

**Preface**

The concept of the Mythos Theme Park is developed through a process of sketching, preliminary models and layout drawings.

This interaction and change in scale and type of illustrations have given the process a dynamic feeling and has left us with a wide range of idea material.

Therefore, in the following presentation of the concept we have chosen to illustrate the project by presenting this range of input.

The idea is to create a flexible vision that in its structure has the possibility of changes both in the programming phase and through time without losing the main motif.

The proposal is organized as a pick and choose system where it is possible to make choices according to the main concept.

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## Mythos - A Theme Park

### **Welcome!**

### **To The Mythos Theme Park with Lake Okeanos and Island of Homer.**

#### Vision

The vision to create a unique universe inspired by the Greek mythology of Gods and heroes will give the visitors an extraordinary experience. This project is given the working title “Mythos”.

The park will be a place where the guest will experience old craftsmanship, Trireme battleships together with mythical journeys, water and thrill rides, family play areas and spectacular water shows.



*Lake Okeanos with Homer's Island seen from North*

A journey for both the mind and body is the headline for the Mythos Park. The guests will in one attraction participate in Odysseus journey through the universe of myth or in another attraction travel into the Olympus and here meet all the Gods, or the guests can attempt together with Herakles to solve the 12 test. The teaching and learning of classical mythology is the cornerstone in the concept of the park and is as such integrated in all designs and all rides. The main frame of the park is a big egg-shaped lake surrounded by a green forest and in the lake is a magical island situated. The lake is named Lake Okeanos and the island the Island of Homer.

The layout of the Island of Homer is inspired by charts based on the travels of antiquity.

Guests in the park can move along the lakeshore, or cross the lake on the bridges and enjoy the large variety of experiences in the park.

In the centre of the Island of Homer is the spectacular dark-rides area, that tells the story of the universe, of myth and heroes, and the wilder thrill rides situated. Water rides and coasters are situated towards the north of Homer's Island and in the Lake Okeanos.

The main motifs of the park are the water and the forest. Paths and bridges are like serpentine crossing through the landscape.

The elevated pathway named the path of Hermes functions like fast lanes throughout the structure of the park. At the same time the Path of Hermes includes the “sky-element” to complete the illusion of Mythos being the world of Gods.

The different themed areas are placed so they create their own identity as well as keeping the visual contact with the rest of park.

This gives a variety of views and experiences from the deep dark underworld to the mountain top and further on to the sky – from the dense forests to the “wide ocean”, from silence to noise – a dynamic unity.

Mythos is true to the classical Greek mythology, passing on to the visitor a proud tradition. At the same time it embraces computer technologies making use of it's many possibilities. It is important to maintain respect, as well for the past as for the present and the future.

The well-known Gods such as Zeus, Athena, Poseidon, and heroes as Odysseus, Herakles or Tethus are natural elements in the storytelling of the park.

The scale and diversity of the park is a very important feature for the guests' experience. The change in scale and the physical challenges associated with this is a major part of the concept. The walls of Mykene built by giants or perhaps Hermes and his flying abilities could be used to enhance the scale change. The guests' experience while visiting the park will be the interaction between the physical attractions and the challenge of the mind.

Greek myths and culture are the cornerstones of Western civilization, However, ancient Greek myths are still present both in our language and our common comprehension and, therefore, they belong to the future as an integrated part of our identity.

Mythos will be a park in modern time designed for the future with roots in past.



*The Mythos Park, areal view from southwest.*

### Anavyssos

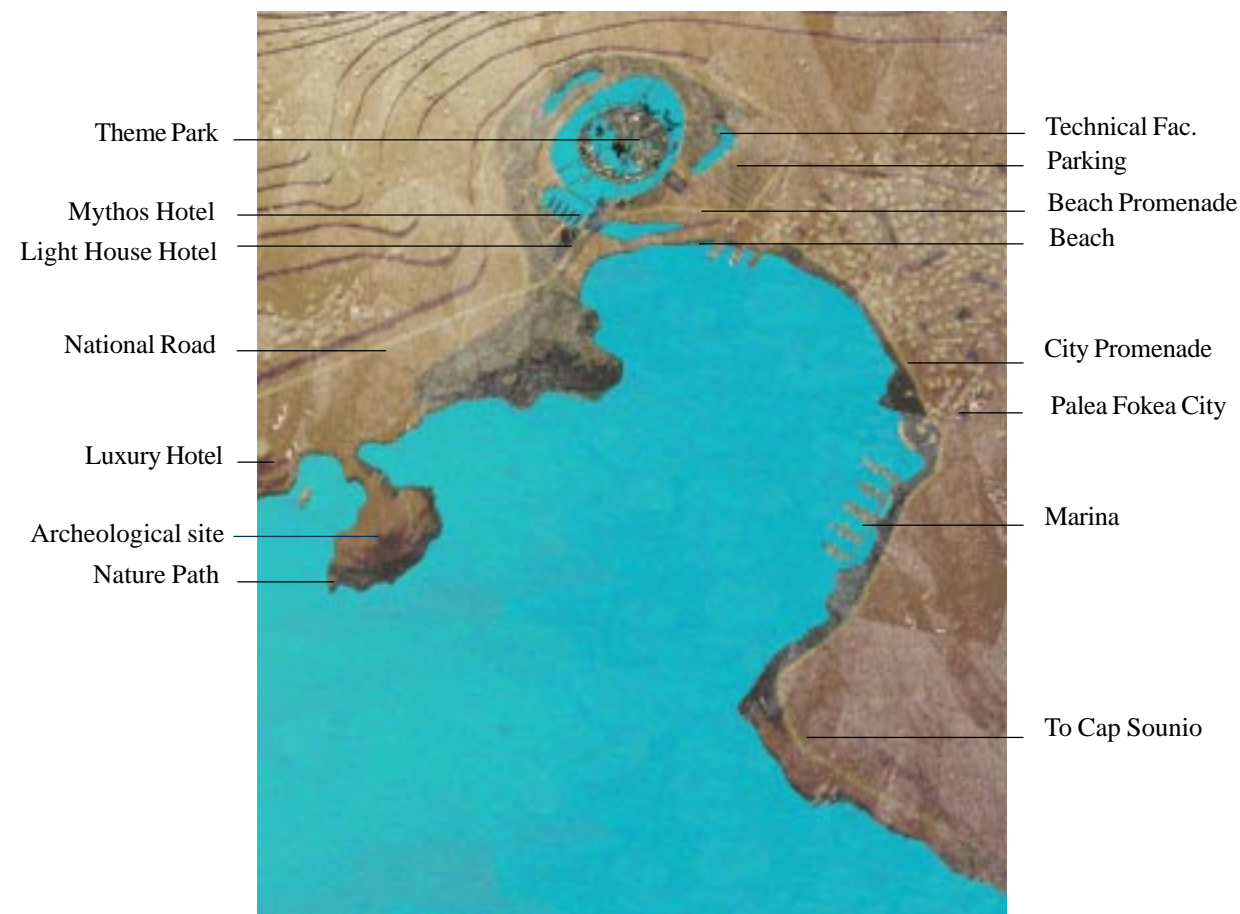
The Bay of Anavyssos is included in the general plan so both the City of Palea Fokea, marinas, hotels, beaches and the Mythos park will present a unity and thus create a unique leisure area, situated in contact with the new airport, the coastal line of Athens, Piraeus, and Cap Sounio.

A new beach promenade will be the backbone for future development and this will begin with the Mythos Park and end to the south with the future marinas.

The general impression of the area is that of very beautiful scenery with the mountains as background, the curved coastline of the bay and the sea with islands stretching to the horizon.

Towards the north of the Agios Nicolaos' peninsula a luxury hotel could be placed in connection with the existing buildings (the existing tourist school could be renovated and turned into a high-class hotel with a beautiful view over the sea).

The hotels, of course, would have to be very special and outstanding in their design, making a stay part of the overall experience of visiting Anavyssos.



*Study model, the bay of Anavyssos*

The nature of the Agios Nicolaos' peninsula is preserved and protected by making walking paths allowing for controlled access to the island. To expand the experience, a number of light wood sheds could be established where small exhibitions could take place. The content would be of nature and historic values. Designed as an integrated element the beach promenade begins here. The existing plazas and fine restaurants in the town will have their functions strengthened by establishing new discotheques, nightclubs and the like.

The southern end of the bay is also connected to the beach promenade. A number of marinas are situated here. The main emphasis is placed on the landscape

features and the enhancement of the fantastic view towards the new park and city. Visitors to the Bay of Anavyssos will experience the grand beachside promenade and the many activities placed along the coast for all generations.

The Mythos Park is the central event of the bay with the view of the park as a great water space with Homers Island situated in the middle of mountains and suspended bridges for pedestrians. A dynamic collection of experiences where the amusement rides provides a feeling of drama and fun. The Landscape of the bay could be used as background for various shows, combining the mountains, water and light in a spectacular show.



*Perspective of the entrance to The City of Mythos*

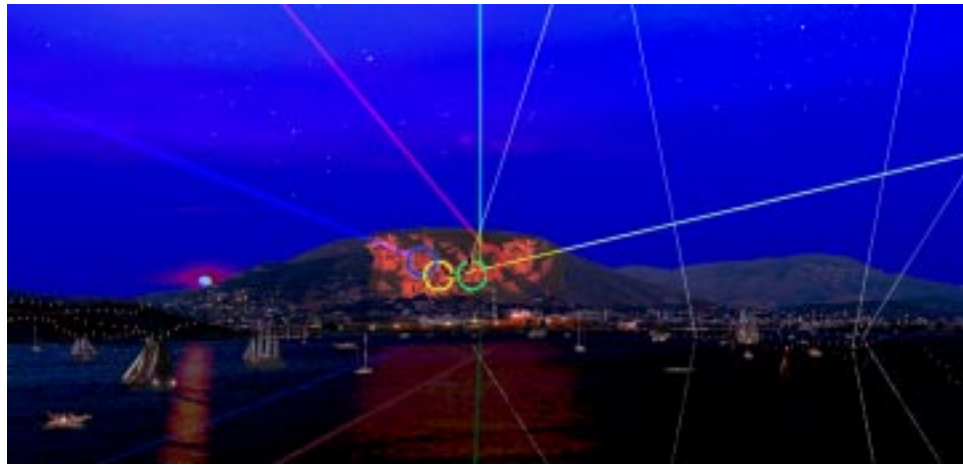
### The Park

The first experience of the park as a guest is the welcoming area of The City of Mythos where the guest find the Agora a market square. The square opens up to the Lake Okeanos, and the view of the Island of Homer.

Bridges and elevated pathways connect the shores of Lake Okeanos with the Island of Homer.

Boats sail around the lake picking up guests and providing transportation from "town" to "town".

Along the lakeshore the "The City of Craftsmen" is situated. Here guest can participate in the construction of a "Trireme" antique ship, vase painting, olive pressing, and all the skills from the antique that still are present in our daily life. Actors dressed in ancient costumes demonstrate the crafts from the past.



*The entire bay and the mountain behind it , are incorporated in the event.*

A bit further along the shore one can experience “The Garden of Tragedy” devoted to well-known figures from the Greek theatre. Here you will see the stories unfold which has inspired the great playwrights of ancient Greece. Visitors can meet Electra, Medea, Antigone, Oedipus and many other cultural icons. Performances would take place in small theatres placed around in the garden.

“The Garden of Inspiration” is also situated on the shore. Here you will find out how ancient Greece has inspired the western world through history. For instance you will find the statue of liberty next to Pallas Athena from which the artist got inspired. Also you will learn how Greek temples and art became integrated in western architecture and design. Scenography will be used in the garden to illustrate these themes.

Along the tree-lined shore groups of shady trees are planted where the mythical Pan resides. Further along one finds a nature trail where guests will meet Fauns and Centaurs, experience windmills, walk under olive trees and pass by waterfalls. The area is devoted to the aspect of being in balance with nature, or



*Perspective from a stroke along the tree lined shoreline*

in modern terms ecology. The Nature Path is at the same time a small scale botanical garden. Typical Greek flora and fauna is planted along the trail, plates will provide facts for the visitor.

To the southwest in the Lake Okeanos the lost city Atlantis is situated containing water rides, swimming pools and special decorations for the City of Atlantis. There is close contact both with the beach, the beach promenade, the Mythos Hotel and the family zone of the park in general.

On Island of Homer the attractions are concentrated and inscribed into the mythical frame of Homer’s mapping. They are also integrated into a landscape with stylised mountains, Mount Olympos being the main icon.

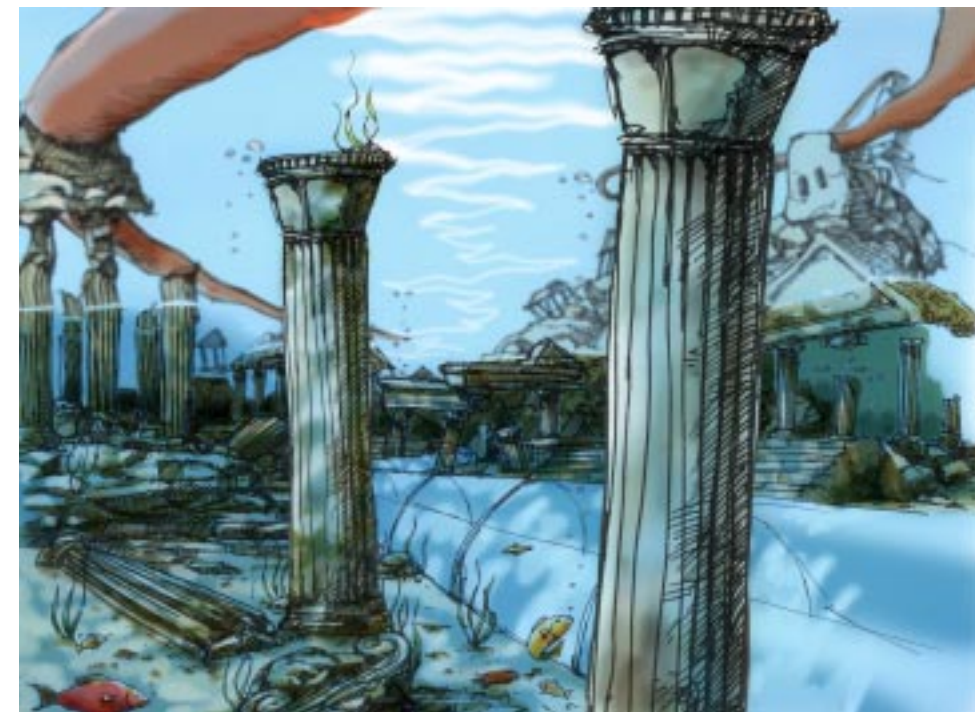
Towards the south there is a children and family area with playgrounds, kiddie rides, a water ride and a series of family rides. This area is situated both in direct contact with the hotel but also in close interaction with the beach. In the centre of the island guests will experience Mount Olympos with its City of Gods and the small-scale city of Homer.

A number of dark-rides give a view into some of the great myths and their heroes such as Odysseus Journey, the Olympos Ride and the Journey of Hades thrill ride.

Thrill rides such as the two water rides and some of the greater attractions such as Zeus’ Thunderbolt and Hellas roller coaster are located on the northern side of Homer’s Island and stretching into the lake.

These rides are designed as freestanding sculptural elements on the water surface giving a dynamic impact of the modern world.

Activities in the park must be seen in connection with the beach promenade as the focus of activities through-out the day and week are coordinated with the daily rhythm of the entire bay area. Different areas of the park are connected via a series of bridges and tunnels crossing the existing road. A water tunnel runs from the City of Atlantis to the beach.



*Perspective of the mysterious Atlantis*

ΜΥΘΟΣ



*Elevated Plan seen from east*

**Functions of the Park**

The functions of the park and supporting areas are organized, so each function and theme area is placed to inhere the guests experience of the Park. The parking lot is situated to the east directly in contact with the main entrance. From the City of Mythos the circulation in the Park begins either by boat on the lake or via bridges and elevated pathways. Lake Okeanos, The City of Craftsmen and the City of Atlantis are all situated in the southern part of the site. To the west the luxurious Lighthouse Hotel and the family Mythos Hotel are situated.

The amphitheatre with its open-air stage is found to the north and, to the east are the Garden of Inspiration, the Garden of Tragedy and the Floating City situated. The family zone is on the southern part of Homer’s Island. The central part is the City of Homer with a variety of dark rides. The northern part of the island is where the thrill rides are situated. The administration and technical facilities are situated to the northeast. A perimeter road all the way around the Park functions as a service road.

### The experimental learning process

Due to the great importance of the Greek culture the educational element is an active part of the Parks identity.

The experimental and learning element in the Park is not designed as a formal traditional school-like system. It is, on the contrary, an integrated part of the Park's activities and will be as an experimentarium where guests have the possibility to experience and explore entire series of various items related to the world of mythology.

This educational possibility could be an interactive zone where guests can participate by trying out their skills with tools from the past, for instance in "The City of Craftsmen".

Tours in the Park, with mythical figures such as Homer, Athena and Odysseus as guides, based on myths of Gods, heroes and their deeds, is another possibility.



*Building a Trireme in the City of Craftsmen*

"The Garden of Tragedy" is a place where guests can learn of the great tragedies Elektra and Antigone. Signs tell of their personal history as well as their own special characteristics.

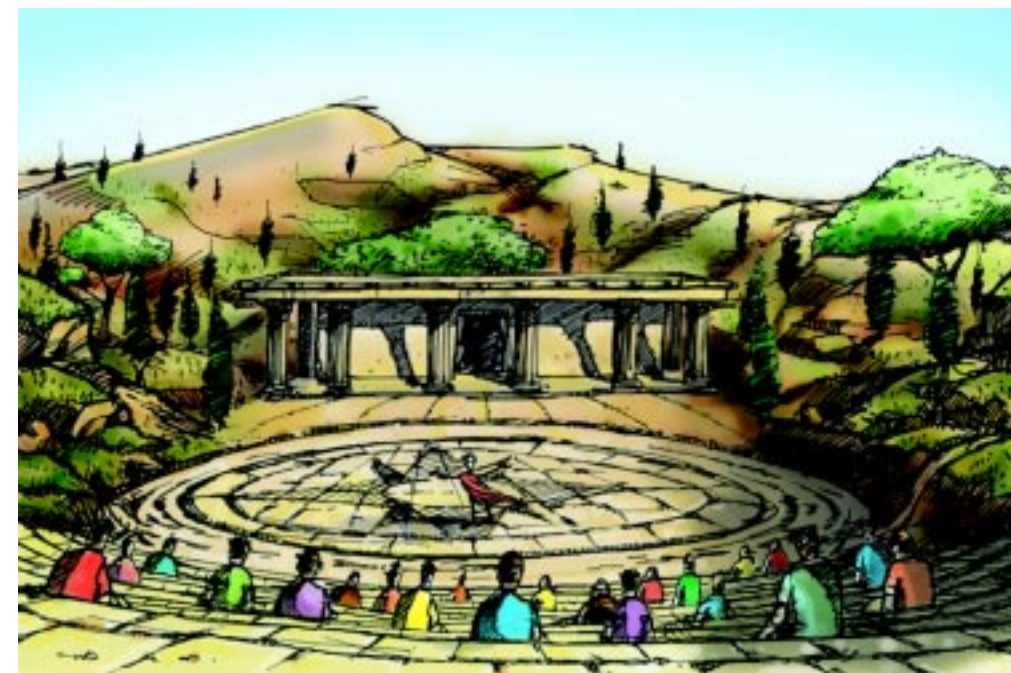
An idea directly taken from the mythical world of the Greeks is set to practice when mythical figures 'come to life' and can be seen through-out the park. Known figures such as centaurs, satyrs, fauns, Pan and Artemis will be present in the Mythos landscape, just like they used to be in ancient Greece, according to legend. In the garden you will hear the flute of Pan behind a rock – there you will find a tempting nymph.

