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(54) **SYSTEMS AND METHODS FOR AN ENTERTAINMENT SYSTEM**

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CPC ***E04H 3/26*** (2013.01); ***B66B 9/04*** (2013.01); ***B66F 7/08*** (2013.01)

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See application file for complete search history.

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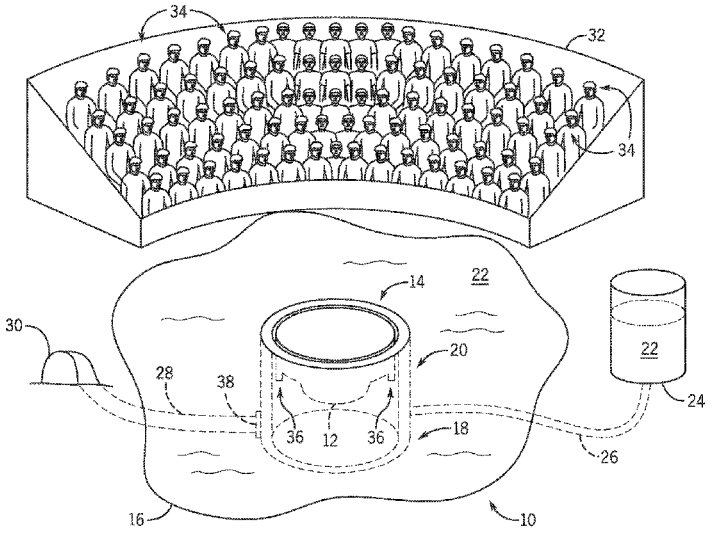
(57) **ABSTRACT**

An entertainment system includes a cylinder within a body of liquid, an entertainment platform within the cylinder, and a pump system. The entertainment platform is configured to move within the cylinder. The pump system is configured to remove fluid from and provide fluid to an interior of the cylinder on a first side of the entertainment platform to move the entertainment platform within the cylinder.

18 Claims, 6 Drawing Sheets



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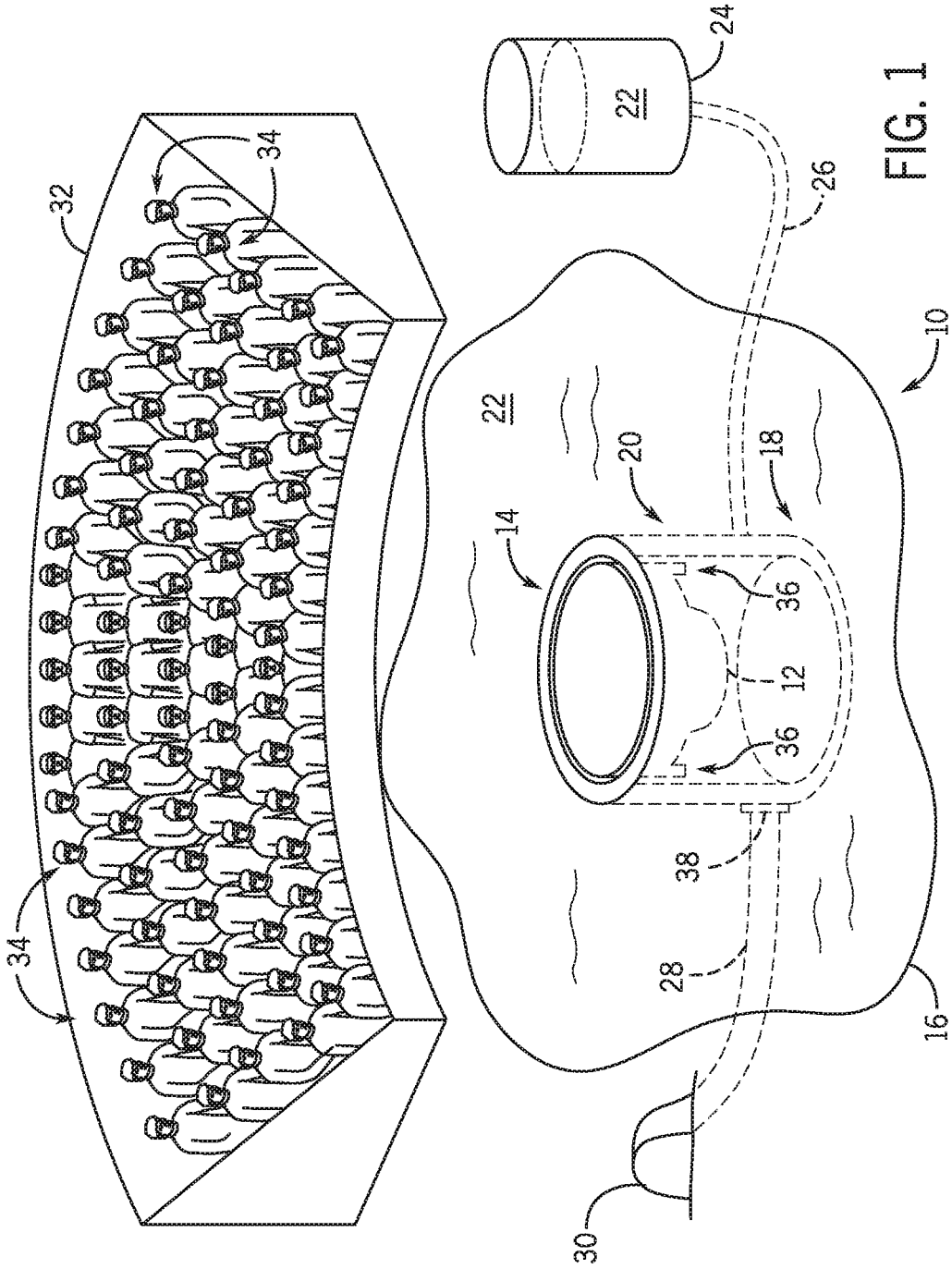

