cadet could ever need. Spare Olmech parts serve as buckets and shelves, holding surplus equipment for Team Olmech's next adventure.

Attractions

Kukulcan

Overview

Fly along with Kukulcan, the feathered-serpent Olmech, as he delivers water around the city, leaving bursts of wind and water in his wake.

Scene Breakdown

Queue

Queue 1: Entrance

Cadets arrive at the Kukulcan Water Depot, a weathered brick building with a dripping-wet sign.

Queue 2: Depot Exterior

Wrapping around the depot, cadets can press glyph buttons to activate cooling effects from loose hoses and pipes.

Queue 3: Depot Boiler Room

Cadets walk between the transparent (screen) water tanks, tapping them to create colorful bubbles. When there are enough bubbles in the (screen) tank, real bubbles burst out of the top.

Queue 4: Depot Office

A scale model of Olmech City leans against the wall, flickering with lights to indicate the need for water around the city. As the lights turn from green to red, a screen of water rains down, and an animated Kukulcan is projected onto it.

Kukulcan explains that the market, the stadium, and the pyramid need more water, and it's up to him and the cadets to get the job done! Kukulcan tells them to get the tanks ready and meet him at the station. He can't wait to get started!

Queue 5: Rooftop Station

On the roof of the Depot, cadets see detached segments of Kukulcan being refilled with water (screens). They also see the final instructions for the ride displayed on the water tanks.

Ride

Scene 1: Load

Cadets board Kukulcan on the rooftop. They hear Kukulcan confirm that the water tanks are full and ready for delivery, and they excitedly take off!

Scene 2: Lift

Kukulcan rises speedily over the city wall, catching sight of the clouds before diving down.

Scene 3: Huitli

On his descent, Kukulcan narrowly dodges Huitli at the city entrance. He swerves down to the market at the last minute, creating a big splash.

Scene 4: Market

Kukulcan bumps over Olmech Market, dodging protruding buildings and shooting accidental squirts of water with every turn.

Scene 5: Pok-A-Tok Field

Kukulcan steadies himself, swooping gracefully over the pok-a-tok field and sending a soft, refreshing mist below.

Scene 6: Pyramid Exterior

Kukulcan speeds up and ascends the pyramid, but as he approaches the entrance inside, it's pitch black. He notes that the power's out, so they'll have to fly in blind.

Scene 7: Pyramid Interior

Kukulcan spirals downward into the dark pyramid, gliding through layers and layers of mist at incredible speed. At the bottom, a final, tremendous splash returns him outside.

Scene 8: Chinampa Lake

Kukulcan rolls to a stop over the chinampa lake, flanked by gentle fountains of water. He catches his breath, winded but exhilarated from his successful flight.

Scene 9: Unload

Cadets dismount Kukulcan and descend the stairs of the water depot.

Olmechs: Solar Strikeforce

Overview

Embark on a chase through the jungles, rivers, and skies to save Olmech City from the power-eating Zibalba. Riding on solar sentry drones, cadets join Huitli, Xolo, Poca, and Kukulcan in their mission to stop the evil Olmech from conquering the Earth.

Scene Breakdown

Queue

Queue 1: Entrance

Xolo the defender Olmech stands proud atop the city's pyramid. As guests join the line to enter, they pass under a banner that reads, "Join Team Olmech!"

Queue 2: Pyramid Exterior

Guests walk beside the pyramid's walls, where colorful murals depict each of the Olmechs doing their duty: Kukulcan spraying water from the clouds, Poca helping farmers plant trees, Huitli channeling and distributing the Sun's power, and Xolo defending the city from robotic crocodiles. A fifth mural of Zibalba watching the Earth from the Moon is scratched out and faded.

Queue 3: Pyramid Lobby

Inside the pyramid is the tall, grand lobby of Olmech City Hall. Statues of each of the four Olmechs stand heroically between the queues. There's an empty platform where a fifth statue should be, but instead, there's a foldable sign reading "Welcome Cadets!"

Radio conversations between the Olmechs and their leader, Toani, can be heard over the intercom. Toani directs them to handle little problems around the city while she gets ready to meet the new recruits.

Queue 4: Repair Room

In the repair room, Olmech parts are lying around with sticky notes labeling how each piece broke, often with humorous or outlandish stories. Different-colored notes are left in return, expressing shock or laughter at their claims. Combined with Toani's personal items scattered throughout, the cluttered area feels more like a break room than a garage.

