

CLAIMS:

1. A system, comprising:
a ride vehicle disposed on a ride path; and
a launch room vehicle configured to align with the ride vehicle on the ride path and including an at least partial room, the launch room vehicle configured to house the ride vehicle in the at least partial room and to move with the ride vehicle and then break coordination with the ride vehicle such that the ride vehicle launches from the at least partial room.
2. The system of claim 1, wherein the launch room vehicle comprises a show element and is configured to operate the show element via circuitry as the at least partial room moves with the ride vehicle to simulate that the show element is interacting with the ride vehicle.
3. The system of claim 2, wherein the operation of the show element generates effects that increase in intensity as the launch room vehicle's speed increases and the effects culminate in a finale at or near the launch of the ride vehicle.
4. The system of claim 2, wherein the show element comprises one or more animatronic characters, displays, speakers, fog machines, strobe lights, or some combination thereof.
5. The system of claim 1, wherein the launch room vehicle is configured to propel the ride vehicle via contact with the ride vehicle.
6. The system of claim 5, wherein the launch room vehicle includes a bumper that contacts a bumper of the ride vehicle to propel the ride vehicle.

7. The system of claim 1, wherein the ride path comprises a first inner path upon which the ride vehicle is disposed and a second outer path upon which the launch room vehicle is disposed, the second outer path being adjacent and substantially parallel to the first inner path along a portion of the ride path.

8. The system of claim 1, wherein the ride path comprises a first lower path upon which the ride vehicle is disposed and a second higher path from which the launch room vehicle hangs.

9. The system of claim 8, wherein the second higher path is configured to incline up and away from the first lower path beginning at a point where the ride vehicle launches from the partial room.

10. The system of claim 1, wherein the launch room vehicle is attached to a rotatable arm pivoting from a center of a curved portion of the ride path.

11. The system of claim 1, wherein the launch room vehicle comprises a launching mechanism that is attached to an outer edge of a turn table and a portion of the ride path partially follows the outer edge of the turn table.

12. The system of claim 1, wherein the launch room vehicle is configured to launch the ride vehicle in a backwards or forward facing orientation.

13. A system, comprising:
a ride vehicle disposed on a first ride path; and
a launch room vehicle disposed on a second ride path, the launch room vehicle comprising:
a left side wall;
a right side wall;

a back wall; and

a ceiling, wherein the left side wall, right side wall, and back wall are each connected to the ceiling to form a partial room that includes a show element, the partial room being configured to house the ride vehicle, the show element being configured to operate synchronously with the movement of the launch room vehicle and the ride vehicle, and the launch room vehicle being configured to move with and propel the ride vehicle and to break contact from the ride vehicle such that the ride vehicle launches from the partial room.

14. The system of claim 13, wherein the launch room vehicle is configured to break contact from the ride vehicle at a desired speed or at a stopping point on the second ride path.

15. The system of claim 14, wherein the stopping point comprises a barrier wall or stoppers fixed to the end of the second ride path.

16. The system of claim 13, wherein the launch room vehicle comprises a front wall including a retractable wall configured to open and close so that the ride vehicle can enter and exit the partial room through the front wall when the retractable wall is open.

17. The system of claim 13, wherein the ride vehicle includes a first bumper and the partial room includes a second bumper, wherein the first and second bumpers are in contact while the launch room vehicle propels the ride vehicle.

18. The system of claim 13, wherein the show element comprises one or more display devices, speakers, and animatronics, wherein the one or more display devices are configured to display media and the one or more speakers are configured to play audio

synchronously with the operation of at least one of the animatronics and the movement of the launch room vehicle to simulate that the at least one of the animatronics is propelling the ride vehicle.

19. The system of claim 13, wherein the ride vehicle is configured to drive into the partial room and park, the show element is configured to operate when the ride vehicle is parked and while the launch room vehicle propels the ride vehicle, the first ride path is configured to switch configurations while the ride vehicle is parked in the partial room, and the launch room vehicle is configured to launch the ride vehicle backwards as the show element operates and to stop and reverse directions on the second path into its original position after the ride vehicle is launched.

20. A method, comprising:
driving a ride vehicle disposed on a first ride path via an initial path into a partial room of a launch room vehicle disposed on a second ride path;
parking the ride vehicle in the partial room;
operating one or more show elements included in the partial room;
switching the configuration of the first ride path to follow a different path than the initial path;
propelling the ride vehicle via the launch room vehicle on the different path and operating the one or more show elements synchronously with the movement of the launch room vehicle; and
breaking contact between the launch room vehicle and the ride vehicle such that the ride vehicle launches from the partial room.

21. The method of claim 20, comprising resetting the launch room vehicle to its original position after the ride vehicle launches from the partial room.

22. The method of claim 20, comprising breaking contact between the launch room vehicle and the ride vehicle based on a desired speed of the launch room vehicle or at a stopping point for the launch room vehicle on the second ride path.