FIG. 1

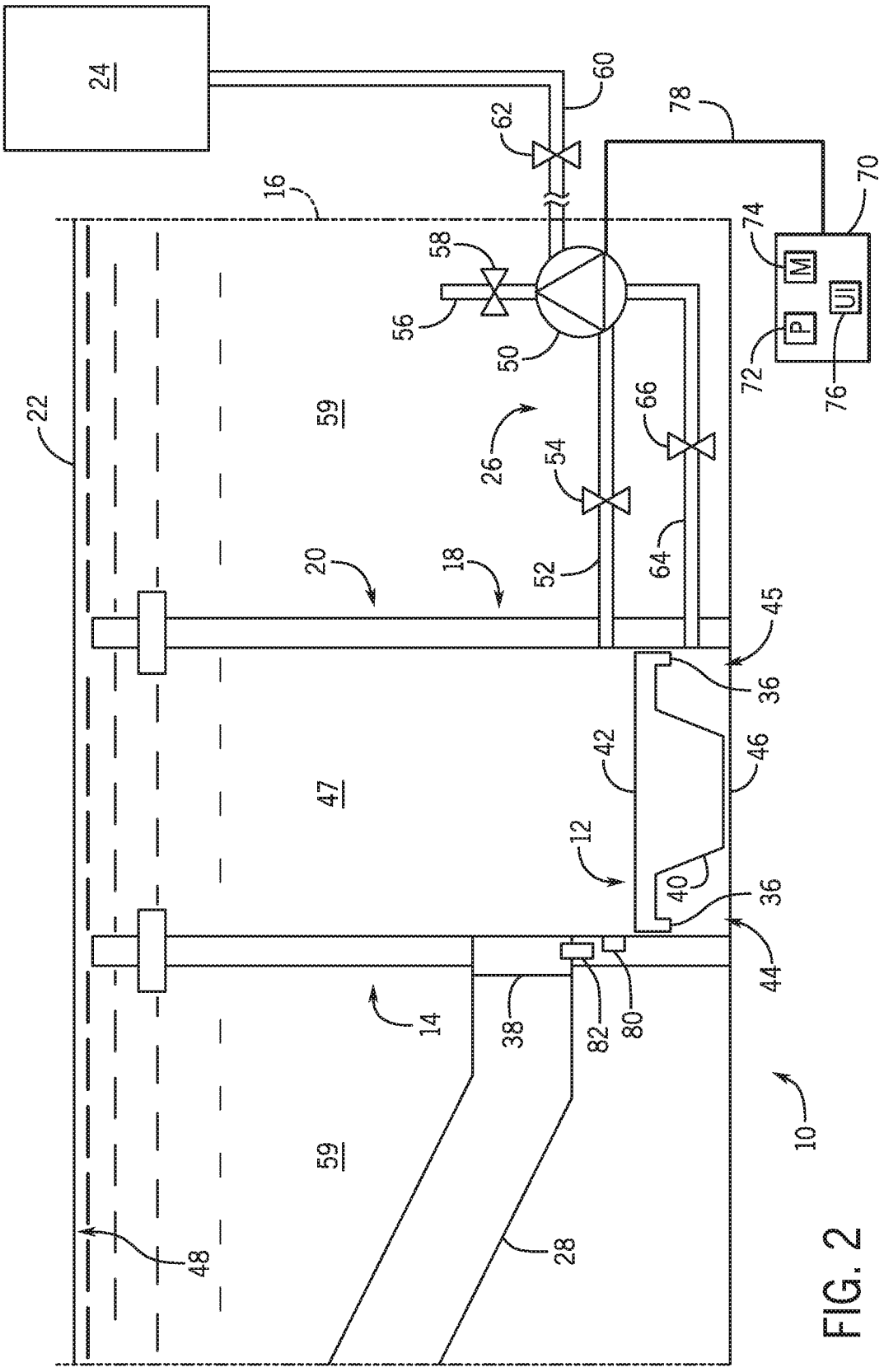
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FIG. 2