As the "Garden of Inspiration" shows, western civilization has been based on ancient Greek culture. This is why Mythos will be more than just a pleasure park. Mythos will teach the young generation about their own cultural background. The world has become computerised – and so is Mythos - integrating modern technologies will open eyes not close them.

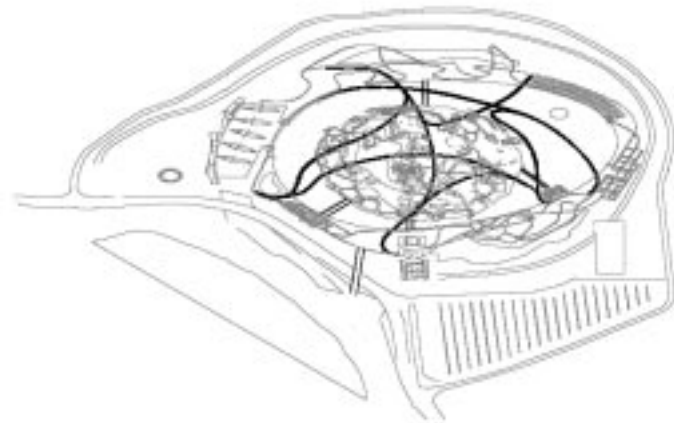


*Perspective of The Path of Pan*

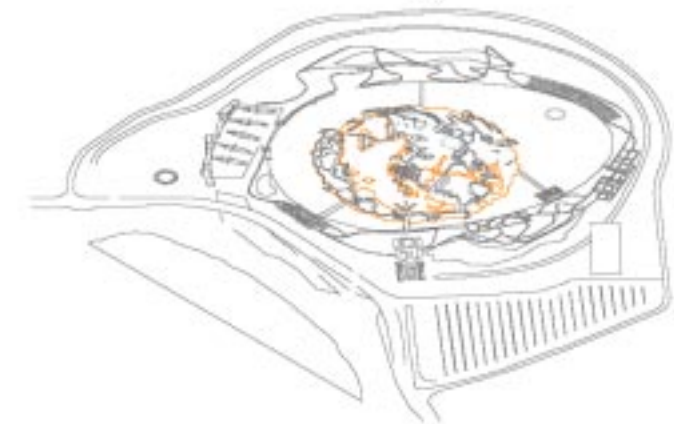
The myths have played an important roll for our language of today. Words like Aracne where Athena plays an important roll and the word Arachnophobia, which is known by all today. Another view of the project has been given the title "The Garden of Inspiration". One example could be Athena that has created the prototype for a row of powerful types of women including The Statue of Liberty in America. Both content and the actual word are in this way a natural element in our present culture. However, we sometimes forget the origin, and telling that part of the story is what the Garden of Inspiration is meant to do.



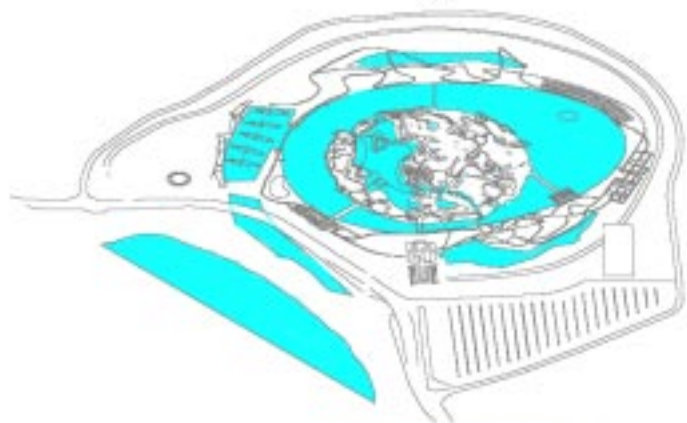
*Amphitheater in the Gardens of Tragedy.*



*The Hermes path, elevated pathways and bridges connects the Island with the shores.*



*The Island of Homer, the centre of the park. Place for the main attractions.*



*The Lake Okeanos, inspired by the myth of Chaos and creation of the world.*



*Green structure, the forrest has been an integrated part of greek mythologi and will in this case function as a frame for the content.*

*Main compositional elements of the Park*

**Architecture**

The architecture of the Mythos Park is made as an integrated part of the experience. It has to be very robust and flexible in order for the ideas to survive the programming. The architecture is divided into the following points, all with an impact of the visitor's comprehension of the Park.

**Cities and Buildings**

In the Cities the architectural motif is stone, columns and pergolas. The visitor will be meet by a high degree of density in the indoor and outdoor spaces. The style will be Mediterranean in its character but interpreted with the antique period around 500 BC as inspiration.

**Pavilions**

The open and airy pavilions and espaliers are closely tied to the various theme gardens with inspiration in the romantic garden style, like the Apollon pavilion known from the classical gardens. The pavilions will be situated at important viewpoints or along romantic paths.

**Bridges**

The various bridges as well as Hermes pathways are designed as a wood-covered steel structure. Old fashion carpenters details are brought to life in a new form. The detailing will be rough and add to the overall experience.

**Rides and Attractions**

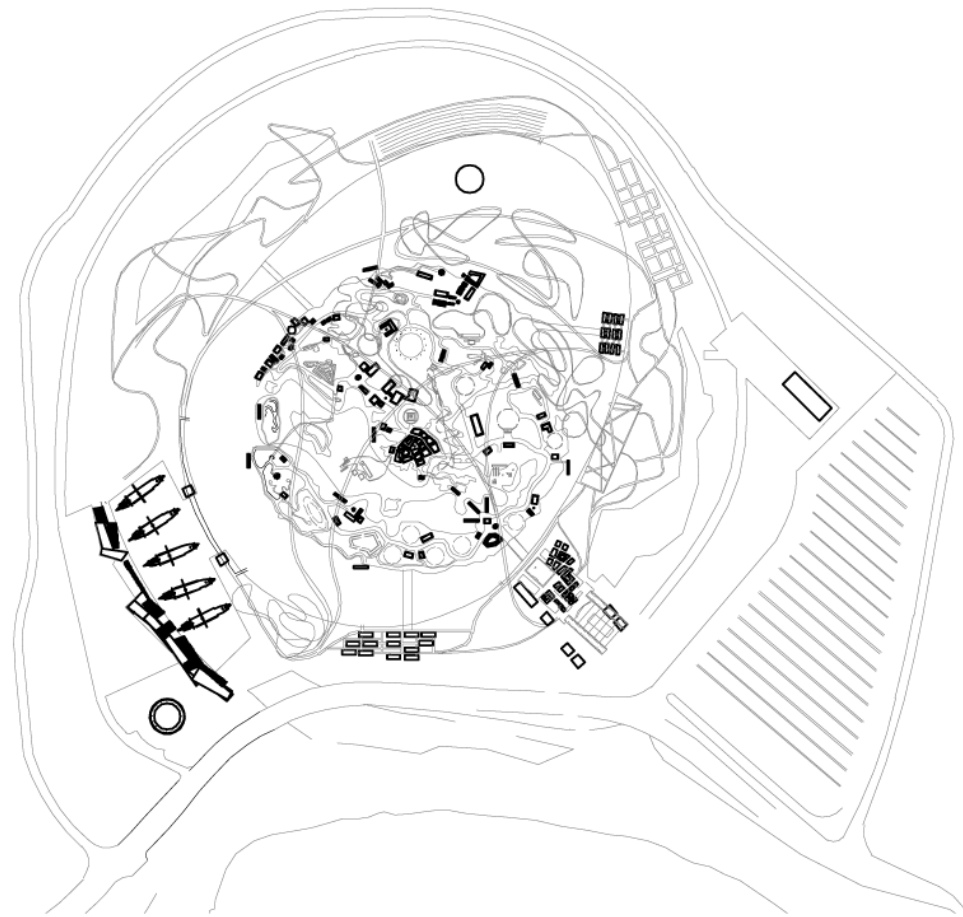
The amusement rides and attractions, waiting areas and entrances are designed in accordance to the chosen theme for each attraction. Ride design is considered to be of high priority. The ride designs are integrated in the total concept of the Park. Ride cars and constructions are designed especially for the specific themes.



*Perspective of the City of Homer*

ΜΥΘΟΣ





***Build structure in the park, cities, hotels and administration***

**Hotels**

The hotels are designed in consistence with the overall theme for the Park. The Mythos Hotel is situated with direct access to the park and the concept of this high-class family hotel is designed as the ships from the golden days. The lobby, restaurant and conference facilities are designed as a maritime fortification in the "harbour" whereas the guest rooms have the theme of battleships such as the type Trireme.

"The Lighthouse" a five star luxury hotel is designed as a 50-meter rotunda situated as a lighthouse in the western corner of the site.

This hotel is prepared with a casino and gambling arcade on the lower floor and rooms on the remaining floors.

"The Lighthouse Hotel" is a landmark of the entire area, and is completed with roof garden and nightclub.

Visitors will be able to experience the coherence in the parks architecture, general design and the designs for rides, which give a greater variation, throughout the project.



*Perspective of the Mythos Hotel*

**Landscaping**

The overall layout of the Park and the placement of the Lake Okeanos correspond with the notation of the existing landscape. In This way the new Amphitheatre is cut into the curves and heights of the surrounding landscape.

The landscape's architectural features with flowering plants, beds of annuals and perennials, paved areas and the edges of the harbour surrounding Lake Okeanos are designed as a unifying element.

Trees such as olive trees, pomegranate, lemon trees, date palms and fig trees are planted along the shoreline to create a massive shady forest. To underline the dramatic effect of verticality, cypress trees are planted on the Island of Homer.

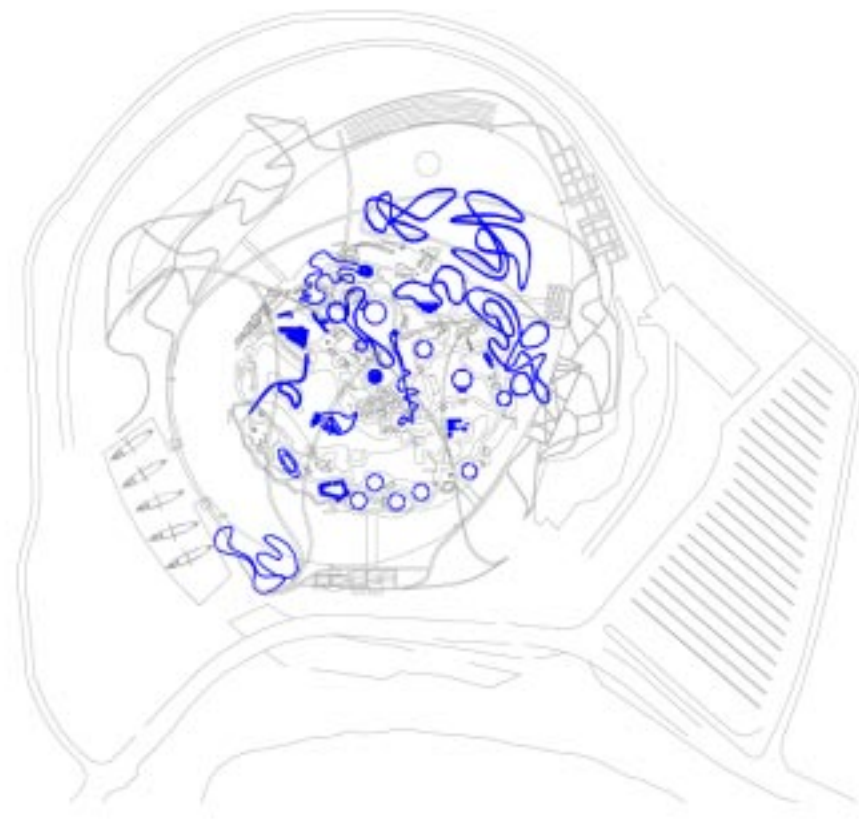
The proportions of the pathways and bridges are designed in a way that make the visitors fell the intimacy of the park, but still it is extremely important that pathways with high usage are spaciouly proportioned to allow for comfortable visitor circulation. However, it is the sense of intimacy in the spaces between the buildings, which dictates pathway proportions in "The City of Craftsmen", and "Homer's City" on the island.

## Attractions

An attraction in the park should always relate to the world of Greek mythology. There is, however, a natural differentiation between the very mechanically orientated thrill rides using only the name and perhaps a pre-show as starting point and the more theme-oriented attractions that take visitors through a story from the world of mythology.

The structure of the park is zoned into different areas of rides. All the various zone and their attractions can be controlled. Children's, family rides, dark-rides and thrill rides are all placed around Lake Okeanos. Each has its own room in the landscape and its own theme with a direct link to Mythos Park.

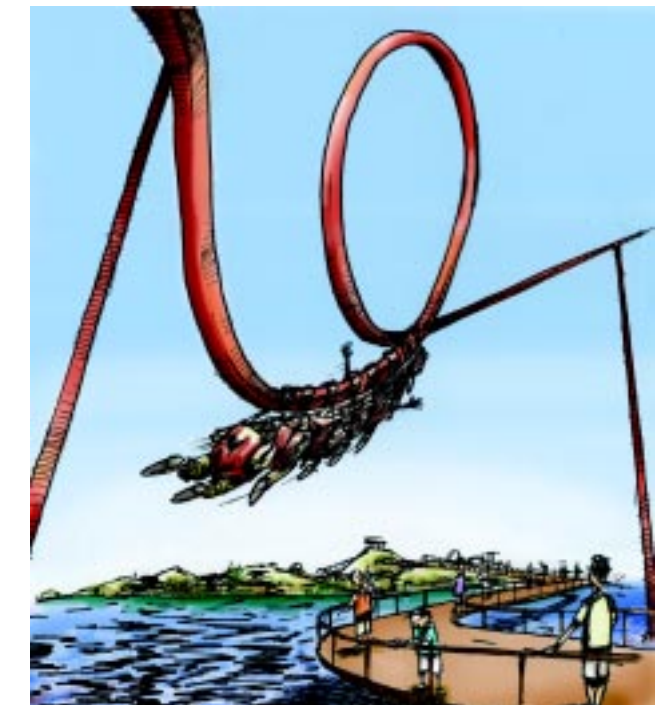
The connection between the various rides and attractions is that they all revolve around common themes from the world of myths and heroes. Some of the rides become almost one with the capabilities of the Gods, such as Zeus' Thunderbolt becomes high speed roller coaster, or Hermes or Icarus ability to fly is used as theme for a sky coaster. Other attractions are built up as stories from great storytellers. It is here the trip through the world of mythology in Olympus becomes one of the main attractions as well as the horrifying "The Journey of Hades"



*Diagram of Rides and attractions. Darkrides, coasters, family and kiddie rides.*

## List of rides manufactures

Manufacturer	Product	By	Website
<b>ITALY:</b> Antonio Zamperla S.p.A. Fabbri Amusement s.r.l. Moser Rides s.r.l. Preston International s.r.l. L & T Systems S.r.l. Pinfari, F.lli S.B.F.	All dry rides Major dry rides Kiddie, major, used rides Dry rides Coasters, flumes Coasters, dry rides Major, kiddie, carousels	Altavilla Vicentina Roma Ostiglia Reggio Emilia Reggio Emilia Mantova Padova	<a href="http://www.zamperla.it">www.zamperla.it</a> <a href="http://www.farfabri.it">www.farfabri.it</a> <a href="http://www.moserrides.com">www.moserrides.com</a> <a href="http://www.prestonworldwide.it">www.prestonworldwide.it</a> <a href="http://www.pinfari.com">www.pinfari.com</a> <a href="http://www.sbfrides.com">www.sbfrides.com</a>
<b>SWITZERLAND:</b> Intamin Bolliger & Mabillard Nauta-Bussink Giovanola S.A. BEAR	All rides Major Coasters Major rides, Ferriswheels All dry rides Flumerides, Chutes, Boats	Wollerau Monthey Appenzell Monthey	<a href="http://www.intaminworldwide.com">www.intaminworldwide.com</a> <a href="http://www.nauta-bussink.com">www.nauta-bussink.com</a> <a href="http://www.giovanola.ch">www.giovanola.ch</a>
<b>GERMANY:</b> MACK Maurer-Soehne Huss Zierer Heege Freizeittechnik Peter Petz	Family rides Steel Coasters, towers Major, kiddie rides Family rides Kiddierides Dry rides, Nostalgic	Waldkirch Munich Bremen Neuhausen Laubach Aichach	<a href="http://www.mack-rides.com">www.mack-rides.com</a> <a href="http://www.maurer-soehne.de">www.maurer-soehne.de</a> <a href="http://www.hussrides.com">www.hussrides.com</a> <a href="http://www.zierer.com">www.zierer.com</a> <a href="http://www.heege-freizeittechnik.de">www.heege-freizeittechnik.de</a> <a href="http://www.petz-rides.com">www.petz-rides.com</a>
<b>FRANCE:</b> Reverchon/Hopkins Idees Loisirs	Family coasters, flumes Kiddierides	Cedex, Paris Cannes	<a href="http://www.reverchon.com">www.reverchon.com</a> <a href="http://www.r-plus.com/ideesloisirs">www.r-plus.com/ideesloisirs</a>
<b>HOLLAND:</b> Caripro ETF Ridesystems FAB(Luxemborg) Van Egdom B.V.	Dark, kiddie, major Dark, kiddie, major All rides Waterparks	Weert Nederweert Lux emburg Utrecht	<a href="http://www.caripro.nl">www.caripro.nl</a> <a href="http://www.etf.nl">www.etf.nl</a> <a href="http://www.fab.lu">www.fab.lu</a> <a href="http://www.vanegdom.nl">www.vanegdom.nl</a>
<b>SPAIN:</b> Actionpark	Waterparks	Picassent	<a href="http://www.actionpark.es">www.actionpark.es</a>
<b>USA:</b> Arrow Chance Rides Custom Coasters Great Coasters Int. Morgan Manufacturing Premier Rides Ride & Show Engineering S & S Power Inc. Sally Corporation Setpoint.inc ThrillTime Entertainment Int. O.D. Hopkins/Reverchon	Coasters, flumes, major rides Carousels, major rides Coasters Wooden coasters Dry rides All rides Darkrides Towers, Powered coasters Darkrides Coasters, flumes Skycoaster Darkrides, water rides	UT KS OH PA CA MD CA UT FL UT Canada NH	<a href="http://www.arrowdynamics.com">www.arrowdynamics.com</a> <a href="http://www.rides.com">www.rides.com</a> <a href="http://www.customcoasters.com">www.customcoasters.com</a> <a href="http://www.greatcoasters.com">www.greatcoasters.com</a> <a href="http://www.dhmorgan.com">www.dhmorgan.com</a> <a href="http://www.premier-rides.com">www.premier-rides.com</a> <a href="http://www.rideshow.com">www.rideshow.com</a> <a href="http://www.s-power.com">www.s-power.com</a> <a href="http://www.sallycorp.com">www.sallycorp.com</a> <a href="http://www.setpointusa.com">www.setpointusa.com</a> <a href="http://www.thrilltime.com">www.thrilltime.com</a> <a href="http://www.hopkinsrides.com">www.hopkinsrides.com</a>



*Perspective of elevated pathway and rollercoaster*



*Perspective of Watershow seen from the Amphitheater*

### **Shows**

Performance in the park is divided into a series of events, (naturally the level of performance is limited to the cost budget, but this is a proposal). The main show should be a water and firework show on the Lake Okeanos. Here lasers, video and sound interact to create a marvellous performance for the closing hour. The shows will be controlled by computers and varies throughout the season. Parades, starting in the Park and continuing along the shore, with some of the mythical figures could be another event. Performances could take place in the Garden of Tragedy, both as classical Greek theatre but also in versions especially set up for children, and school classes.