CLAIMS

1. A system, comprising: a ride vehicle disposed on a ride path; and a launch room vehicle configured to align with the ride vehicle on the ride path and including an at least partial room, the launch room vehicle configured to house the ride vehicle in the at least partial room and to move with the ride vehicle and then break coordination with the ride vehicle such that the ride vehicle launches along the ride path from the at least partial room.
2. The system of claim 1, wherein the launch room vehicle comprises a show element and is configured to operate the show element via circuitry as the at least partial room moves with the ride vehicle to simulate that the show element is interacting with the ride vehicle.
3. The system of claim 2, wherein the operation of the show element generates effects that increase in intensity as the launch room vehicle's speed increases and the effects culminate in a finale at or near the launch of the ride vehicle.
4. The system of claim 2, wherein the show element comprises one or more animatronic characters, displays, speakers, fog machines, strobe lights, or some combination thereof.
5. The system of claim 1, wherein the launch room vehicle is configured to propel the ride vehicle via contact with the ride vehicle and then slow or stop to launch the ride vehicle along the ride path.
6. The system of claim 5, wherein the launch room vehicle includes a bumper that contacts a bumper of the ride vehicle to propel the ride vehicle.
7. The system of claim 1, wherein the ride path comprises a first inner path upon which the ride vehicle is disposed and a second outer path upon which the launch room vehicle is disposed, the second outer path being adjacent and substantially parallel to the first inner path along a portion of the ride path.
8. The system of claim 1, wherein the ride path comprises a first lower path upon which the ride vehicle is disposed and a second higher path from which the launch room vehicle hangs.
9. The system of claim 8, wherein the second higher path is configured to incline up and away from the first lower path beginning at a point where the ride vehicle launches from the partial room.

10. The system of claim 1, wherein the launch room vehicle is attached to a rotatable arm pivoting from a center of a curved portion of the ride path.
11. The system of claim 1, wherein the launch room vehicle comprises a launching mechanism that is attached to an outer edge of a turn table and a portion of the ride path partially follows the outer edge of the turn table.
12. The system of claim 1, wherein the launch room vehicle is configured to launch the ride vehicle in a backwards or forward facing orientation.
13. A system, comprising: a ride vehicle disposed on a first ride path; and a launch room vehicle disposed on a second ride path, the launch room vehicle comprising: a left side wall; a right side wall; a back wall; and a ceiling, wherein the left side wall, right side wall, and back wall are each connected to the ceiling to form a partial room that includes a show element, the partial room being configured to house the ride vehicle, the show element being configured to operate synchronously with the movement of the launch room vehicle and the ride vehicle, and the launch room vehicle being configured to move with and propel the ride vehicle and to be break contact from the ride vehicle such that the ride vehicle launches from the partial room.
14. The system of claim 13, wherein the launch room vehicle is configured to break contact from the ride vehicle at a desired speed or at a stopping point on the second ride path.
15. The system of claim 14, wherein the stopping point comprises a barrier wall or stoppers fixed to the end of the second ride path.
16. The system of claim 13, wherein the launch room vehicle comprises a front wall including a retractable wall configured to open and close so that the ride vehicle can enter and exit the partial room through the front wall when the retractable wall is open.
17. The system of claim 13, wherein the ride vehicle includes a first bumper and the partial room includes a second bumper, wherein the first and second bumpers are in contact while the launch room vehicle propels the ride vehicle.
18. The system of claim 13, wherein the show element comprises one or more display devices, speakers, and animatronics, wherein the one or more display devices are configured to display media and the one or more speakers are configured to play audio synchronously with the operation of at least one of the animatronics and the movement of the launch room vehicle to simulate that the at least one

of the animatronics is propelling the ride vehicle.

19. The system of claim 13, wherein the ride vehicle is configured to drive into the partial room and park, the show element is configured to operate when the ride vehicle is parked and while the launch room vehicle propels the ride vehicle, the first ride path is configured to switch configurations while the ride vehicle is parked in the partial room, and the launch room vehicle is configured to launch the ride vehicle backwards as the show element operates and to stop and reverse directions on the second path into its original position after the ride vehicle is launched.

20. A method, comprising: driving a ride vehicle disposed on a first ride path via an initial path into a partial room of a launch room vehicle disposed on a second ride path; parking the ride vehicle in the partial room; operating one or more show elements included in the partial room; switching the configuration of the first ride path to follow a different path than the initial path; propelling the ride vehicle via the launch room vehicle on the different path and operating the one or more show elements synchronously with the movement of the launch room vehicle; and breaking contact between the launch room vehicle and the ride vehicle such that the ride vehicle launches from the partial room.

21. The method of claim 20, comprising resetting the launch room vehicle to its original position after the ride vehicle launches from the partial room.

22. The method of claim 20, comprising breaking contact between the launch room vehicle and the ride vehicle based on a desired speed of the launch room vehicle or at a stopping point for the launch room vehicle on the second ride path.