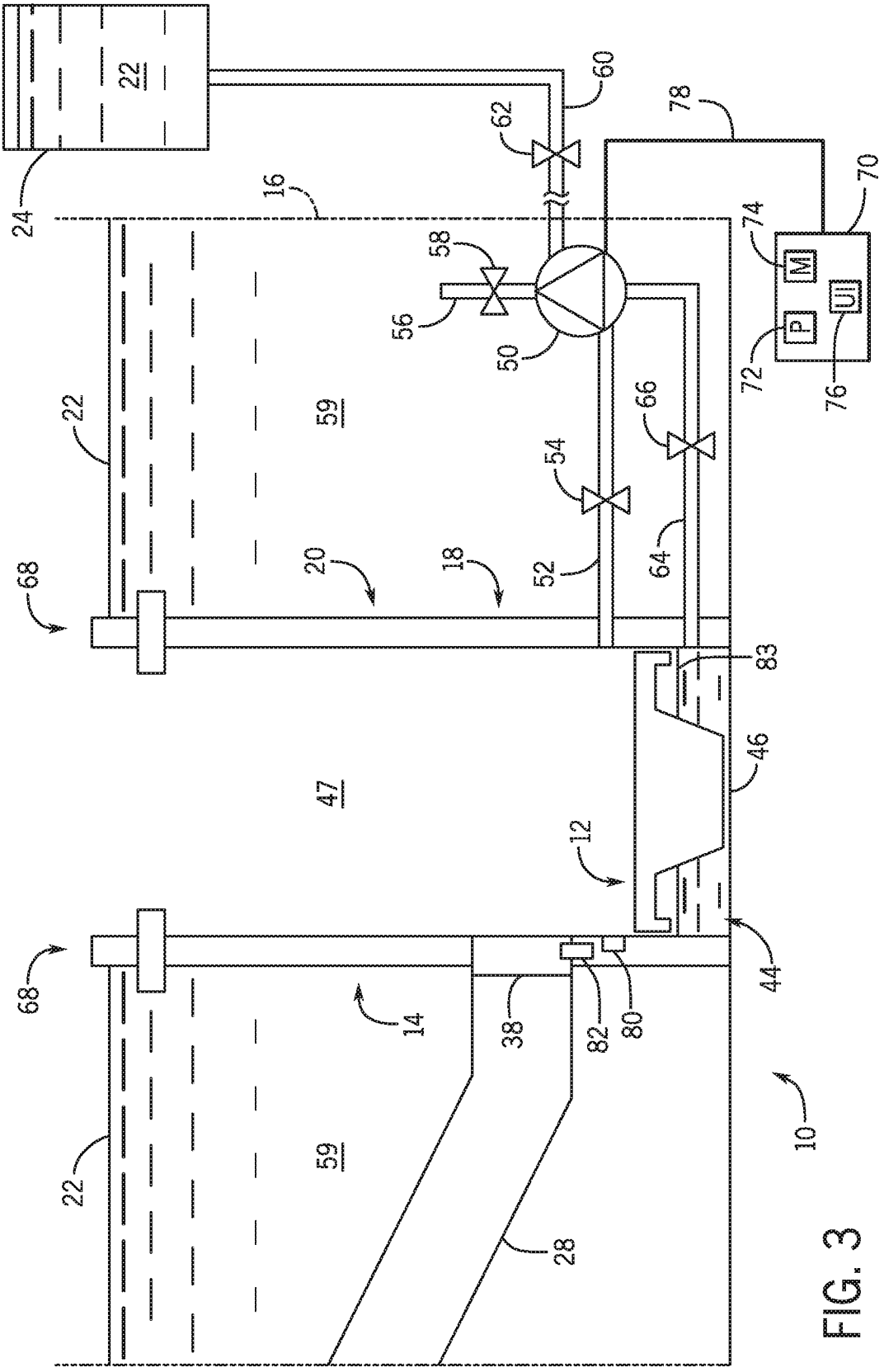
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FIG. 3

