



Luna Land are first and foremost an entertainment company. Our passion is putting smiles (or screams) on people's faces and giving our customers memorable experiences.

Through creativity and a relentless drive for excellence we aim to immerse our visitors in our world, delighting them and enriching their understanding through fun learning. In simple terms, we love what we do!

Looking back

In 1963 wealthy real estate developer George had a vision. The development of a local park that could bring joy and excitement to the community. This vision was in the 1970s and the 1990s that the amusement park took shape and became a worthy competitor to British and American counterparts with its array of death-defying attractions and latest technological marvels introduced by the most famous coaches of the era circus, fairground games and side-shows.

With a revised look of amusement parks around the world, Luna Land continued to expand the atmosphere parks and introduced the latest in theme-parks, including the introduction of Hengist Rock. The amusement park would become one of the largest of its kind in California and a precursor for modern fairground rides of the 1970s.

Today

Including the Centaur, the dragon, and the ghost train, the famous Polka ride arrived in 1979 and in 1983 the children's area was expanded.

By the 1990s, the amusement park at Luna was one of the most popular attractions, with visitors in California regularly waiting for 45 minutes to an hour to ride the roller coaster. It was in 1992 that the park became known as "The Colossal Amusement Park" and in 1998 it attracted over 250,000 visitors, a record attendance on Good Friday.

The sale of the park in 1998 to Sir Leslie Lohman, the chairman of the Lohman Group, saw developments on the site with the construction of the Water Chute in 1999 and the introduction of Louis Russell's Wimowitz, altering the landscape of the park and replacing the Centenary Gardens.

13.2%
INCREASE IN VISITOR NUMBERS THIS YEAR

Award winning roller coasters

The company they are a 7 times winning roller coaster. Some of the fastest roller coasters you will find in the country including a few record breakers:

Skylane 200
Apocalypse 220
The Racer 230
Outlaw 250
Fury 250
Titan 250
The Ultimate 330
Jetline 330

5 SEC TIME THE BODY CAN SPEND AT 7GS

About our roller coasters

Modern roller coasters use computers to control the motion of the cars, allowing for a variety of track layouts. The cars are carried via a steel track by a fixed chain, which the cars move along by a series of stops. The cars are suspended from the track by a series of arms, which are programmed to open, allowing a series of drops, turns, and twists. Finally, the cars are braked to a stop at the starting point, where the passengers get off and the track is reset. The track is supported by a series of towers and beams, and is surrounded by trees and other structures, making it an attraction park.

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Timeline

- 1962 - Construction begins
- 1963 - Open to the public
- 1964 - The "Colossal" opens. The world's largest indoor water slide 1972
- 1975 - Major redevelopment and expansion: 74 new rides and attractions added
- 1981 - Children's area expanded
- 1982 - Creation of on-site themed accommodations
- 1995 - 12 new rides added and 23 rides upgraded
- 1998 - Winner of IAAPA Hall of Fame Award
- 2002 - 6 new attractions added including 4 new rides
- 2013 - Creation of 4 themed "Safaris" including 7 new rides and 15 new attractions

3.8 MILLION VISITORS A YEAR

Looking to the future

The technology behind theme park rides has constantly evolved at a rapid rate. But what about the slightly more distant future - in 5 or 10 years time? What kind of attractions will we see? Will there be something like a car race, but one that doesn't have a driver? Or a flying car race? Or a roller coaster that goes underground? We asked a few experts to come up with their own ideas for rides that could exist within that timeframe.

43% OF AMERICANS PLAN TO VISIT AN AMUSEMENT PARK WITHIN THE NEXT 12 MONTHS

The indoor mega-coaster

This attraction would use both actual tracks and projected high-definition 3D media to enthrall riders in a story such as The Wizard of Oz. The ride system would be a trackless coaster that would be capable of moving through multiple rooms at a time, dark ride-style parlors as well as high-speed, true thrill ride levels.

The indoor mega-coaster, however, is the most dangerous aspect of the attraction is that it would be a tall coaster, of 175 to 200 feet, with big drops and plenty of turns to simulate a tornado. Flying monkeys, flying witches, and/or flying/falling hot air balloons), but would be housed inside an enormous building. Think Superdrone or Prodigy Field arenas. This would allow a full scale coaster to go through its pieces in a controlled environment. It would include a trackless system, which would be perhaps 125 feet high by 300 feet long, perhaps the coaster using would run at high speeds, but would still be able to discuss the action and feel part of the story. Because it would be a trackless system, the trackless dark ride sequences as well as high-speed, true roller coaster sequences, it would be relatively long, 3-minute experience.