### **Design**

The design of the park inventory is made to underline the main idea; signs, lighting fixture, benches, chairs are all special designed to the specific themes area. The design would be in wood with golden leaves and brass so the design would be an interpretation of the antique world. A bench could be cut out of a full block of marble and in that sense it is possible to adjust to the overall ambition. On the other hand especially the design where the guest really feels the details and trademark of the park has to be inscribed into the overall vision of genuine materials and the material should also mature with a certain patina so the design elements would age gracefully.

### **Water Elements**

The water element is a very significant part of the park design and, this motif is introduced in the cascades by the entrance and naturally the Lake Okeanos. The water has to be an active part in the experience, waterfall, fountains, jumping water and the great City of Atlantis where rides and pool gives a unique water sport resort. The natural springs are situated along the Pan path these springs are named the spring of fortune, the spring of life, and are integrated in the design of the park.



*Night view of beach promenade and the park*

### **The Light**

In the evening the park has to appear as a glowing jewel of light where both the colours of light and the elements of the park will become icons. The artificial light in the park is concentrated in the different Cities, Mythos, Craftsmen, Homer, Atlantis and of course at the surroundings of the hotel. The pathways are lit with lights placed under the bridges, and in the water of Okeanos, different constellations of star signs are placed on light polls and will be visible throughout the evening

### **Boats**

Transportation around the park will mainly be by boat fare just like the Venice vaporetto that circulates between the harbours and piers. Additionally it is possible to rent a boat guide. There will be two types of boats one dimensioned for two families and the other boat type has the capacity of a tour bus. Hereby it is possible to either a walk along the path or choose among different kind of boats rides around in the park. In the bay of Anavyssos guests will be able to go by boat, directly from the city Palea Fokea, and the nearby marina to the park.

### **Construction and Materiality**

The main structures are made in concrete with a finish of plaster or wood covering. Local materials as marble and stone could be used in special places that demand a high level of quality, the entrance for instance. Smaller buildings and pavilions would be made entirely of wood and steel. The bridges would be in wood and Hermes pathways are steel constructions. Construction principles are made accordingly to normal standards. The level of finish is decided on the basis of the time schedule and the available quality of workmanship. In this way the level of finish is very flexible and dynamic. It has to be stressed though, that the use of plastic and other artificial materials ought to be kept to a minimum. The project should rather contain rough detailing than artificial kitsch. Further clarification of construction and materiality can be found under the section “Elements of the Park”.

### **Installation and energy resource**

The installation level is kept to a standard of ventilation and cooling in all restaurants, shops and Dark rides. In very complicated spaces in relation to fire escape, sprinkling could be an option.

The hotels are considered as stand alone units with full climate control and their own technical supply.

The dimension of the electric system is very important both to handle the resource consumption of rides, but also to prepare the system for future developments. Solar energy and windmills are also issues as alternative energy resources that have to be incorporated into the parks structure.

As an example of the combination of function and content the windmills are specially designed so their impressive wooden constructions become a part of the unified picture. The water in the Lake Okeanos and fountains should be saltwater and in addition water-cleaning facilities should be planned.

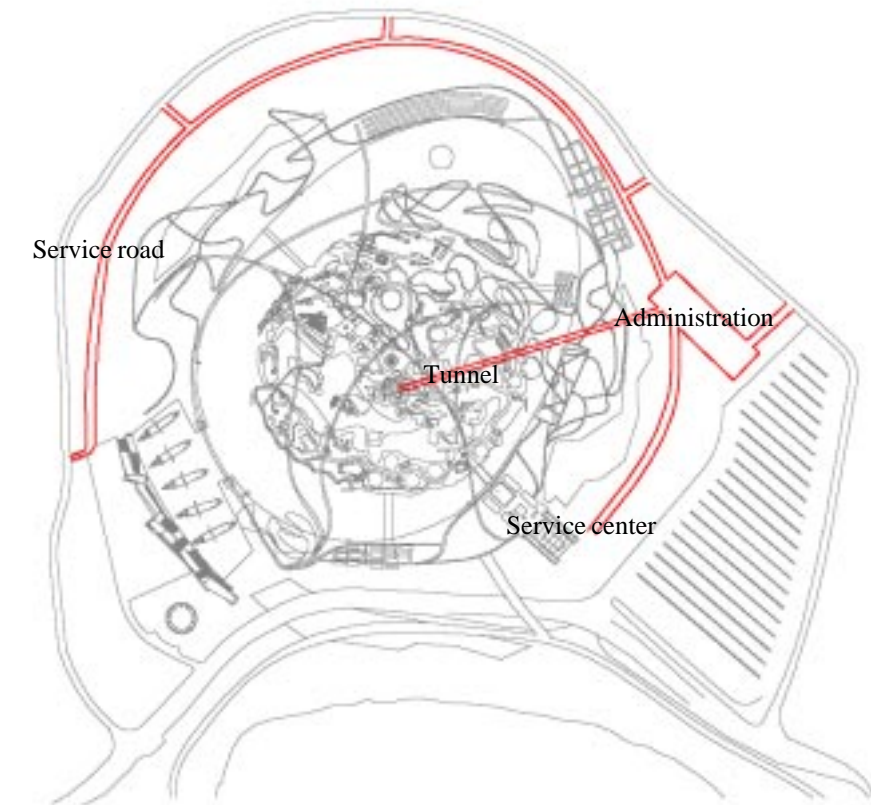
### **Environmental Issues**

An environmental program is integrated in the park. The goal is to have the park be awarded an ISO environmental certificate. Therefore it is important that the entire design of the park echoes environmental politics. For example old-fashion wooden windmills become a part of the decorations and provide great enjoyment for the guests while at the same time producing energy. In the forests one can learn about irrigation & watering and soil conditions. In the lakes the water and the aquatic environment is in focus.

Many different subjects in the park can be developed for use as a theme day or theme week. The focus will be put on a specific myth, the theatre, nature etc.



*Windmills as an integrated part of education in the Park*



*Diagram showing cirkular service road and tunnel.*

### **Technical Services and Maintenance.**

The incorporation of service functions in the park's infrastructure right from the beginning is necessary in order to create a functional park with a reasonable level of running costs while at the same time being prepared for future changes.

A circular service road surrounding the park creates a technical link. From this road the servicing of all installations as well as the control of all goods and services and employee pathways can take place.

The technical grouping of elements: administration and delivery of goods and service is united in a building situated at the northeast corner of the park. All internal transportation in the park is controlled from here. A tunnel is planned to run from the technical services area under the lake to the Island of Homer, ending in the City of Homer. The tunnel includes goods delivery, walkways for employees as well as a service zone for technical installations.

Already from the beginning of the project the various rides, attractions and theme areas have a closed zone located in connection with the service and maintenance facilities. Roller coaster wagons, gondolas and the like can be serviced in a rational and proper way. In order to avoid long and expensive utility connections a decentralized technical plant is located in direct connection with a central surveillance plant where it is possible to monitor all activities, see problem reports and control utility uses and needs.

Alternative energy sources such as windmills and solar power will be included in the final design as much as possible.

Waste separation and removal takes place via the service road. Nearby and local waste collection areas are also established.

### **Legislation and Building Permits**

Through the material given by ETA there are some general points to discuss, but as this is a concept proposal we are working towards a vision. The concept proposal provides a framework with a great degree of flexibility when it comes to selecting and substituting elements to suit the needs.

The building height is as general limited to two story buildings in order to underline the landscape of the Olympos on Homer's Island.

The landscape is not altered outside the theme park site but inside the Park major changes take place around the artificial mountain with a height of 30 meters.

The planning of the Lighthouse hotel with its height of 60 meter will demand a dispensation from the building limit, but considering the landmark effect and the sheer visual impact of the building we think its worth the attempt.

Following points is given by the ETA to take into consideration for constructions at the Anavyssos site:

#### **The permitted maximum construction area on Anavyssos is 97.800 m<sup>2</sup>.**

The proposed project has approximately 73.000 m<sup>2</sup> of building where the main floor area is concentrated in the hotels.

Mythos hotel 19.000 m<sup>2</sup>

Lighthouse hotel 23.000 m<sup>2</sup>

The administration 5.000 m<sup>2</sup>

The workshops/storage 7.000 m<sup>2</sup>

The city of Mythos/Homer/Craftmen/ service facilities 4.500 m<sup>2</sup>

Restaurants 7.000 m<sup>2</sup>

Dark rides Olympos/Odysseus/Hades 6.000 m<sup>2</sup>

Technical spaces by the rides 1.500 m<sup>2</sup>

The rest of the area, 24.800 m<sup>2</sup> is kept for future development of the Park both with hotel and rides.

The following elements are not included in the construction calculation but are, accordingly to normal standard calculated as light constructions.

-Free standing rides

-Garden Pavilion

-Light wood roofs

-Scenography

-Landscape elements

-Windmill

#### **The distance of the buildings from the seashore should be 50m**

All structures situated on the beach would be light wooden pavilions and contain service facilities for the guests.

The project makes a new promenade but it will only be a new pavement and light fixtures.

#### **The distance of the buildings from the national road (which is parallel to the seashore) should be 50m.**

The only construction that is situated in this zone is wooden construction in the City of Craftmen and is as such not included as a building but a part of the scenography.

#### **The height of the buildings, which are to be constructed in a distance of 0-200m from the seashore should be 7,5 m.**

There is no building in this 200 meter zone that exceeds the height of 7.5m.

#### **The height of the buildings, which are to be constructed in a distance of more than 200m. from the seashore should be 10,5m.**

All buildings are kept to 2 storeys and therefore under 10.5meter, only element of scenography could be higher.

The height of the build up landscape and rides will exceed this height but these are not considered as building structures.

The Lighthouse Hotel is as previously mentioned a project that needs dispensation but it is proposed to handle this as a separate issue in connection with the authorities.

#### **The minimum distance of the buildings from the boundaries of the land should be 15,0 m.**

A forest will be established as a green structure around the park and therefore no building will be situated in this zone.

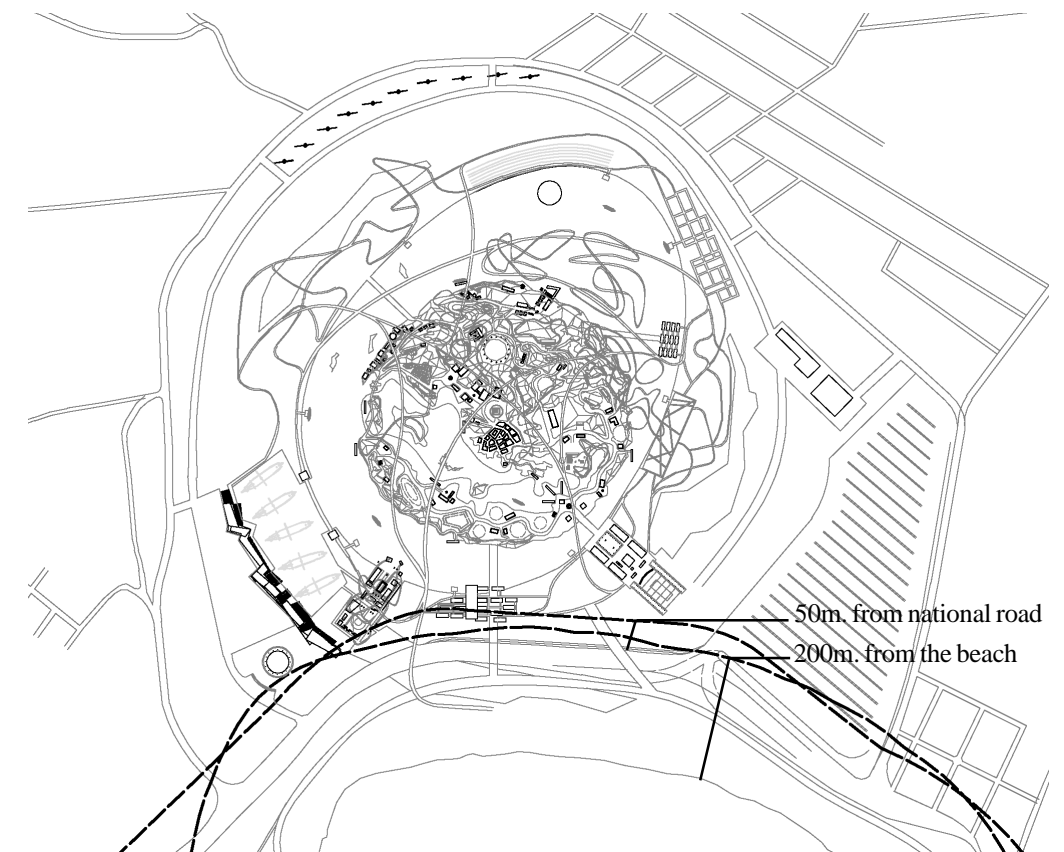


Diagram showing distance from the beach and national road to proposed buildings

### **Traffic**

To handle traffic to the Mythos Park, the infrastructure is planned in order to be able to cope with peak seasons, weekends and the summer holiday. The growth of traffic must not present a problem for the flow along the coast or for access to the Park and hotels.

Therefore a new road system is introduced and it will handle the traffic with following main structures:

The existing perimeter roads are upgraded and will in the future be used as circulation roads and from the roads there would be access to the hotels and the park's administration and technical department.

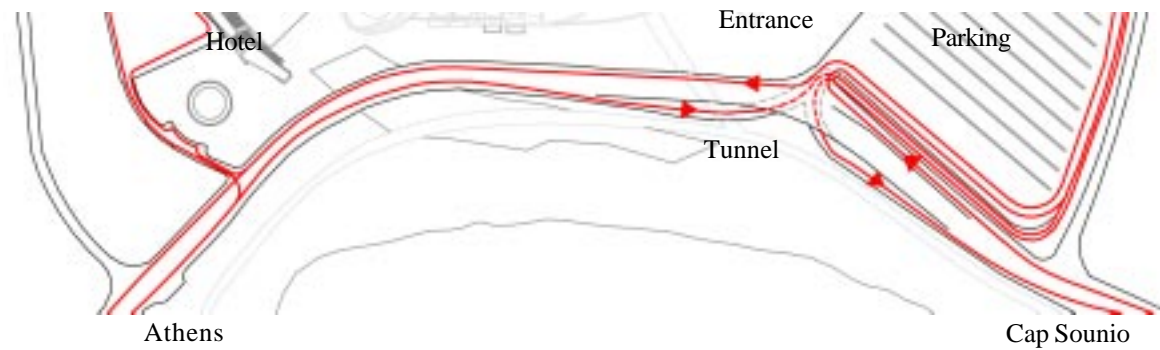
From Athens there would be a turn-off road with a tunnel under the main road into the parking lot. This tunnel will also be used if one wants to go back towards Cap Sounio.

Towards Athens a turnout road from the park will lead directly on to the main road.

The parking facilities are made for 3000 cars and 70 buses.

There would be separate parking areas in connection with the hotels.

The service of valid parking could be used as a service both by the hotel and in the park.



*Traffic diagram, with tunnel and on / off ramps.*

### **Entrance and Service**

Entrance to the park will happen either from the main entrance in the City of Mythos or from the Mythos Hotel which provides for direct access for its guests. The road, beach and beach promenade will have to be screened by scenographed fence in order to prevent people without ticket entering the park and its beach facilities. The nature path at the Agios Nikolas Peninsula will be public but with clearly marked paths and places for pausing and enjoying the view over the park and bay.

The service facilities in the park are placed so the guest will experience a full-service park.

The guest service centre is located at the main entrance area.

In the park there are located large service areas and restroom zones in all the cities. Each restaurant also has restroom and service facilities and in connection with these baby facilities.



*Circulation by means of transportation, and service areas.*

### **Safety**

Safety and security are important aspects of the park. All rides and inventory has to be approved according to international safety standards.

The international approval TÜV safety guidelines made in Germany is an international stamp of quality that could be used as standard.

These guidelines combined with a precise site check will be a very good way of securing the overall safety in the park. It is often the local institute of testing that, together with the police make the final approval of the rides.

Another aspect is the cast-member training and personal responsibility for ride safety.

Both the playground area and rides are designed with a large degree of openness where it is possible for parents and loved ones to come right down to the platform for last minute reminders and a loving wave goodbye.

The issue of parents securing that their children are safely locked in the ride is made by having a platform in direct contact with the departure platform where the parents and other guest can overlook the ride and here be in direct contact with the kids.

The local legislation regarding building and construction gives the specific dimension for railings, fire escape routes and other public safety features.

In the dark ride amusements the fire escapes and equipment are designed in accordance to international standards. All the decorations are of fireproof material.

**Plan phasing and flexibility**

By creating a strong physical frame the park will get the ability to handle both present and future demands of change without losing the main concept and visual appearance.

Creating a strong main structure from the beginning gives the park the possibility of developing through out the years, to become an even more beautiful environment. It is natural to include a great deal of flexibility in the structure of the park not only to create a wider selection but also to meet the guest's requirements for future development.

The following is a proposal, which must be analysed in connection with the choice of rides and attractions etc. However, it is important right from the beginning to establish the parks icons, their decorations as well as the general level of ambition.

***Phase I***

The project works with a time frame of two years as follows. The emphasis is put on the main structure, the main rides and green structure.

The beach promenade is a part of Phase I in order to create a connection to the city of Palea Fokea.

Lake Okeanos, Island of Homer and landscaping.

Hotel

Family rides

City of Atlantis

The following rides could be implemented in Phase 1 to give the Park a profile and ensure branding for the future:

The Pegasus Tower

Simulator

Odysseus dark ride

Olympos dark ride

Flume ride

Shoot to chute ride

Water coaster

Horror house walk through

Suspended coaster

Wooden coaster

Fast steel coaster

Family coaster

Kid coaster type ladybug

Rotating thrill

Rotating thrill

Rotating thrill

Rotating kid

Rotating kid

Merry go around kid

Ferris wheel family

Small train

Froghopper

Power tower

Small traffic

Flume ride Atlantis

Walk through Atlantis

Interactive playground.

Sky coaster Ikaros flight

Zeus lightning

Arkade Herakles 12 trails

***Phase I***

Lake Okeanos,

Homer's Island

Landscaping.

Garden of Tragedy

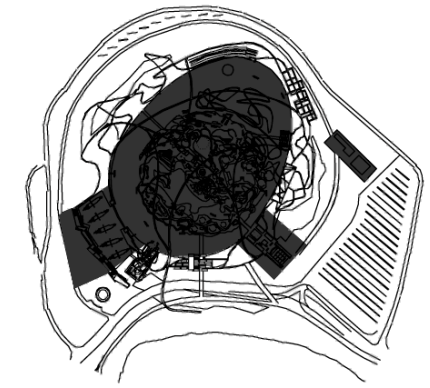
Garden of Inspiration

Amphitheater

Family Hotel

Family rides

City of Atlantis



***Phase II***

The City of Giants,

and scenography where scale

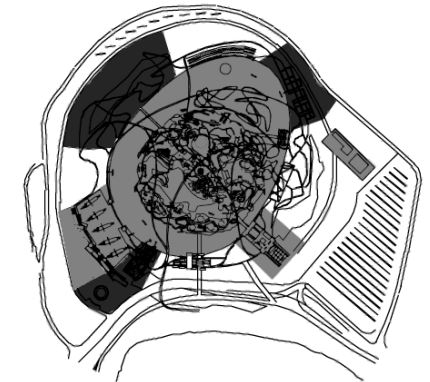
between human and Gods are used.

Attractions

Coasters

3D Cinema

The Light House Hotel



***Phase III***

The Village of Monsters

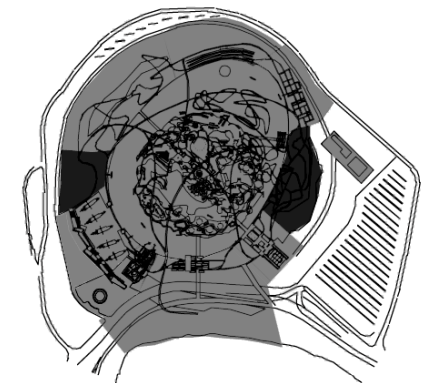
The badgyus from mythology joins together.