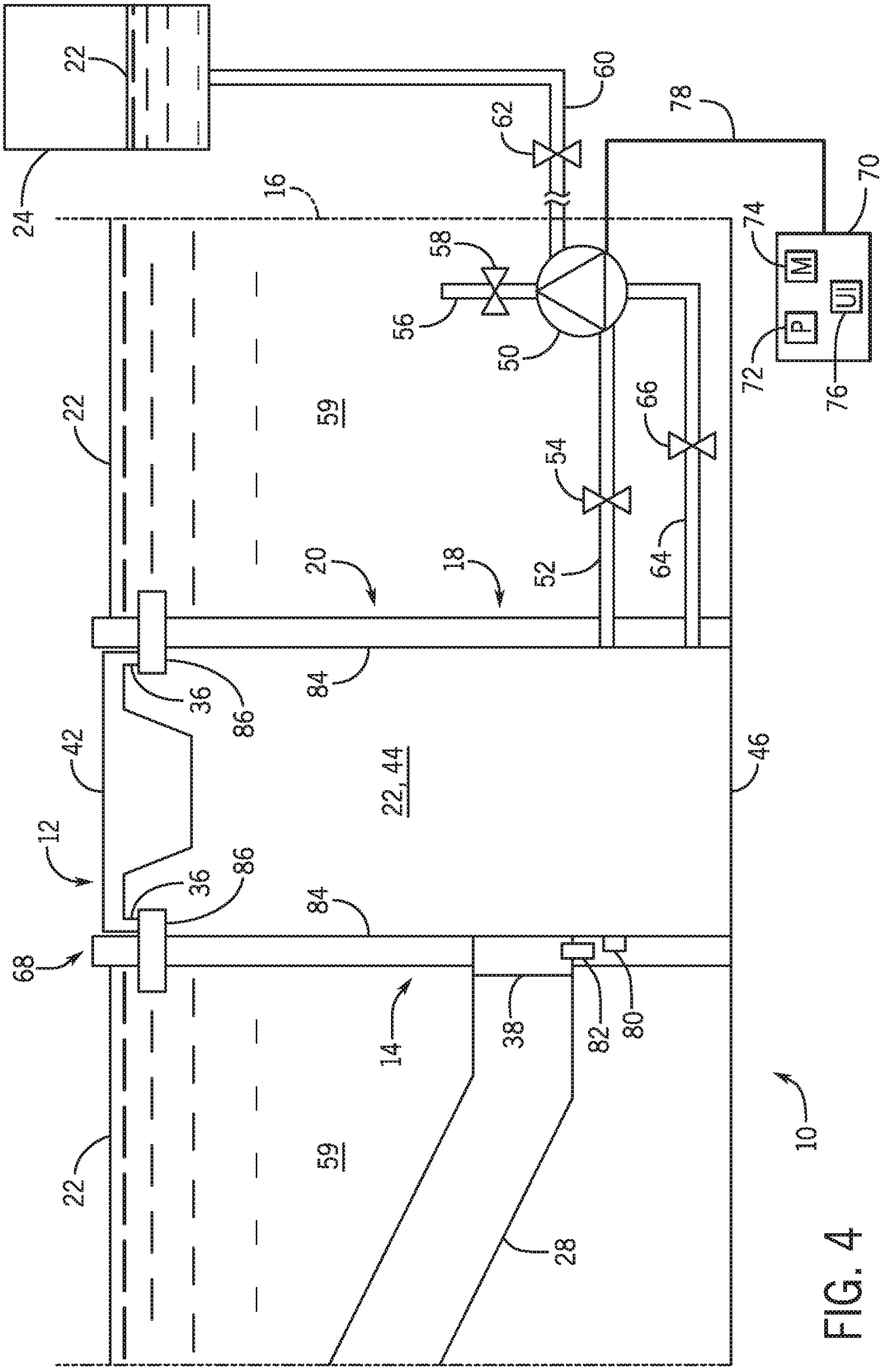
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FIG. 4