Queue 5: Mission Control

From her high-tech command desk, Toani greets the guests, Team Olmech's newest cadets. She calls Huitli, the energy Olmech, to demonstrate how the sun powers their city. On the room's massive screens, Huitli activates his solar-panel wings, and the room's lights glow bright.

Then, the lights go dim and the video feed cuts out, changing to reveal the rogue Olmech Zibalba, who has hacked into the screens! From her banishment on the Moon, she has learned to siphon solar energy for herself, and now she's returned to Earth for revenge! Once she's drained all of Olmech City's power, the planet will be hers!

Toani pulls a cord to cut off Zibalba's broadcast, then calls the Olmechs to warn them. Huitli, Kukulcan, Poca, and Xolo all request reinforcements, but there's only enough energy to send a few solar sentry drones. Toani urges the cadets to board the sentries and help the Olmechs confront Zibalba before their power is gone for good!

Queue 6: Hangar

Guests file through a dark, sleek hallway towards the sentry launch strip. On the walls, light pulses in the grooves of Mayan glyphs, visually foreshadowing the 3D glasses guests pick up along the way.

Ride**Scene 1: Load**

Guests board the sentries, which look like stern Olmec heads with glowing gold eyes, then put on their 3D glasses. The sentries suddenly speed up as they leave the loading platform, bursting past the hangar doors and into the jungle.

Scene 2: Jungle

Swerving between tropical trees and thick foliage, the sentries encounter Poca (animatronic) and skid to a stop. Poca lifts her head, eyes flashing as she detects a disturbance in the jungle. She urges the sentries to help her track down Zibalba.

Scene 3: Jungle (Screen)

The sentries follow Poca through another patch of the jungle (screen). Swinging and bounding through the trees with the monkey-like mech, they catch up to the crocodile-like shape of Zibalba. Poca leaps forward to grab her, but Zibalba jumps into the river, out of Poca's reach. Frustrated, Poca pushes the sentries onward to the river.

Scene 4: River

Passing through a wall of bubbles, the sentries float through the water, mingling with the beautiful creatures of the river but losing sight of Zibalba. Suddenly, Kukulcan (animatronic) bursts from a kelp forest, determined to help them catch up to Zibalba.

Scene 5: River (Screen)

Kukulcan (screen) races through the river, dragging the sentries along with his tail at whitewater speed. Zibalba turns back to see the sentries closing in, and she jumps out of the water. Using his tail, Kukulcan slingshots the sentries out of the river to continue their pursuit.

Scene 6: Cliff

The sentries surface to see Huitli (animatronic) on a cliff, facing off against a flying Zibalba (animatronic). Huitli roars angrily at Zibalba to surrender, but instead, she opens her wide mouth and absorbs Huitli's solar energy, growing even stronger. Too weak to fly, Huitli commands the sentries to stop Zibalba from reaching the city.

Scene 7: Sky (Screen)

The sentries chase Zibalba through the sky (screen), dodging her tail as she tries to swat them down. As they approach Olmech City, Zibalba lands a hit, smacking the sentries to the ground.

Scene 8: City (Screen)

The sentries crash into the fractured streets of Olmech City (screen), where people are panicking and the lights are flickering out. Zibalba lands, cackling in triumph, but Xolo leaps from the shadows to confront her. The two giant Olmechs battle between the buildings as Xolo protects the city and the sentries.

With Zibalba gaining the upper hand and the lights almost out, Xolo asks the sentries for whatever solar energy they have left. The sentries go dark, and with their remaining power, Xolo regains her full strength and defeats Zibalba.

Scene 9: City

Xolo (animatronic) pins Zibalba (animatronic) to the ground, proclaiming that Zibalba will be sent back to the Moon as punishment for threatening the city. Over a radio, Toani declares the mission a success and calls them all to return to base.

Scene 10: Hangar

The heads of Poca, Kukulcan, and Huitli (animatronics) squeeze through an open hangar door, where they all thank the sentries for saving the day.

Scene 11: Unload

Guests disembark their solar sentries and exit through *Sentry Supply*.

Pok-A-Tok Rockers

Overview

Spin with Poca as she tosses giant balls in a high-tech game of pok-a-tok. Inside the balls, cadets can maneuver to score goals around the field, careening as the long-armed Olmech hurls them in every direction.

Entertainment

Backstrap Beats

A band of weavers transform their looms into guitars, drums, and flutes, livening up the plaza with their electro-Latin jam session.