

KYSIA FALLS



Drying stations located near waterpaths and the water experience allow guests to dry off after getting wet.



Wider pathways allow for guest distancing. All paths adhere to a grade of 5% or less to accommodate guests using mobility devices.



- LEGEND**
- ★ Discovery Log Interactives
 - ♿ Restrooms
 - 🏠 Dry-Off Station
 - 👤 Main Walkway
 - 💧 Water Feature
 - 🪨 Rock Feature
 - 🏖️ Sand
 - 🌿 Planters
 - 🌳 Tree of Sora attraction
 - 🏡 Treehouse Structures
 - 🍽️ Dining
 - 🛍️ Retail
 - 🎡 Flat Ride
 - 💦 Water Experience
 - 🚰 Water Purification
 - 🎭 Backstage Area
 - 🎪 Dark Ride



The architecture of each treehouse emulates the style of the Sun, Spring, or Soil tribes.

The Splash Tag arena has 5 flag locations scattered around the map. Each flag location has three targets on it representing the three teams. Players must shoot the target that corresponds to their team in order to raise their team's flag. If an opposing team's flag is already raised, it can be lowered by shooting one's own team's target. The team with the most flags raised by the end of the game wins. The number of players in the arena can be limited in the case of low-density operation, and players are intrinsically motivated to stay away from one another.



The retail location is located close to the service road to make deliveries easier. The facade of the location also conceals the entrance to backstage areas.

Discovery Log interaction points are placed at the edges of main pathways to prevent congestion in walking areas and not disrupt guest flow.

Splash Tag
Water Experience:
145 people per hour

Staging area for
water experience

Ferris Wheel:
580 People Per Hour

Using strategically placed foliage, guests can see different parts of the tree depending on where they are in the land. This causes the tree to look as if it disappears and reappears as guests walk around, creating a sense of discovery.

Each night at sunset, over the course of 5 minutes the lighting in the park gradually lights up, starting from the Tree of Sora, creating a lively mood as nighttime overtakes the day.



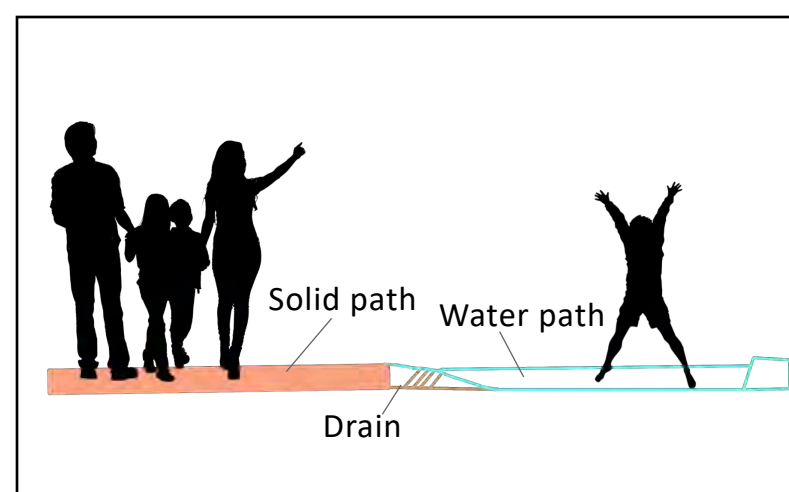
Exit to Canopy Balcony
Highest elevation

A single-path walkthrough experience within the tree takes guests through the magical journey of the growth of the Tree of Sora as guests ascend the levels. As the path ascends, it circles through the hollow inside of the trunk and emerges out into the open air at several points outside of the tree. While this is a free-roaming experience, in the event of reduced-density operations, the park can pulse guests through at a controlled rate.

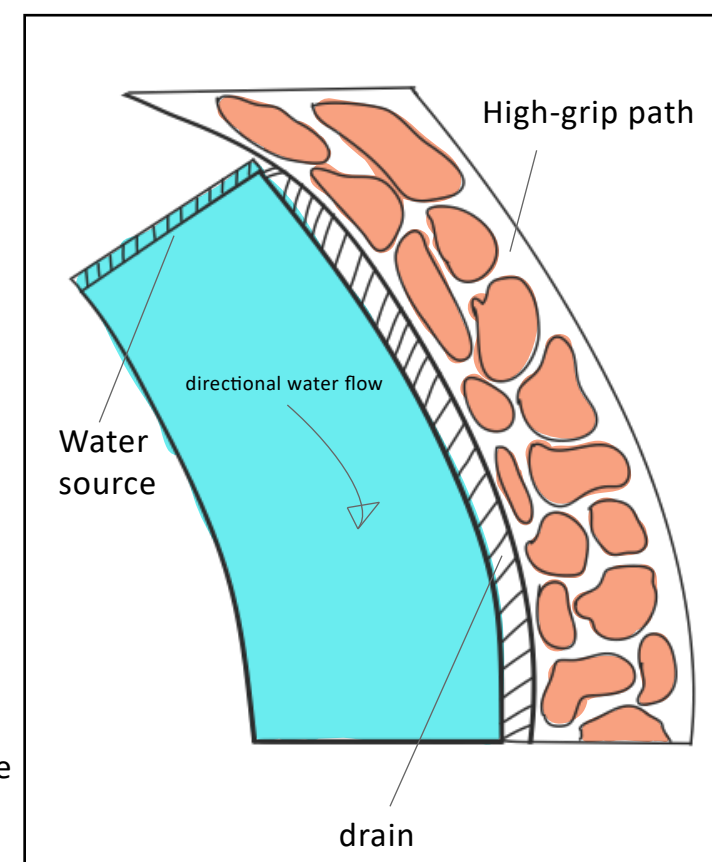


The dark ride contains an indoor pre-show exploration area filled with micro-interactions similar to those for the Discovery Log scattered throughout the land.

The river extends out from the waterfalls of the Tree of Sora. The main water feature can be seen from nearly all points of the land, tying the elements of Spring, Soil, and Sun together. The prominence of the river underscores the story idea that the tribes built homes in the trees because of there was too much water on the ground level.



Water Paths are walkable areas covered in a couple inches of flowing water that simulate splashing in puddles (similar to the Narrows Hike in Zion National Park). These are accompanied by a high-grip dry path for those who wish to stay dry and provide safe passage in and out of the water path.



Quick service dining location that includes both traditional group seating and personal tree nooks that give guests a private treetop cabana experience. Guests access personal dining nooks through staircases and wheelchair-accessible elevators.

Placement of ferris wheel in front of reflective pond offers riders full enjoyment of the multiple levels of the land and adds a peaceful land kinetic for guests dining at the Treetop Grill to enjoy.