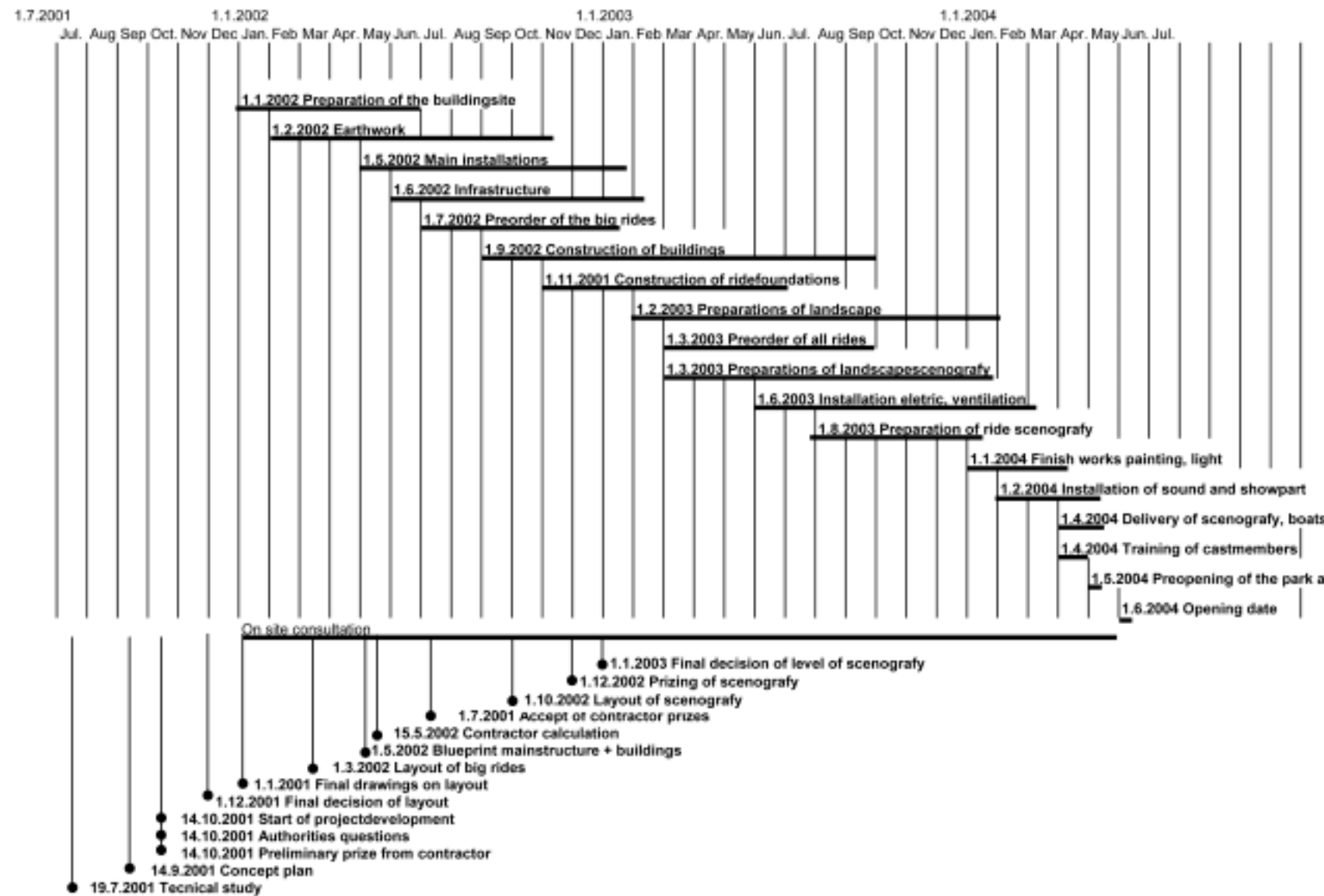
Rides

Darkrides as thrillrides

Coaster

Homeresque Ride with Hydra the nine headed.





### **Time Schedule and Work plan.**

In order to create a dynamic and professional progress of the project the development is divided in a milestone planning.

This planning is concentrated in two main phases: the design / layout and the construction.

The opening date is set to the 1st of June 2004 and both the time of development and construction has therefore to be very precisely defined.

The concept must be decided in the autumn of 2001 and a production plan following the time schedule for the construction. This plan is very tight and on one hand ambitious because it demands a very rapid decision and design process.

Also it demands that some of the design especially for the Dark-rides is developed while the construction is ongoing.

This demands a very precise programming of each activity, but with the speed the project has been developed with from the middle of July, it does not seem unrealistic.

The remaining period until the Park opens there would be mostly “on site” consulting and it is proposed to establish an architect, engineer and artist studio on site to deal with the ongoing decisions.

To secure the progress of the project there should be appointed a project manager who will take care of the overall responsibility of budget and time schedule.

To make a precise feasibility study that takes its starting point in the chosen concept, where the first step could be to make partial plans and sections on all the elements chosen for phase 1, and a 1:500 scale model should be build, where a variety of specific solutions could be solved.

Parallel with this work on the project a precise feasibility study should be launched.

This study has to contain following points:

Concept and branding of the Park

Construction costs

Business plan, type of entrance, hotels, casino,

Visitor frequency, composition, duration of each stay, consumption

Maintenance and service.

Energy resource

Expectations to the future visitation and investments ratio



### **Visitation and Business Plan**

There is a natural connection between the investments, numbers of visitors and the amount each visitor spends in the park.

In order to give a precise indication of which images and products the park should aim towards, and hereby the branding expectations, the following types of guests is listed.

- The family staying a weekend at the hotel
- The family coming for the Water evening show
- The family - one-day visit.
- The young guest + partner - late afternoon visit.
- Tourist - two day stay
- Tourist (Cap Sourion) - 3 hours
- Tourist Athens - 1 day Mythos
- Round tour tourist - 2 hours at Mythos
- School and education

In combination with normal tickets with pay-one-price and the card system it is important to decide how often the local residents should revisit.

An ambition would be at least 200,000 to 300,000 sold membership cards would be preferable.

There is a basic role regarding the relationship between visitation and the amount of money each visitor spends in the park. The opening hours both seen over a year, monthly, weekly and on daily basis are important issues to address.

The evening is very important because of the possibility to make light show events, water shows and the general experience of light and darkness in the park.

This calculation is naturally very complicated but it is very important to evaluate the number of visitors and the time they spend in the Park.

The longer the visitor stays in the park the more they will use the fast-food restaurants, the shops and the other facilities.

Therefore a very precise planning of activities throughout the day, week, month and season is extremely important.

With a local population of 5 mio. residents and 10 mio. tourists, a qualified estimate for yearly visitation would be 3 mio. visitors, with a growth rate at 10 %.

This depends on the frequency of revisitations of the 5 mio. local residents. The ambition level is based on three visits per year.

The duration of stays depends on the type of visit. Therefore the quality of the park must stand out to give guests a reason to recommend.

### **Sponsors and Branding**

A well defined sponsor concept regarding the sponsoring of rides and attractions is extremely important. Visual conspicuousness in form of signage and the name given to the ride or attraction, including the sponsor's name.

Division of sponsor concepts to ensure that all parties receives value for money. It is therefore necessary to establish a classification system which relates to each type of sponsor agreement.

Musician agreements

Special event sponsor

Entertainment sponsor

Ride and amusement sponsor

General sponsor for the park

Partners and collaborators including film companies, food companies etc.

A development of a merchandise concept is very important for branding of the park and as commercial platform for the park.

The design of merchandise has to be concentrated to some very significant figures where for instance Pegasus could be a cuddly toy, Athena and Homer could be figures, and Zeus lighting could be made into a beautiful lamp design, the possibilities of designing merchandise is very open and dynamic.

The hotel lobby will contain shops and a merchandise program and all the major rides will have a shop attached in connection with the exit.

The major rides will also be fitted with photo of the guest taken during the ride.

The branding of the park starts long before the opening in 1.6.2004 with a marketing campaign where both television, outdoor and other media are used to create expectations to visits in the Park.

There should be made a movie of the construction process and also interview with key-personnel should be implemented.

Screening of rides and scenography could be made with groups of young people and in the months before the opening of the Park there should be advertising in cinemas, newspapers and a high profile in the media picture should be kept.

This media pressure should both be implemented on national as well as international level.

After the opening of the park there has to be a plan for implementing media activities in a precise defined time schedule.

After the Olympic games in august 2004 it would be strategic to make a new big event in the park and here could a unique water, laser and lightshow be chosen to attract attention to the Park again.

Throughout the season there have to be events such as a Christmas event and with a certain frequency there should be implemented a new major attraction.

## Elements of the park

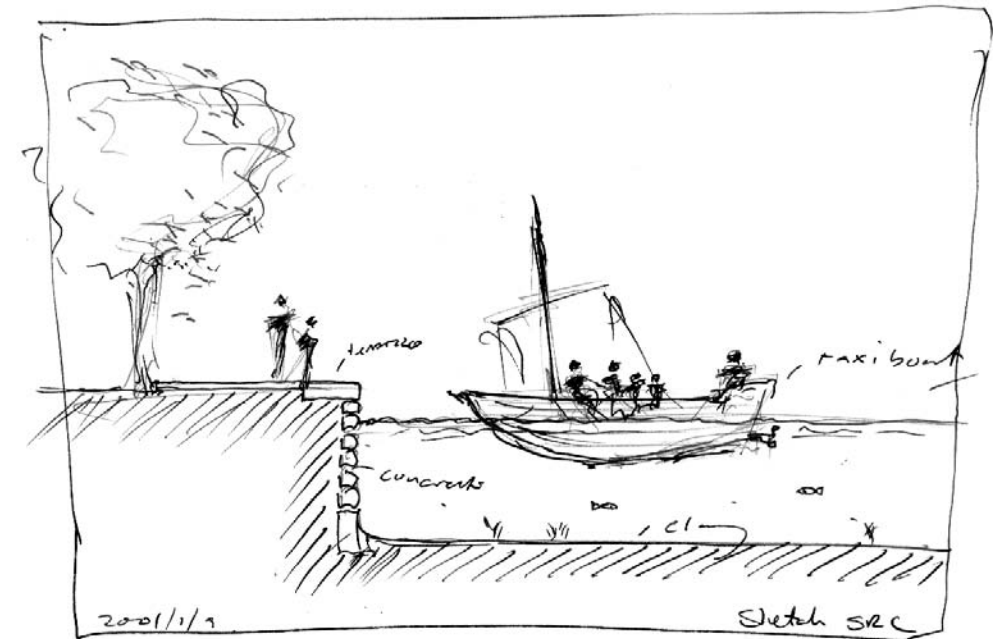
Following is a short description of the different elements of the park. The description is organized in following headlines: Landscape, buildings, attractions, inventory, and installation.

### The Landscape

Facility	Gross area square meters
1. Lake Oceanus	197.500
2. The perimeter Lake	74.100
3. The surrounding tree area	338.900
4. The Island of Homer	110.500
5. The parking area for The Park	140.000
6. The parking area for The Hotel	30.000
7. The parking area for The Administration	12.000
<b>Total</b>	<b>903.000</b>

### The Buildings

Facility	Gross area square meters
1. The City of Mythos, Main Entrance	1.860
2. The City of Homer	800
3. The Village of Craftsmen	1.040
4. The City of Atlantis	500
5. The Floating City	300
6. Restaurants	7.000
7. Tecnical spaces by the rides	1.500
8. Dark Rides, Olympos, Odysseus, Hades	6.000
9. The Administration	5.000
10. The workshops/storage	7.000
11. The Mythos Hotel	19.000
12. The Lighthouse Hotel	23.000
<b>Total</b>	<b>73.000</b>

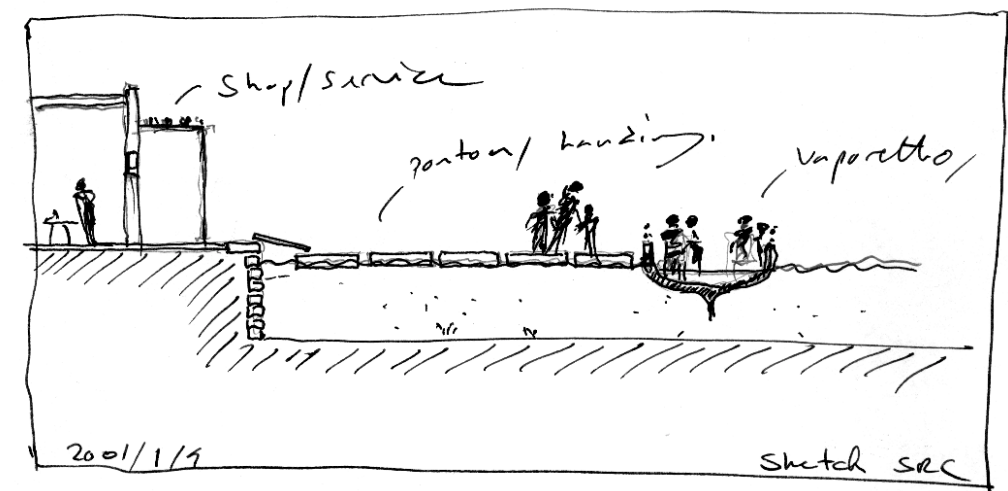


Construction of the shores of the Lake Oceanus

#### 1. Lake Oceanus

The artificial lake area is complete with a waterproof membrane, underwater set design and a system of water regulating floodgates. The bottom would be made of clay and the edges of concrete blocks with a finishing stone as white terrazzo.

197.500 m<sup>2</sup>



Starting a boatfare at the Island of Homer

#### 2. The Island of Homer

An artificial island made with the dug out material from the lake and service tunnel. The soil balance would be kept neutral in the overall construction of the landscape. The structure such as dark rides and tunnel are cast in situ and covered with soil. Finish of the Island varies from sand, stone pavement and gravel in different tracting.

110.500 m<sup>2</sup>

### 3. Trees

Trees such as olives and the like are used as solitary trees as well as in groups to make up the backbone of the landscaping. A living fence towards the outer edge of the site defines the area.

Solitary tree 500 items

Groups of trees 3000 items

Small trees 30000 items

Hedge 2000 items

### 4. Landscaping

Landscaping in the form of special gardens and flowerbeds with unique paving, borders and edges as well as night lighting. Topsoil and sprinkler system for irrigation.

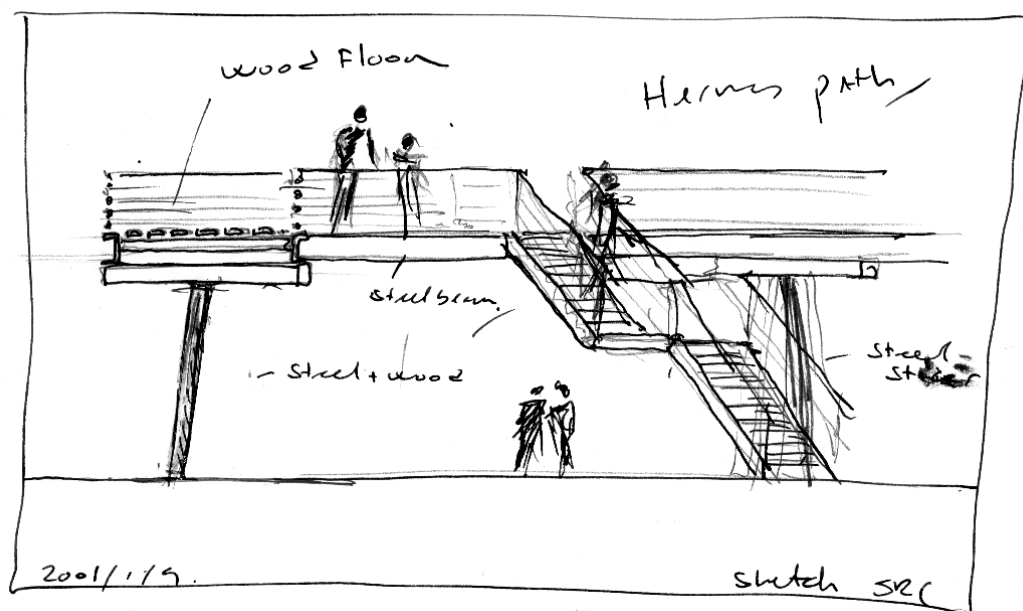
40.000 m<sup>2</sup>

### 5. Pathways and bridges

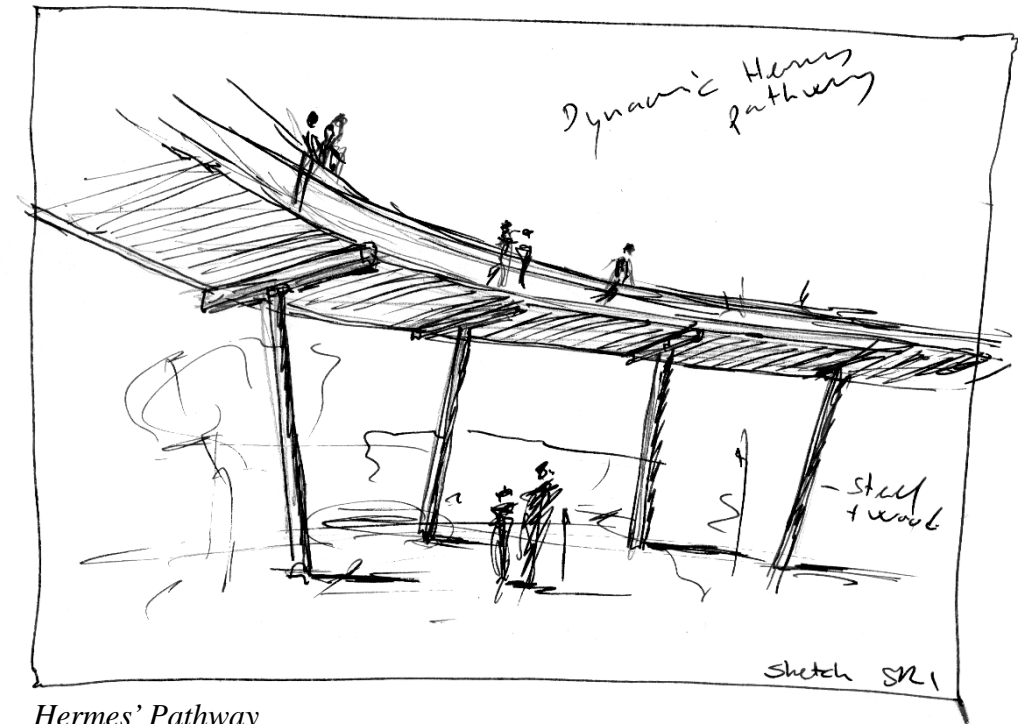
Pathways and bridges, with a width of five meters, are designed as either a concrete pathway on the ground or as wooden or steel bridges hovering from three to eight meters over the site.

5000 meters of concrete pathways

4000 meter bridges



Staircase connecting Hermes' Path with the Island of Homer.



Hermes' Pathway

### 6. Surrounding area and Amphitheatre

Approx. area size 140.000 m<sup>2</sup>, three lakes 50.400 m<sup>2</sup>, a new traffic system with on and off ramps. Terrain excavations and new roadway viaduct.

Road length 1.000 meter.

Viaduct, new on and off ramps.

The Amphitheatre towards north uses the natural slope and is built into this. With a finish of terrazzo concrete with pieces of white marble stone.

### 7. Perimeter security fence

Steel fence height 3 meters, length 2,5 kilometres.