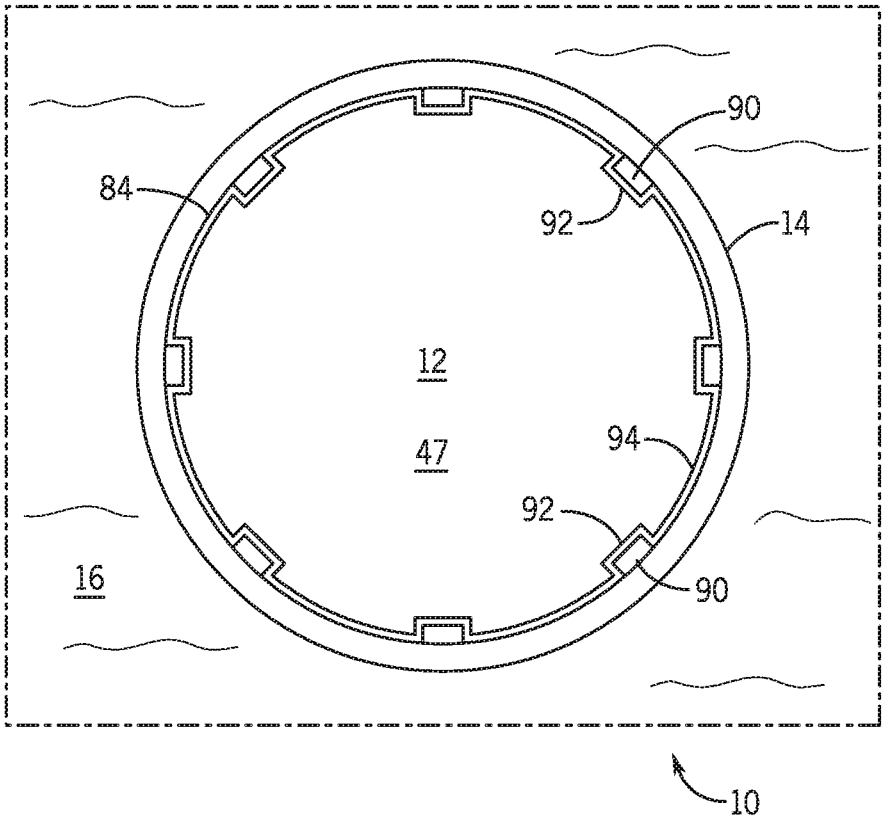

FIG. 5

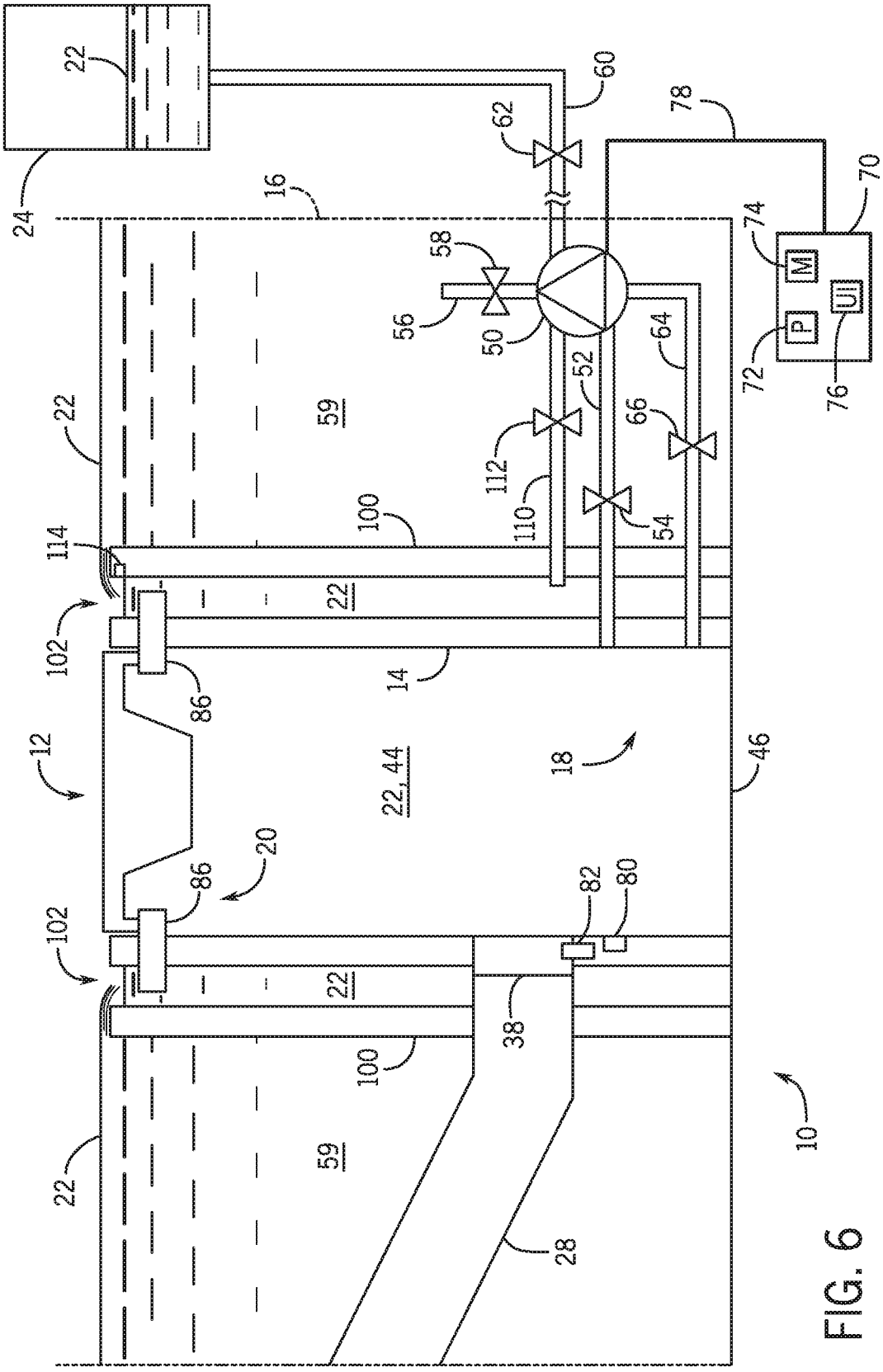
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FIG. 6

SYSTEMS AND METHODS FOR AN ENTERTAINMENT SYSTEM

BACKGROUND

The disclosure relates generally to an entertainment system for an amusement park. More specifically, embodiments of the present disclosure relate to an entertainment platform of an entertainment system.

