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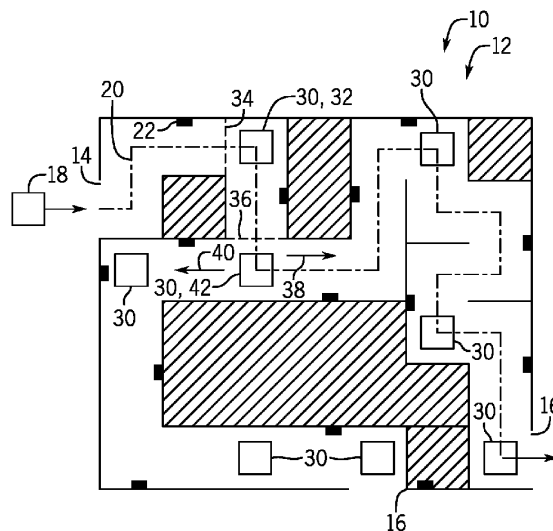


FIG. 1

(57) Abstract: An attraction system (10) includes a first level (108, 112), a second level (108, 112) positioned vertically above or below the first level (108, 112), and one or more controllers (134, 136) configured to present a game environment to one or more riders in a ride vehicle (18) as the ride vehicle (18) travels along a path (20) on the first level (108, 112). The attraction system (10) also includes a lift (30) configured to move the ride vehicle (18) vertically from the first level (108, 112) to the second level (108, 112) based at least in part on a performance of the one or more riders in the game environment.

[Continued on next page]



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