Price per section

5000 meters of concrete pathways

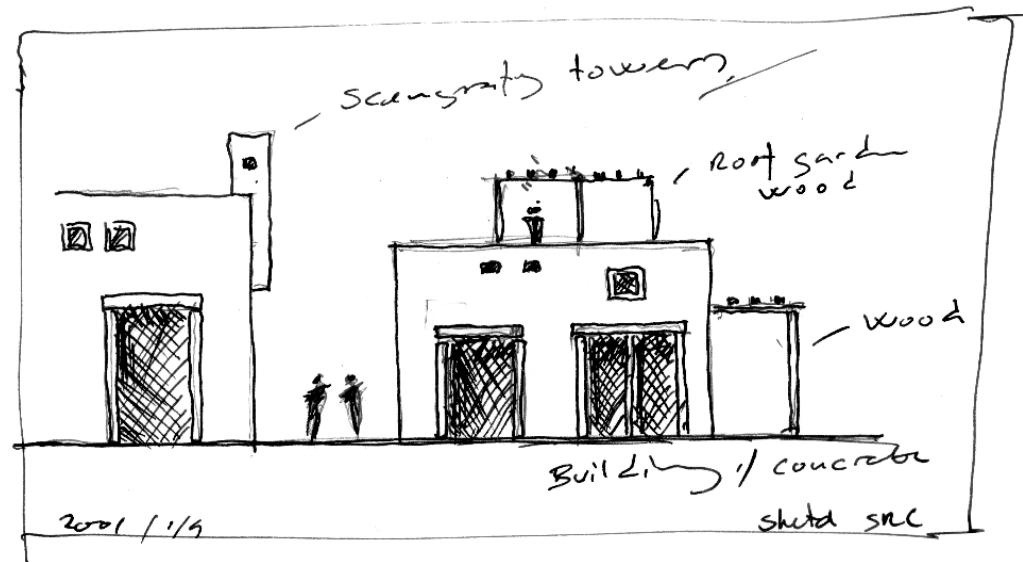
4000 meter bridges

### 8. Towns and villages

City of Mythos, City of Craftsmen, City of Homer, City of Atlantis and The Floating City.

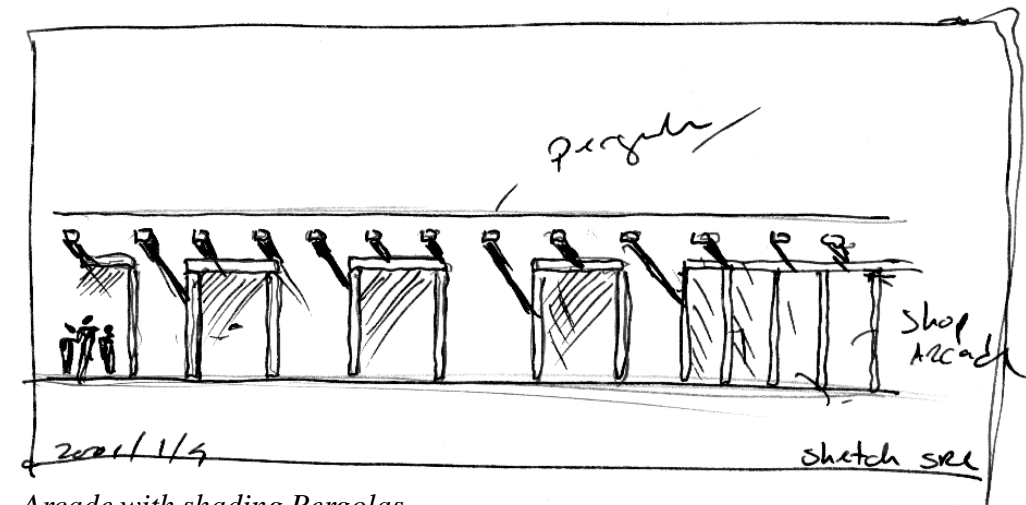
The towns surrounding the lake are designed as mythological paraphrases referring to their universe.

Their layout is Mediterranean Greek style and the design should create a kind of dream world.



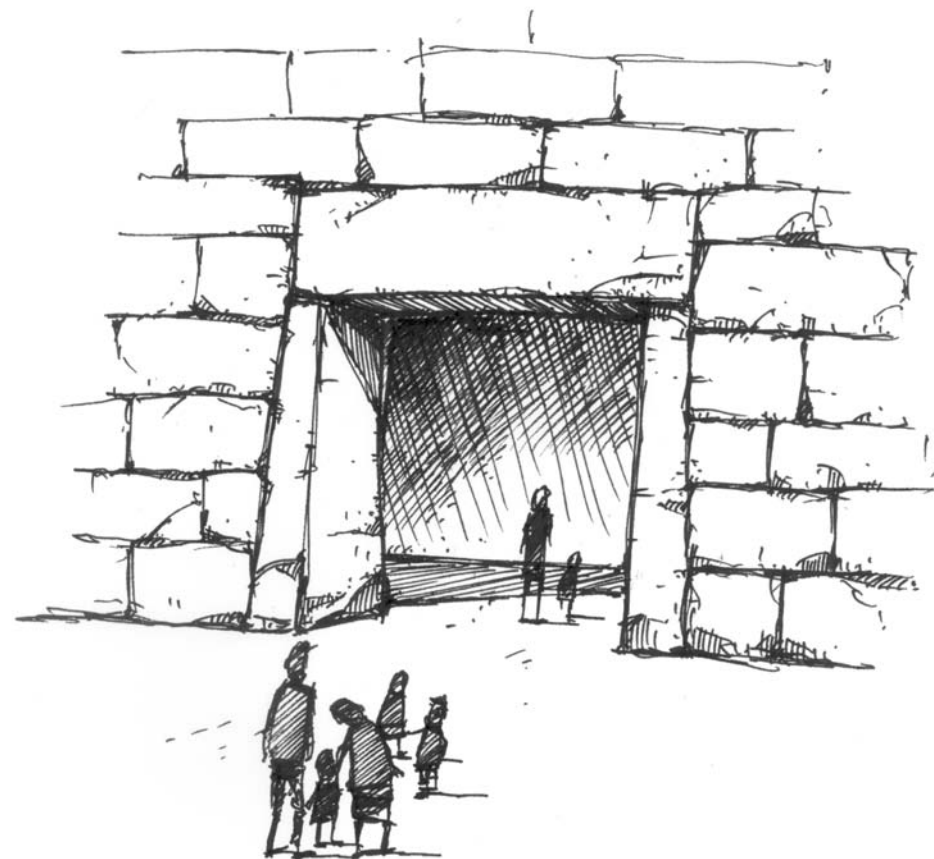
*Building in the City of Homer*

The wall of the building should be solid and door and window should be placed in the façade very sculpturally, in front of the building there could be light shady roofs made as wooden constructions and roof garden will be established.



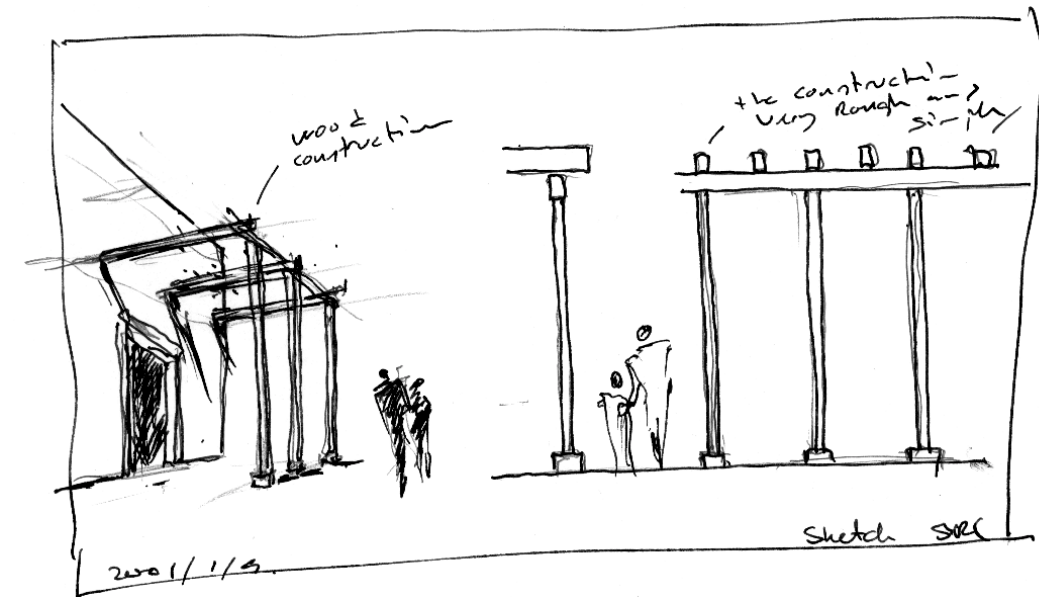
*Arcade with shading Pergolas*

The Towns are made with a high degree of scenography and this will be incorporated into the architecture as towers, bay windows and gates. The building is covered with plaster and kept in earth like colours. The towns and villages include fast-food stands, shops, and games of luck and skill as well as service functions.



*Detail from the City of Homer*

Changes in scale for example; gigantic doors, 10-meter deep walls, huge columns and a miniature landscape are elements when combined create a wonderful and varied experience.



*Detail of timber work.*



*Restaurant Olympos*

### 9. Restaurants

There are 6 restaurants in all each with a capacity of 400 guests. Total restaurant capacity is 2400 guests. Kitchen facilities include machines and inventory as well as decorations. Each restaurant has its own theme and dining concept. The main emphasis is on light meals and fastfood in a Mediterranean style atmosphere.

#### “Restaurant Atlantis”

The scenography is the sunken Atlantis. The guests will be placed in the ruins of the city, the lighting will be ocean blue. There should be aquariums and the menu would be seafood.

#### “Restaurant Trireme”

The scenography is a Trireme battleship, and the guests are dining at the hull. All furniture and accessories should be of rough wood carved design. The menu would be inspired by the ancient sefarer

#### “Homer’s Table”

The interior will be mythical in stone and wood, and the dishes would be from the time of Homer.

#### “Restaurant Olympos”

The scenography is made so the guests are seated in the hall of Gods. Therefore the scale of chairs and tables are out of usual proportions and you get the felling that you are the guest of Zeus. Menu inspired by the God like dishes.

#### “Restaurant Floating City”

The restaurant stands on wooden columns hovering over the water. Seafood is one menu

#### “Restaurant Mythos”

A family restaurant with a big variety in food. The scenography is based on the mythology, with Gods and heroes.

10.000 m<sup>2</sup>

### 10. Fastfood and beverage stands

Fastfood and beverage stands 30 stands in all are placed around the park and designed in the theme appropriate to the location.

Indoor facility 3000 guests.

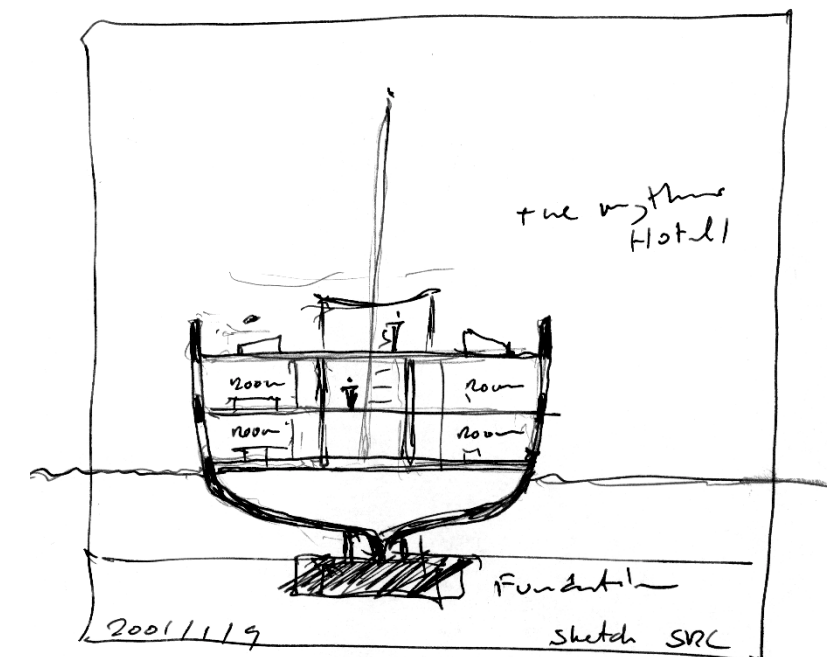
30 stands

### 11. Hotels and Leisure Zones

The hotel and leisure zone includes a family resort that has its roots in the mythical world. The use of water as well as specialized theme decorations are used as unifying elements.

The Mythos Hotel is a family hotel, and is located in the western side of the park with 400 rooms and attached conference and restaurant facilities. The hotel is designed to be an independent facility.

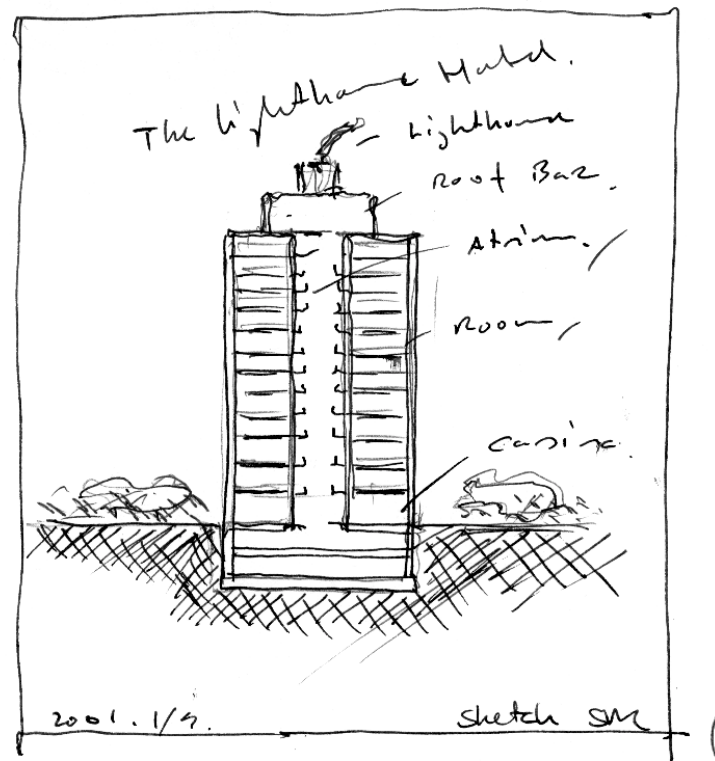
18.000 m<sup>2</sup>



*Cross section of the Mythos HotelDetail of timber work.*

The Light House Hotel is a 5-star luxury hotel with conference and Casino facilities. The capacity is 300 rooms.

21.000 m<sup>2</sup>



Cross Section of the Light House Hotel

### 12. Administration

Administration facilities are situated in the northern corner of the site. They are dimensioned for approx. 200 employees as well as approx. 1000 seasonal employees.

Check-in facilities, changing facilities, offices and meeting facilities, cafeteria and a relaxation zone.

5000 m<sup>2</sup>

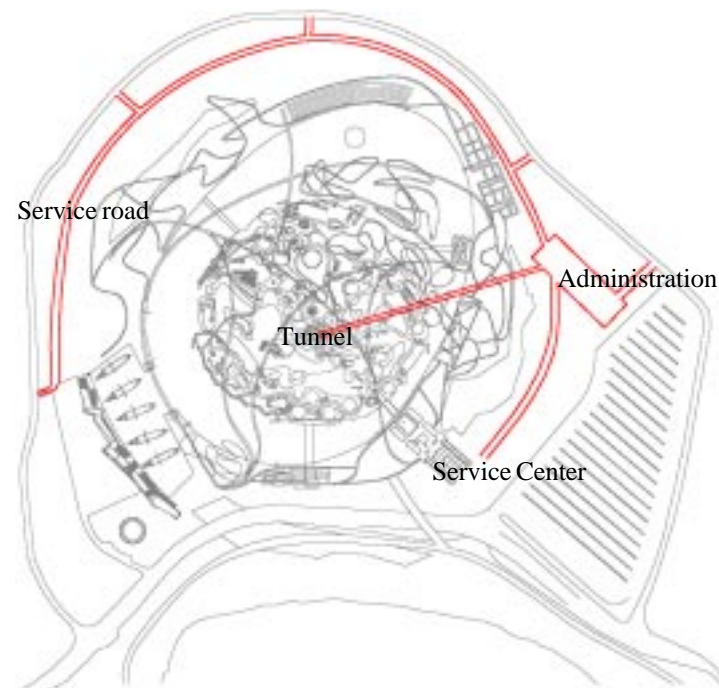


Diagram showing circular service road and tunnel.

### 13. Technical zone

Technical service and delivery area. Workshop facilities for maintenance of decorations, park inventory as well as necessary changes and reparation of rides. Delivery area for goods and services to the various restaurants and shops.

8000 m<sup>2</sup>

### 14. Shade structures

A variety of shade structures designed for public seating, such as pergolas and pavilions, both freestanding and attached. These shade structures are wood constructions some with canvas coverings, others as an open latticework supporting grapevines and other climbing plants.

30 units

### 15. Garden inventory

A wide variety of benches and outdoor furnishings.

1000 units

### 16. Theme Decorations

General decorations for themed set design complete with figures, sculptural niches, stained glass and mosaics, The Trojan Horse etc.

### Rides and Attractions

Regarding rides and various activities there must be a combination between learning, shows, wild rides, family rides and the more interactive experiences.

In order for the park to appear attractive and give enough space for a longer stay, there has to be a broad variety in types of rides and zones with different levels of activity.

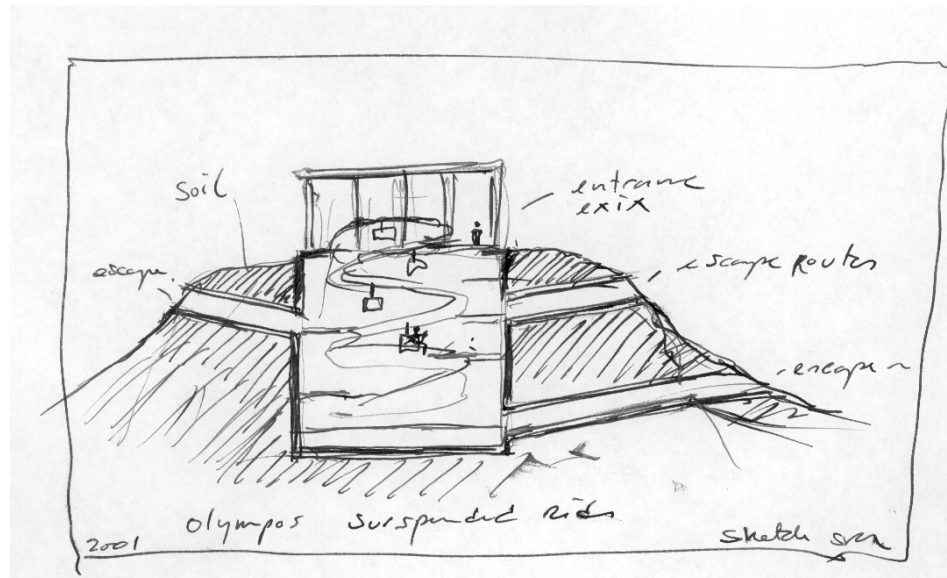
User types categorizes the following rides and attractions: thrill rides, family rides and kiddy rides (including the three playgrounds).

### 17. The Olympos Ride.

Guests travels down through Mount Olympos where a chronic series of mythological scenes are brought to life as well as scenes from the heroes' lives unfolds.

The ride is a suspended coaster. The waiting area is situated on the slopes of Mount Olympos leading up to The House of Zeus where the guests starts their journey through the different scenographies of the ride. The Olympos is a dark-ride of high format along the lines of the Tessauds ride in London, England that presents the story of London. There would be approx. 150 animatronic figures. 10 scenes and 100 non moveable figures.

Capacity 1500 per hour.