This section is intended to introduce the reader to various aspects of art that may be related to various aspects of the present disclosure, which are described below. This discussion is believed to be helpful in providing the reader with background information to facilitate a better understanding of the various aspects of the present disclosure. Accordingly, it should be understood that these statements are to be read in this light, and not as admissions of prior art.

Certain entertainment systems of an amusement park include entertainment platforms that may serve as a stage for a performance or that may be utilized for other purposes. For example, entertainment platforms may be included as part of an amusement ride in the amusement park. Such entertainment platforms are typically stationary within the entertainment system or may be moved by traditional hydraulic systems. However, stationary entertainment platforms may limit aspects of a performance on the entertainment platform. Additionally, the use of traditional hydraulic systems to move an entertainment platform may require extensive maintenance of the entertainment system, the traditional hydraulic systems may be susceptible to wear and degradation, and the traditional hydraulic systems may have increased costs associated with operation of the entertainment system.

BRIEF DESCRIPTION

Certain embodiments commensurate in scope with the originally claimed embodiments are summarized below. These embodiments are not intended to limit the scope of the claimed embodiments, but rather these embodiments are intended only to provide a brief summary of possible forms of the claimed embodiments. Indeed, the present disclosure may encompass a variety of forms that may be similar to or different from the embodiments set forth below.

In a first embodiment, an entertainment system includes a cylinder disposed within a body of liquid, an entertainment platform disposed within the cylinder, and a pump system. The entertainment platform is configured to move within the cylinder. The pump system is configured to remove fluid from and provide fluid to an interior of the cylinder on a first side of the entertainment platform to move the entertainment platform within the cylinder.

In a second embodiment, an entertainment system includes a body of liquid and a cylinder disposed within the body of liquid. The cylinder includes a top portion and a bottom portion. The entertainment system also includes an entertainment platform disposed within an interior of the cylinder. The entertainment platform is configured to move axially within the cylinder between a first position at the bottom portion of the cylinder and a second position at the top portion of the cylinder. Further, the entertainment system includes a pump system and a first conduit fluidly coupled to the pump system and the interior of the cylinder at the bottom portion. The pump system is configured to selectively provide and remove a flow of liquid to and from the interior of the cylinder at the bottom portion to move the entertainment platform between the first position and the second position.

In a third embodiment, a method of providing an entertainment platform in a body of liquid includes removing liquid from an interior of a cylinder on a first side of the entertainment platform disposed within the cylinder, where the cylinder is disposed within the body of liquid. The method also includes providing liquid to the interior of the cylinder on a second side of the entertainment platform to lift the entertainment platform within the cylinder, and removing the liquid from the interior of the cylinder on the second side of the entertainment platform to lower the entertainment platform within the cylinder.

DRAWINGS

These and other features, aspects, and advantages of the present disclosure will become better understood when the following detailed description is read with reference to the accompanying drawings in which like characters represent like parts throughout the drawings, wherein:

FIG. **1** is a perspective view of an embodiment of an entertainment system having an entertainment platform, in accordance with aspects of the present disclosure;

FIG. **2** is a partial cross-sectional side view of an embodiment of the entertainment system of FIG. **1**, in accordance with aspects of the present disclosure;

FIG. **3** is a partial cross-sectional side view of an embodiment of the entertainment system of FIG. **1**, in accordance with aspects of the present disclosure;

FIG. **4** is a partial cross-sectional side view of an embodiment of the entertainment system of FIG. **1**, in accordance with aspects of the present disclosure;

FIG. **5** is a partial top view of an embodiment of the entertainment system of FIG. **1**, in accordance with aspects of the present disclosure; and

FIG. **6** is a partial cross-sectional side view of an embodiment of the entertainment system of FIG. **1**, in accordance with aspects of the present disclosure.

DETAILED DESCRIPTION

One or more specific embodiments will be described below. In an effort to provide a concise description of these embodiments, not all features of an actual implementation are described in the specification. It should be appreciated that in the development of any such actual implementation, as in any engineering or design project, numerous implementation-specific decisions must be made to achieve the developers' specific goals, such as compliance with system-related and business-related constraints, which may vary from one implementation to another. Moreover, it should be appreciated that such a development effort might be complex and time consuming, but would nevertheless be a routine undertaking of design, fabrication, and manufacture for those of ordinary skill having the benefit of this disclosure.

