



The Challenge of Tutankhamon

Walibi Belgium, Wavre, Belgium



Incorporating pre-existing components, The Challenge of Tutankhamon represents a significant breakthrough for this genre by offering excellent integration of story, high quality animatronics, immersive environments and special effects, along with guest interactivity. Of particular note is the effective use of laser guns, smart, wire-guided vehicles and three different ride paths and endings based on ride/game performance of each group. The result is a compelling guest experience and an outstanding achievement for a regional European theme park. The Challenge of Tutankhamon is a story-driven interactive dark ride that opened in May of 2003 at Six Flags Belgium. Guests are taken into the depths of an Egyptian tomb where they engage in a battle against ancient gods and demons to defeat a legendary curse, discover a lost treasure, and save it from destruction. The 17,000 sq ft. interior includes elaborate scenery, props, special effects and a musical score to engage guests as they travel in one of 13 six passenger trackless ride vehicles equipped with “ankhinator” laser guns. The attraction features 54 animatronic characters, 130 interactive targets, and multiple endings where high scoring riders may progress through all scenes.

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Howard Kelley, President

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Pete Carsillo, Darren Odum - Design Team

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Todd Gillrup, Operations/Production Director

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Tony Hansen

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Bruce Robinson Architecture/Design

Andy Westfall, Lead Designer

Ride Conveyance System

ETF Netherlands

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