Cross Section of the Olympus Ride

18. Odysseus Voyage

12 scenes with approx. 100 animatronics figures and 100 still figures. Effects could be heat, cold and water. The ride manufacturer could be Intemin or Revassin

Capacity 1200 per hour.



Suspended ride

19. Atlantis

Atlantis is located at the west bank of Okeanos. The guests from Homer's Island circulate down through underwater glass tunnels. The tunnels are designed as a walk-through 3-D show where the pre-show concentrates on Atlantis before the great catastrophe and the main-show gives guests the possibility to experience Atlantis as a mysterious yet beautiful ruin.

Capacity 1000 per hour.



Water Dark ride

20. The Journey of Hades

A scenery of light and shade. A high degree of cooling so the guest will experience a physical perception. The Ride will be a combination of video projections and animatronics.

21. The Wheel of Kronos

A Ferris wheel.

22. Hellas Giant Coaster

Hellas Giant Coaster has a total height of 100 meter and a total length of 1,2 kilometres.

Capacity 1200 per hour

23. Pegasus' Tower

Pegasus' Tower is a space drop / turbo drop. The figure on the top of the tower is in white glass fiber. The ride manufacturer could be S&S powers or Maurer Söhne.

24. The Trojan horse

The Trojan horse is a large wooden roller coaster placed partially over the lake.

Capacity 1500 per hour.

25. Ikaros Hang Glider

Ikaros hang glider

26. Tour boat

Water Taxis and Water Buses allow guests to see the park from the waterside during a round trip cruise.

20 boats

27. Water ride

Water rides for all ages. Some of the water rides end in the lake. Also various water roller coasters are in this category

28. Love tunnel

The youngest of the gods Eros fires his arrows of passion into the hearts of young and old alike. This dark ride is designed in romantic colours with sounds from the landscapes of paradise.

29. The sledgehammer

The sledgehammer is a self-steered Grecian boat ride.

40 boats

30. Zeus' thunderbolt

Zeus' thunderbolt is an extremely fast running traditional roller coaster.

Capacity 1500

31. Hermes Journey

Hermes travels are shared with all. Simulator with movies and storytelling from the time of the myths.

Capacity 600 per hour.



*Water ride with mountain tunnel*

32. Hercules and the 12 trials

Hercules and the 12 trials is an interactive walk through with 12 testing stations each giving points. Points can be collected for competition purposes.

Capacity 1000 per hour. Note: with the trials there may be a waiting time.

33. Various rides and attractions

Family rides – 6 items

34. Kiddy rides - 10 items

35. Playground - 3 items

36. Arcade games incl. computer games

37. Games of luck and skill

38. Adventure playground.

A giant sandbox with pieces of temples made of wood. Children can put the pieces together to create scenes from the world of fantasy. It is thought to combine playing with learning. Children can experience and learn about the perspective, static's, how roofs stay in place etc.



### 39. The Tower of the Winds.

A wind tunnel that is designed as a walk-through with sound, wind machine and aerodynamic experiences.

### 40. Minotaur Maze.

A mirror and perspective box with decorations from mazes together with sound and specialised lighting.

### **41. Water Show**

The water show takes place on the lake Okeanos with video and laser effects. An 18-meter tall screen of water is shot up at the northern part of the lake. The seating area is designed as an amphitheatre formed staircase at the northern shore. The show begins in the evening and has a total length of 40 minutes. The special effects must be incorporated in the total lighting design for the park. The idea is to create four or five stories from the very beginning. This will give the possibility to vary the shows and the experience for the public throughout the seasons. It is important to use the water element as an integrated part of the park.

Four water screens.

Lighting design

Computer

Storyboard and design.

### **42. Service functions**

The main entrance, ticket offices, information office, service centre for guests, control gates and various decorations. Entrance signage 15 meter high letter, and emergency room

15 ticket offices, 40 counters

Letters

### **43. Restroom and Service Facilities**

These facilities are divided into 7 main large restrooms complete with handicap toilet, nursing facilities etc.

The goal is to provide a proportional number of restrooms: one toilet per 100 guests. As the estimated number of visitors is expected to reach 20,000 visitors per day this would require a total of 200 toilets.

200 toilets

Area requirements 2000 m<sup>2</sup>

### **44. General Signage**

For restaurants, rides and amusements.

### **45. Security and Alarm System**

Including fire alarm.

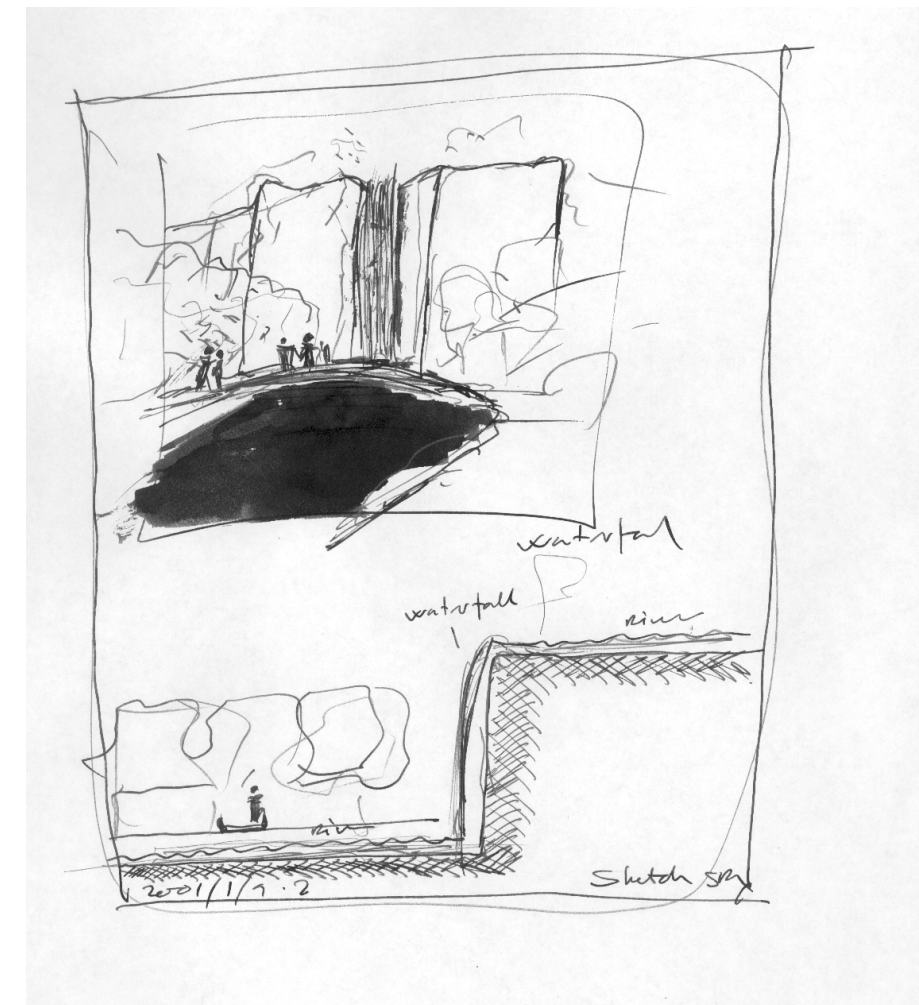
### **46. Irrigation System**

Drip and sprinkler, which is connected to the whole park.

### **47. Fountains and Waterfalls**

Placed in connection with Homer's Island, along the lakeshore including mist machines near the mount Olympos

30 items at 270,000 Euros.



Sketch showing the use of Waterfalls

#### **48. Lighting System**

Divided into permanent lighting fixtures along pathways and bridges. Special effect lighting of water surfaces, buildings, rides and attractions, as well as the sculpture of Pegasus.

#### **49. Sound system**

300 speakers are built into the landscape. These are primarily used to coordinate shows and for public announcements. The sound system is designed in sections in order to create various moods throughout the park.

Speaker, cables and Sound system

#### **50. Electrical Installations**

#### **51. Computer Connections**

#### **52. Cash Register Systems and Credit Card Terminals**

#### **53. Ventilation**

This point is included under each category. There is established a decentralized system with the design requirements that the system must be relatively soundless and hidden from the public's view.

Transformers included.

#### **54. Alternative Resources**

Solar panels

Solar Cells

Windmills

Refuse areas

#### **55. Elevators, handicap lifts and ramps**

These are strategically placed to optimise accessibility.

10 elevators

20 lifts

10 ramps

#### **56. Beach Promenade**

The new beach promenade is made with stone pavement, light fixtures and trees.

On the Beach there are approx. 10 light wooden constructions as service facilities.

#### **57. Nature Path**

A nature path is established at the Agios Nicolaos peninsula. With 4 small wooden sheds as exhibition area.

#### **58. The existing School of Tourist Profession**

Renovation and change of function into a luxury hotel. A new lobby at the entrance should be added constructed in glass and steel.

## Credits

### **The proposal is made by:**

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in collaboration with:

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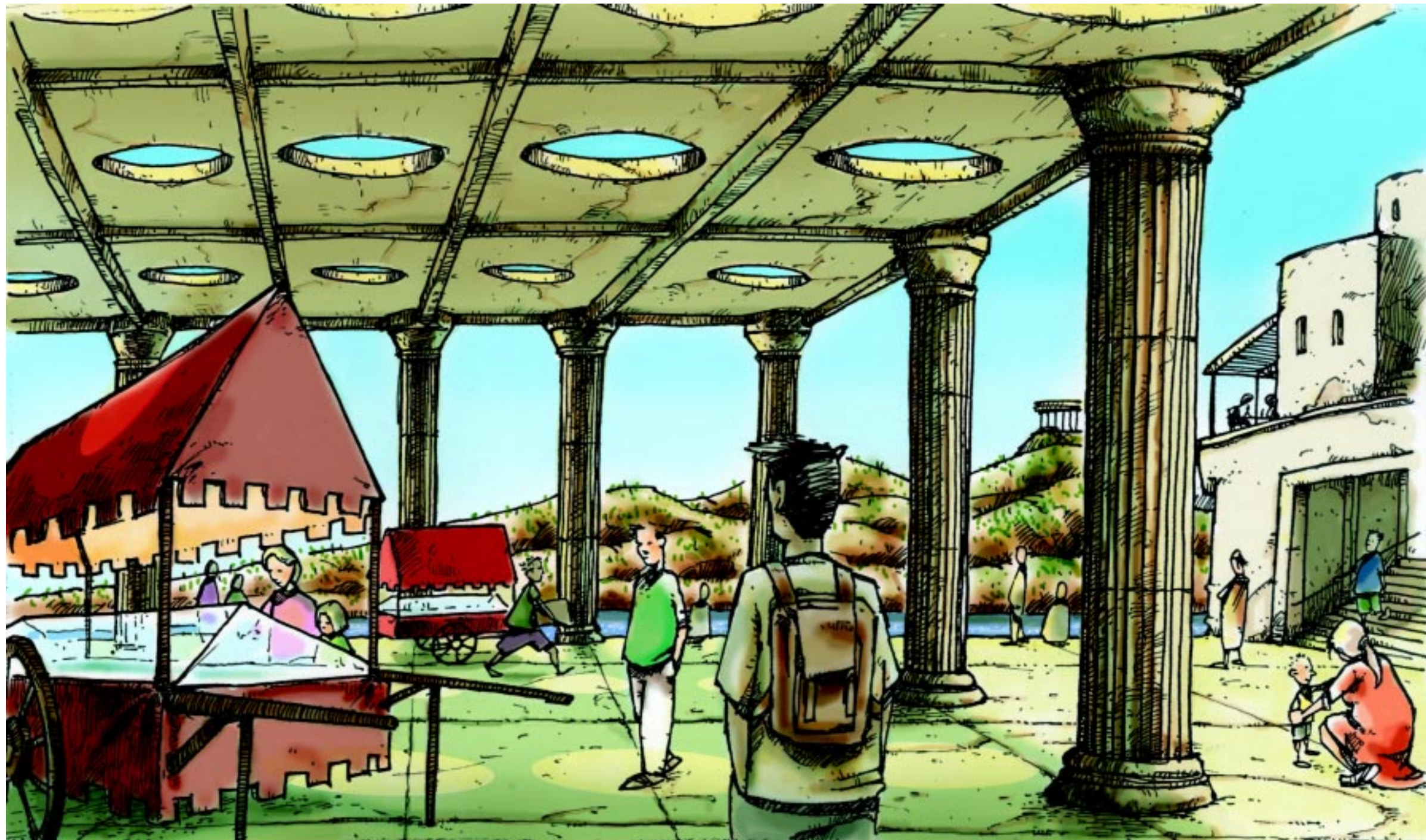
### **Projectteam:**

Søren Robert Lund MAA PAR, architect in charge.  
Jon Clausen, architect MAA  
Lars Nørgaard, industrial designer MAA MDD  
Lasse B. Weinreich, artist  
Peter Sandorff, architect MAA  
Sine Martini, architect MAA  
Laura Juvik, architect  
Tola Poulsen, architect

### **Consultents:**

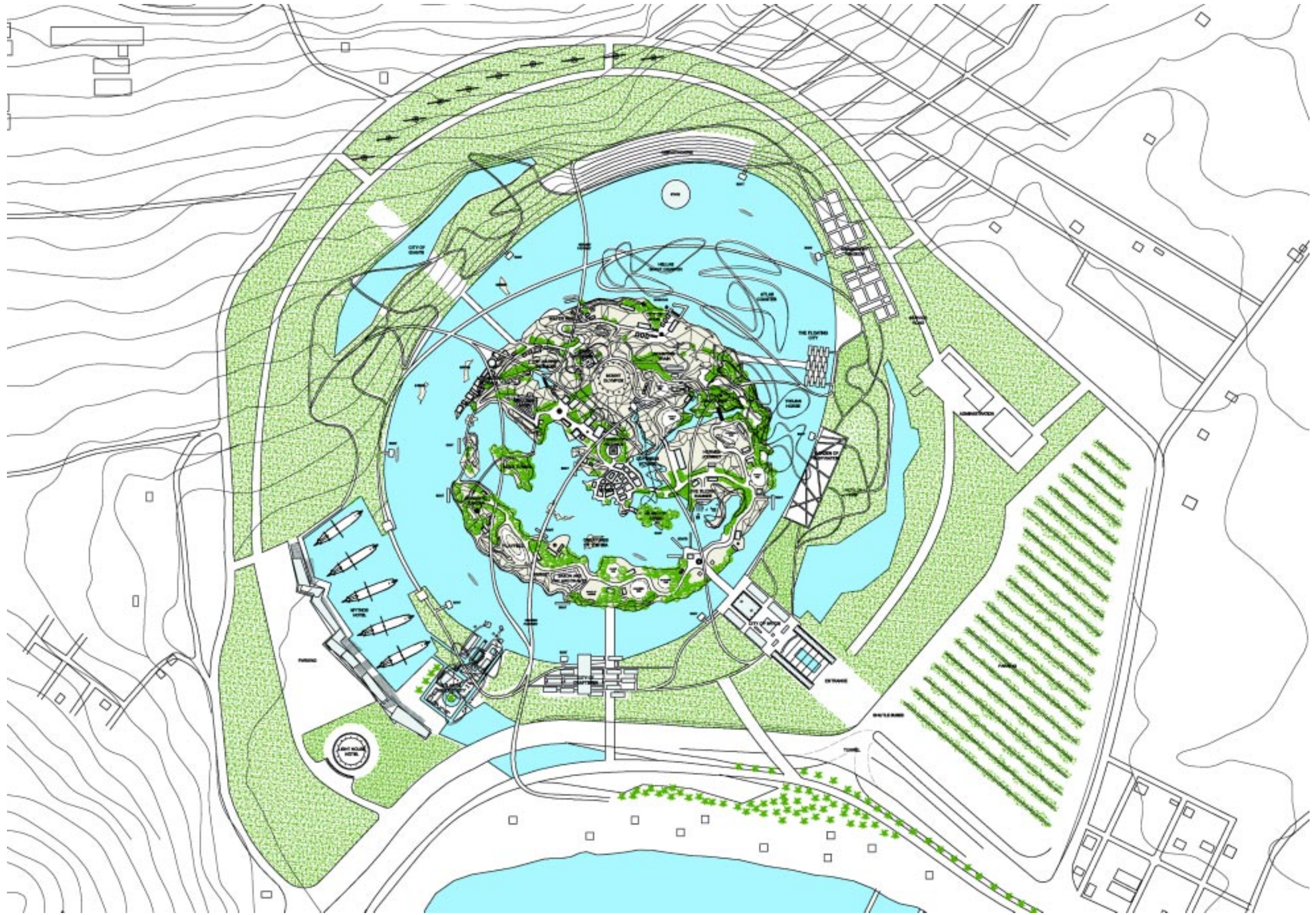
Hans Henrik Gram, Director of Tivoli Garden.  
Bo Tao Michaëlis, Master of Arts.  
Mette Viking, Publishing Editor.

Date of accomplishment: 2001-09-14



**Appendix**

Plan 1:5000.....	28
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Plan 1:5000

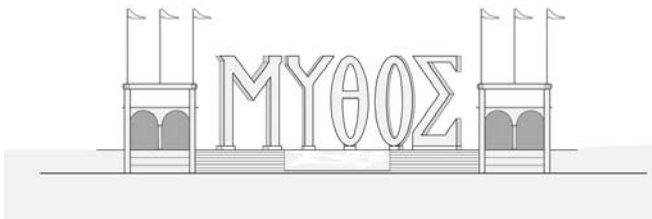
ΜΥΘΟΣ



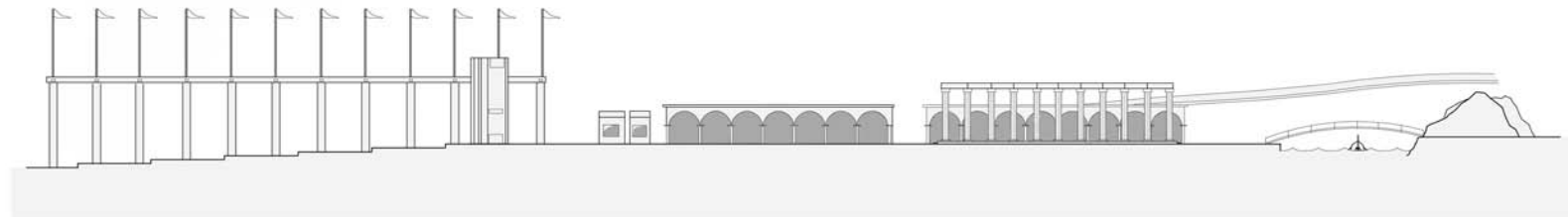
*Axonometric view seen from east*



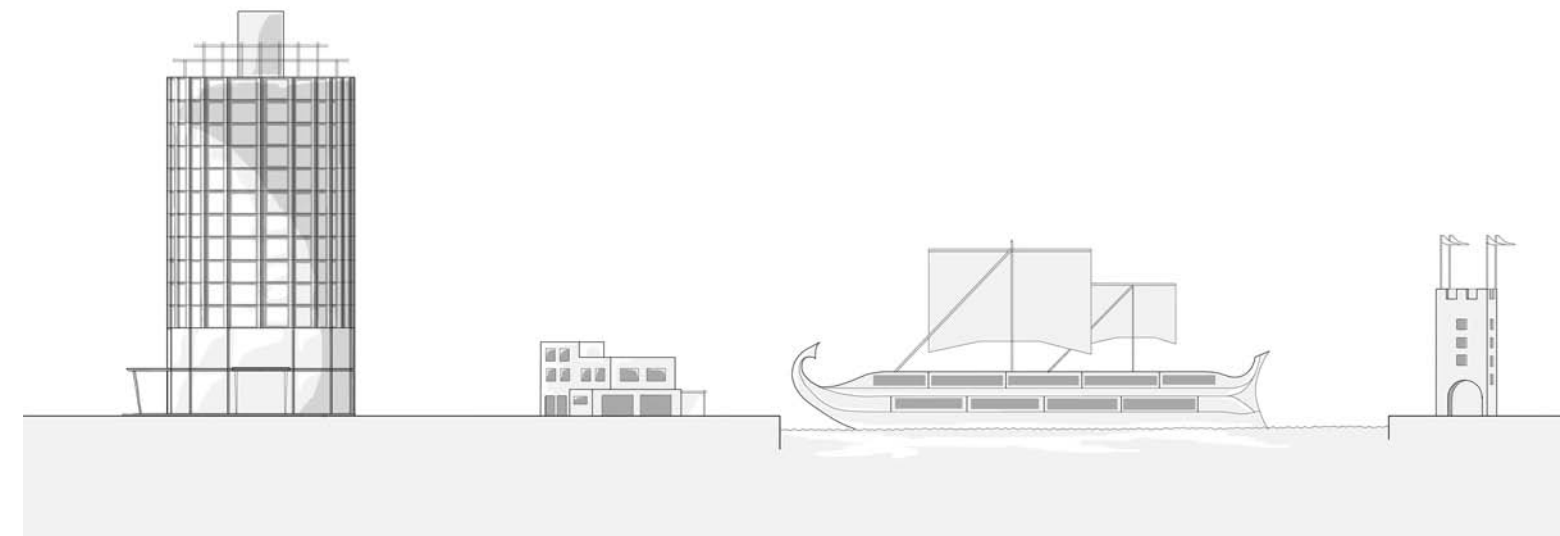
*Longitudinal Section 1:5000*



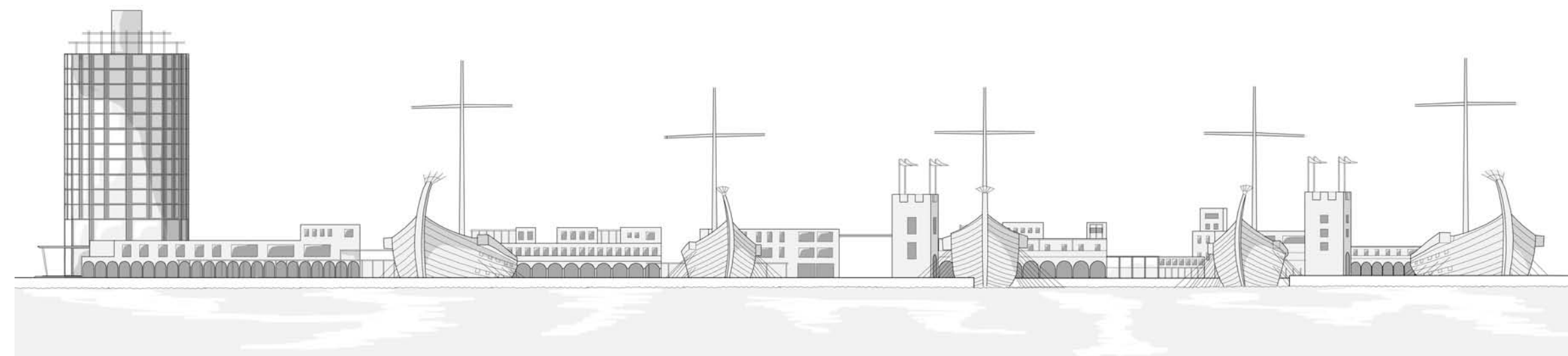
*South Elevation 1:1000 Entrance.*



*East Elevation 1:1000 City of Mythos.*

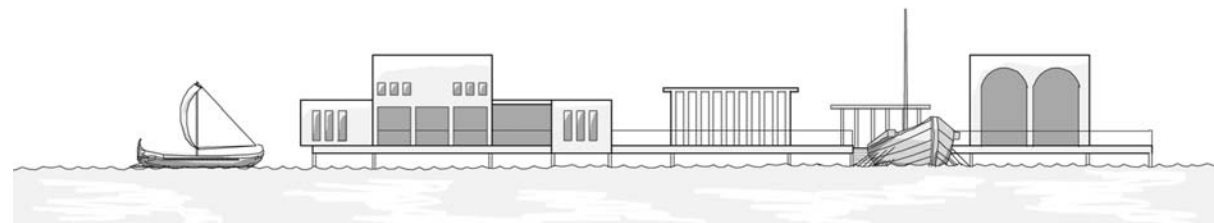


*South Elevation 1:1000 Hotel Mythos.*

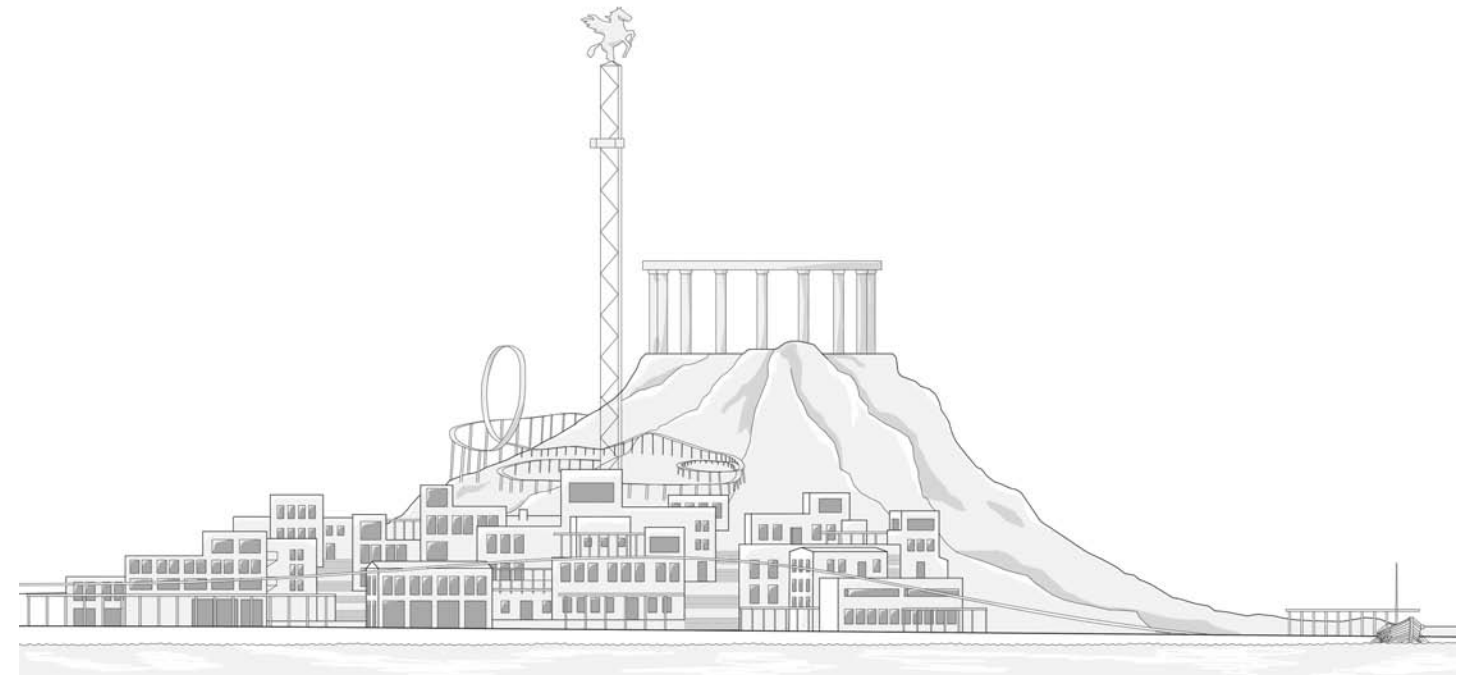


*Southeast Elevation 1:1000 Hotel Mythos.*

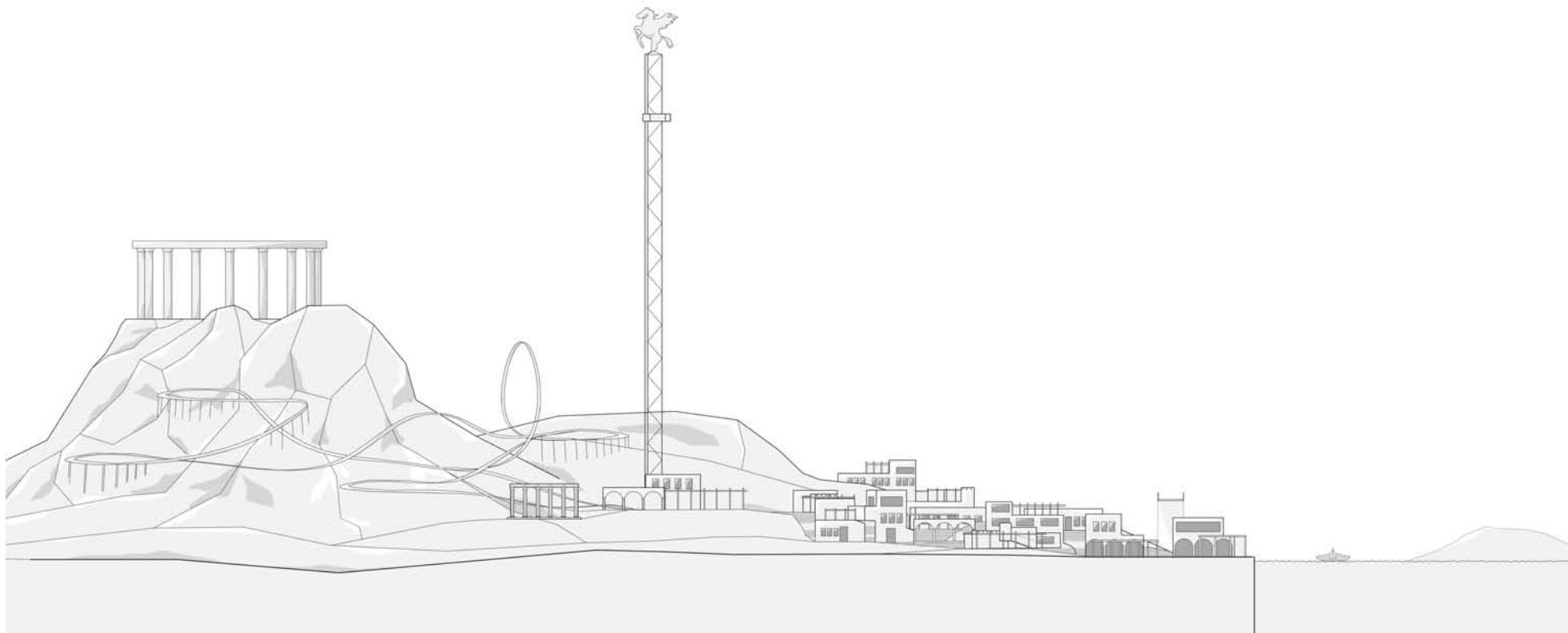
MYΘΟΣ



*West Elevation 1:500 Floating City.*

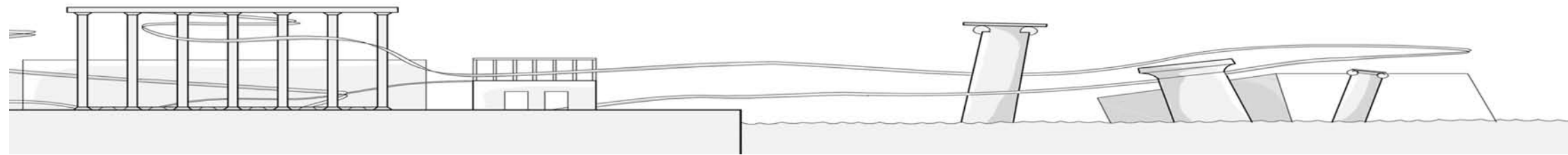


*South Elevation 1:1000 Mount Olympus.*

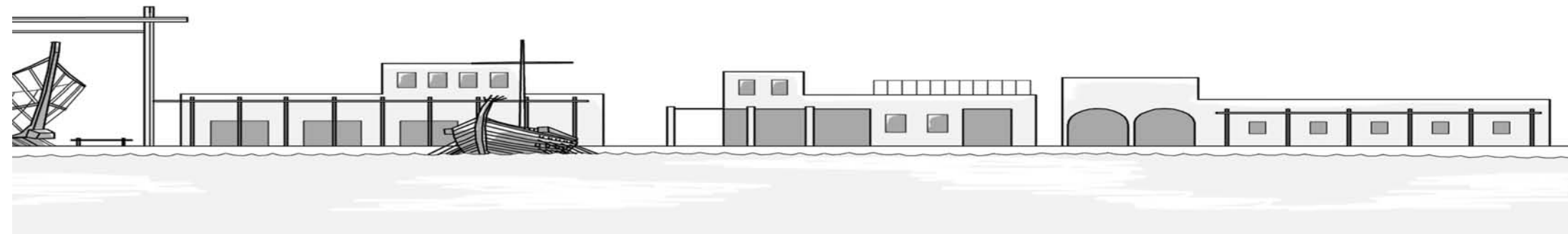


*West Elevation 1:1000 Mount Olympus.*

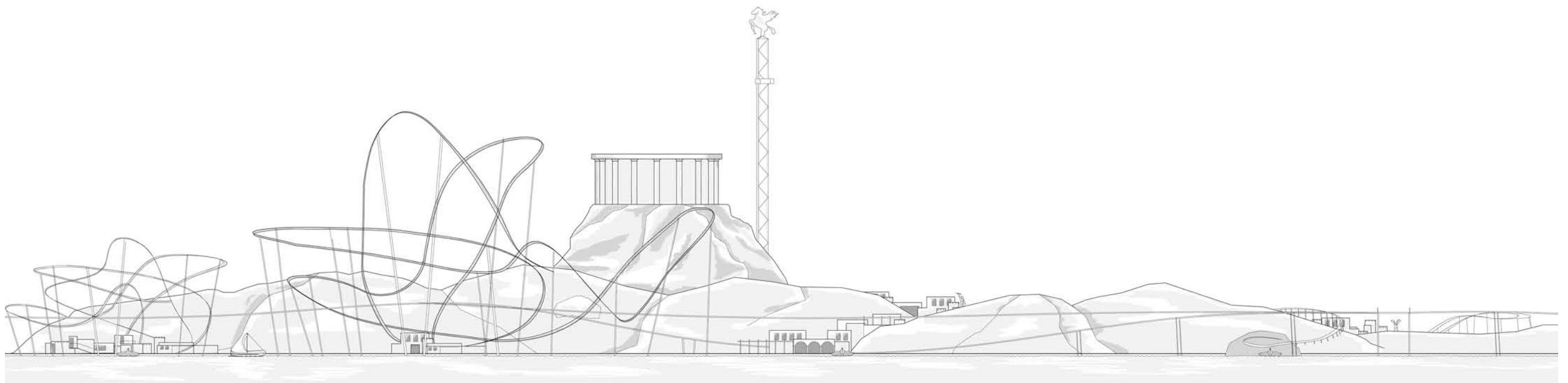




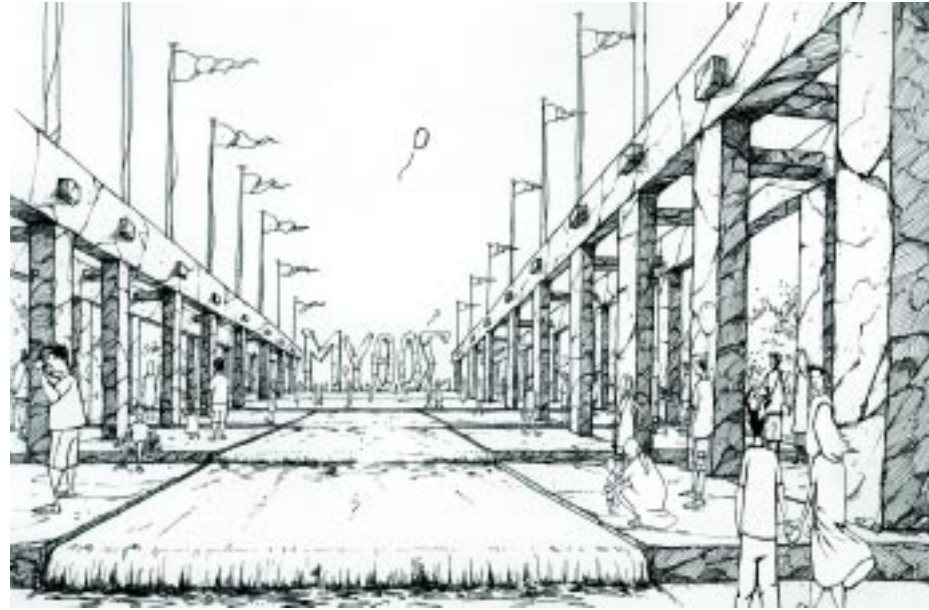
*South Elevation 1:500 Atlantis.*



*North Elevation 1:500 City of Craftsmen.*



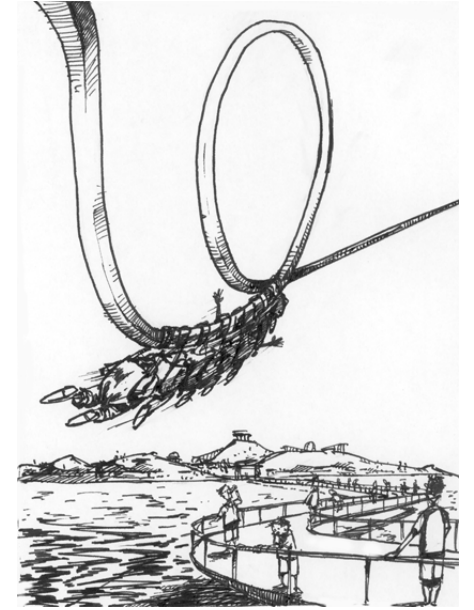
*North Elevation 1:1000 Homer's Island.*



*Perspective of the entrance to The City of Mythos*



*View from the Island of Homer*



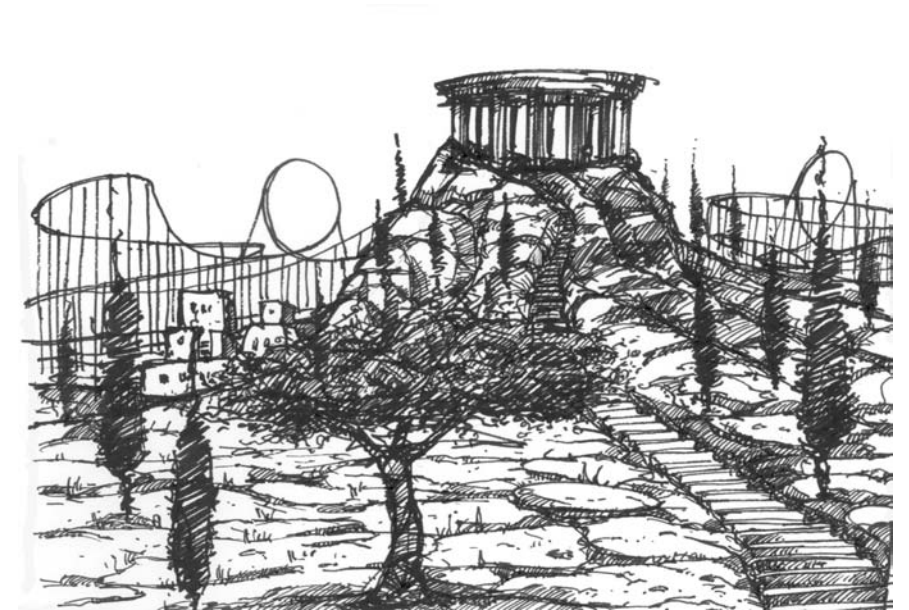
*Perspective of elevated pathway and rollercoaster*



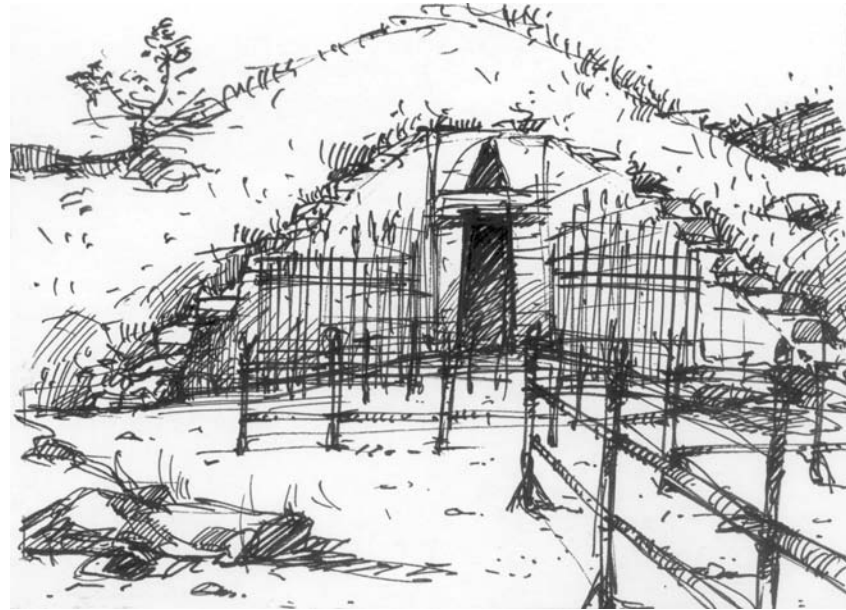
*Elevated pathway crossing a ride*



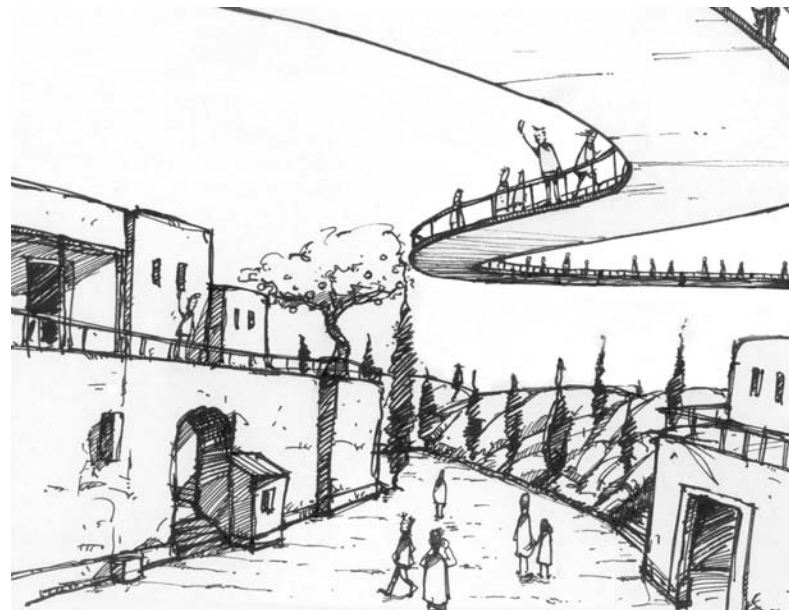
*Viewing a ride*



*Perspective of Mount Olympus*



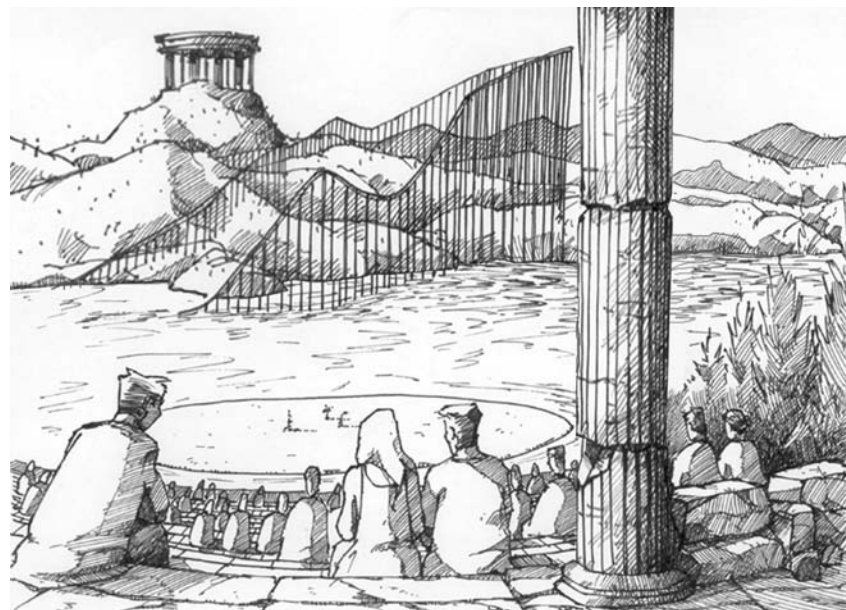
*Entrance to a dark-ride*



*Hermes' pathway*



*Perspective from a stroll along the tree lined shore*



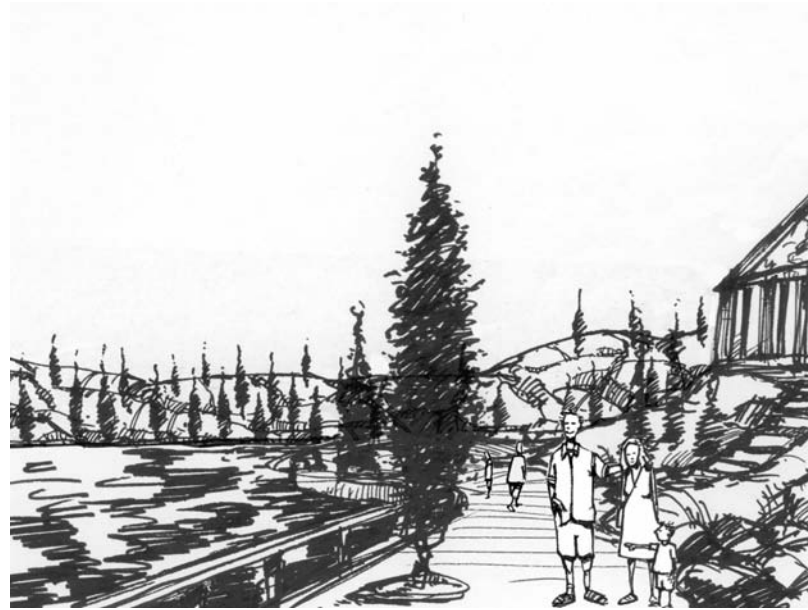
*Amphitheatre*



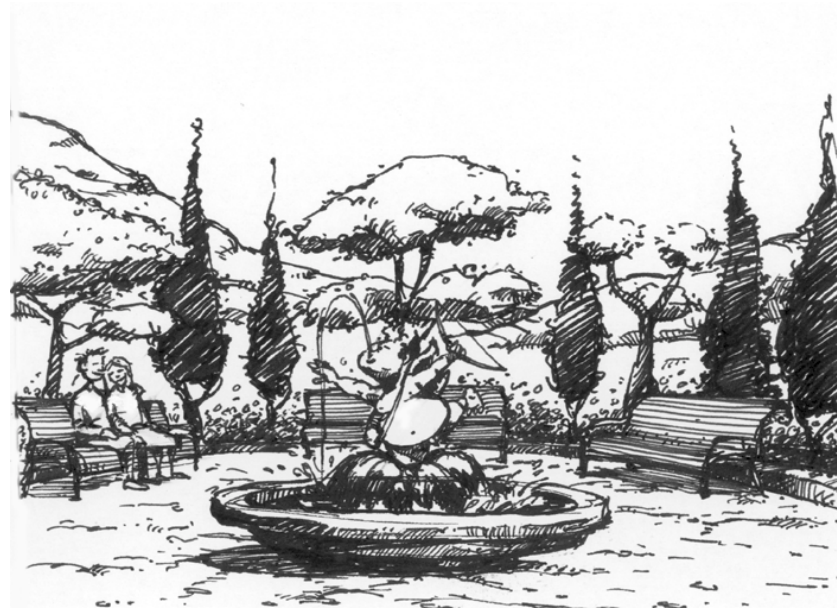
*Ancient Play at minor theatre*



*Amphitheatre, the Garden of Tragedy*



*Lake Okeanos*



*The garden of romance*



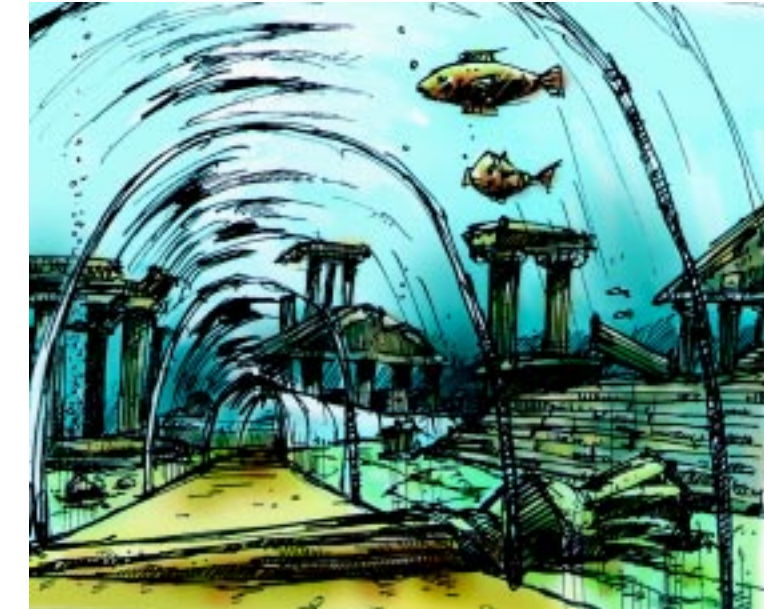
*The City of Giants*



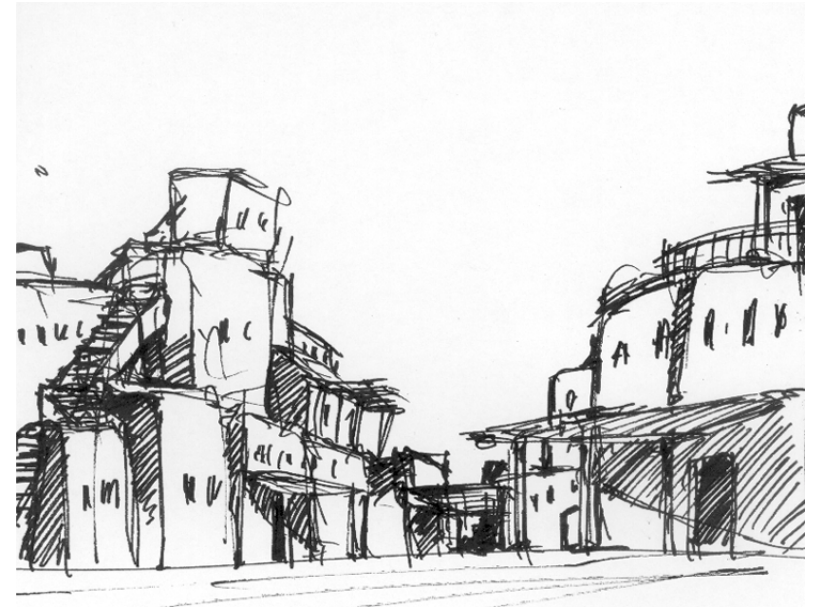
*Sirenes in Lake Okeanos*



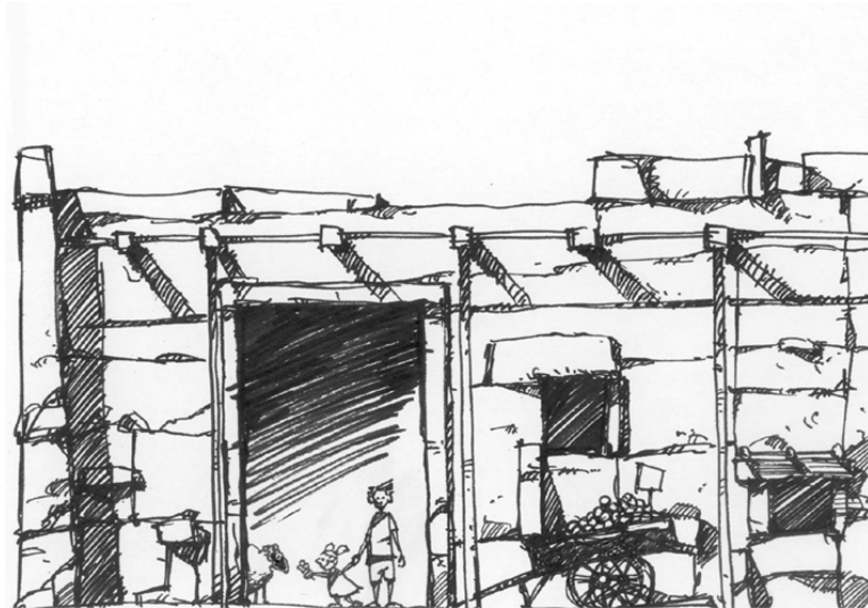
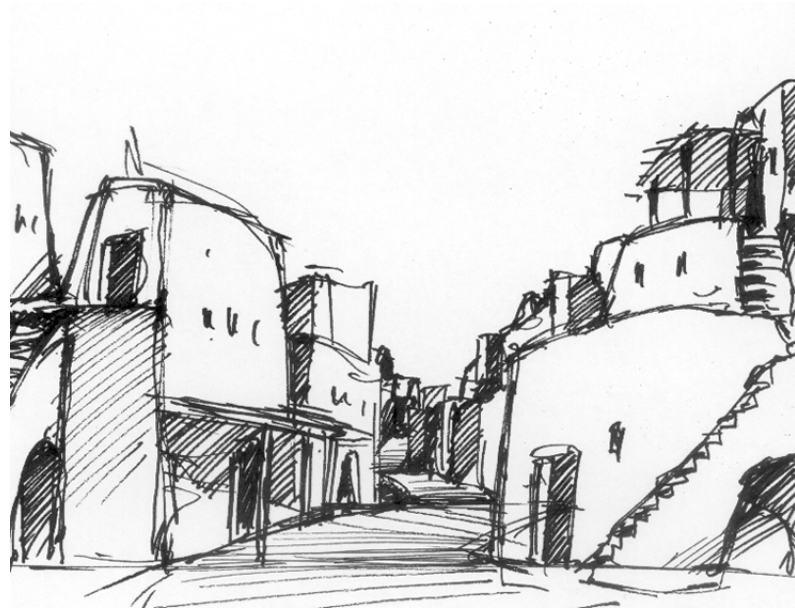
*Perspective of the mysterious Atlantis*



*Underwater tunnel at Atlantis Thrillride*



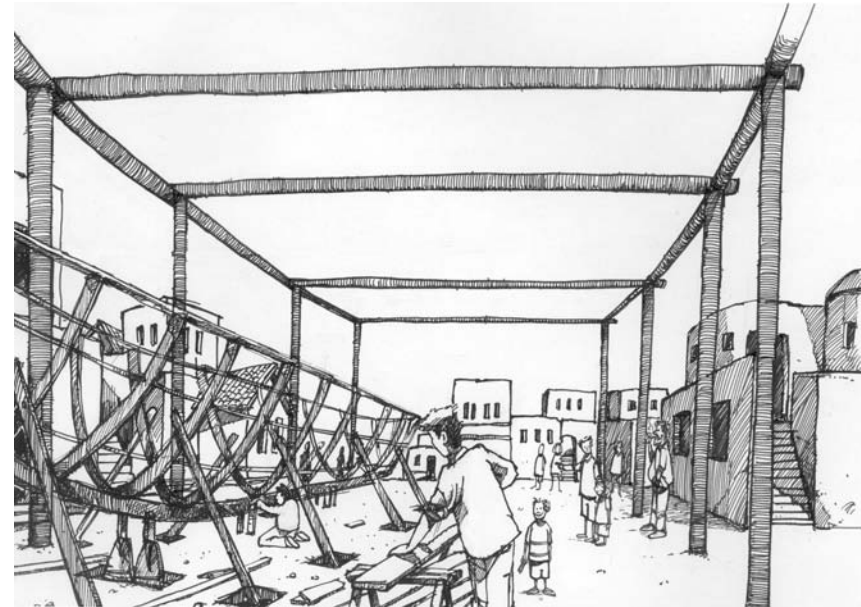
*Examples of the architecture*



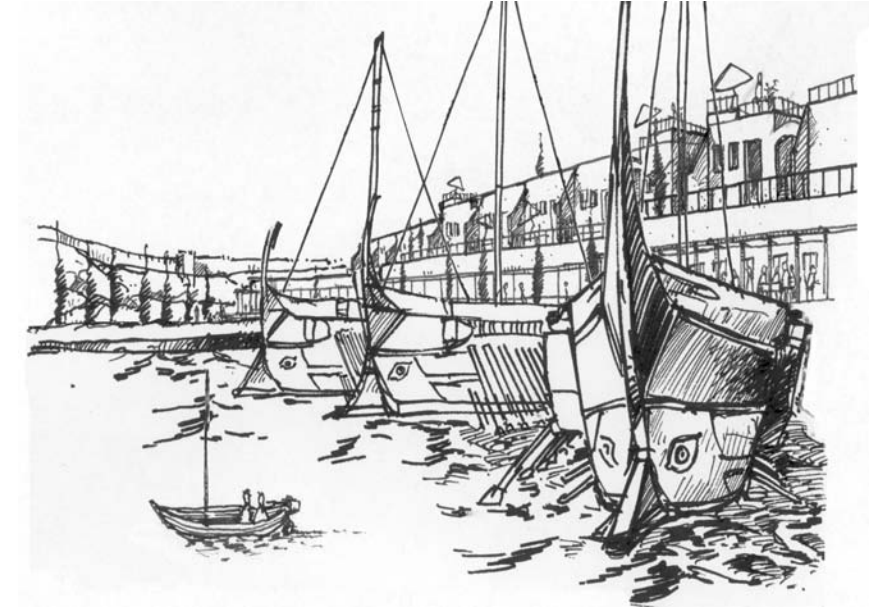
*View towards Homer's Island*



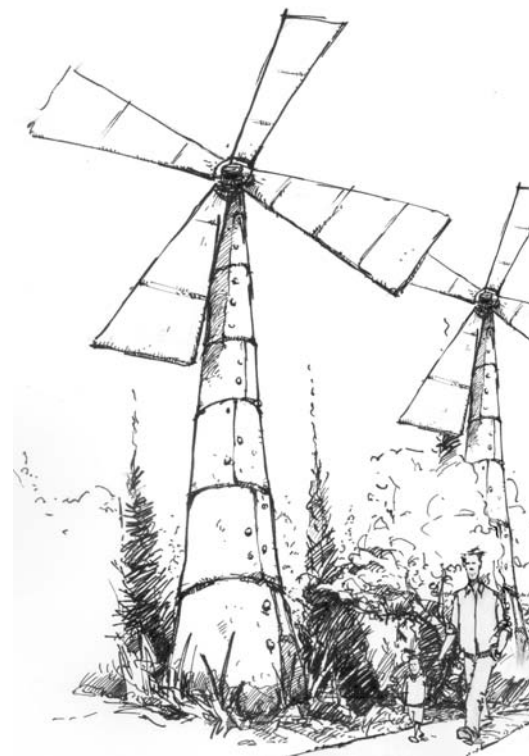
*Detail from the City of Gods*



*The City of Craftsmen*



*Mythos Hotel*



*Perspective of windmills*



*Areal view from the east*



*Areal view from the west*



*The new Beach promenade and The Mythos Park at Sundown*