When introducing elements of various embodiments of the present disclosure, the articles "a," "an," and "the" are intended to mean that there are one or more of the elements. The terms "comprising," "including," and "having" are intended to be inclusive and mean that there may be additional elements other than the listed elements. Additionally, it should be understood that references to "one embodiment" or "an embodiment" of the present disclosure are not

intended to be interpreted as excluding the existence of additional embodiments that also incorporate the recited features.

Embodiments of the present disclosure are directed to systems and methods for an entertainment platform of an entertainment system. In certain embodiments, the entertainment platform may serve as a stage for a performance in the entertainment system. In other embodiments, the entertainment system may be an amusement ride or a portion thereof, and the entertainment platform may be used for a variety of purposes within the amusement ride. As discussed in detail below, the entertainment system may include a body of liquid (e.g., a body of water) and a cylinder disposed within the body of fluid. The entertainment platform may be disposed within the cylinder. While the present discussion describes the disclosed techniques as including a cylinder and an entertainment platform having a complementary geometry disposed therein, it should be appreciated that other embodiments employing the present techniques may include other non-cylindrical structures, such as a hollow rectangular prism, and corresponding entertainment platforms having complementary geometries.

The entertainment system may also include a pump that moves liquid to and from the body of liquid, as well as to and from an inner volume of the cylinder, via one or more conduits. For example, the pump may remove liquid from a top portion or volume within the cylinder and above the entertainment platform within the body of liquid. The entertainment system may store the removed liquid in a reservoir separate from the cylinder and the body of liquid. The entertainment system may further enable performer(s), object(s), and other aspects or elements of the entertainment system to be moved onto the entertainment platform within the cylinder when the liquid is removed from the top volume within the cylinder and above the entertainment platform.

Once any desired equipment, performers, components, or other elements are positioned on the entertainment platform, the pump may provide liquid to a bottom portion or volume of the cylinder below the entertainment platform to cause the entertainment platform to move or rise within the cylinder toward the top portion or volume of the cylinder. The pump may use the liquid stored in the reservoir to raise the entertainment platform within the cylinder. The performer(s), the object(s), and the other elements of the entertainment system may be disposed on the entertainment platform as the entertainment platform moves from the bottom portion or volume of the cylinder to the top portion or volume of the cylinder. When the entertainment platform is disposed generally at or near the top portion of the cylinder, the performer(s), the object(s), and the other aspects of the entertainment system may be visible near a surface of the body of liquid and may proceed to perform an entertainment act or other operation. The performance may be viewed by guests in a viewing area adjacent to or on the body of liquid.

Thereafter, the pump may remove the liquid from the area or volume within the cylinder that is below the entertainment platform to cause the entertainment platform to lower within the cylinder and return to the bottom portion of the cylinder. The liquid removed from the volume below the entertainment platform may be stored in the reservoir. After returning to the bottom portion of the cylinder, the performer(s), the object(s), and the other elements of the entertainment system may be removed from the entertainment platform. Additionally, the pump may fill the volume above the entertainment platform and within the cylinder and/or may fill the body of liquid with the liquid stored in the reservoir. For example, the pump may move the liquid stored in the reservoir back into the internal volume cylinder and/or into the body of liquid. As such, embodiments of the entertainment system described herein may provide an entertainment platform that moves within a cylinder disposed in a body of liquid. The entertainment platform may serve as a performance stage for viewing by guests of an amusement park.

Turning to the drawings, FIG. **1** is a perspective view of an embodiment of an entertainment system **10** having an entertainment platform **12**. The entertainment system **10** and the entertainment platform **12** may be used for a variety of purposes within an amusement park or similar attraction. For example, the entertainment system **10** may include or be located in a performance area (e.g., an indoor or outdoor theatre), and the entertainment platform **12** may be a stage for a performance by performer(s), object(s) (e.g., instruments, fireworks, animatronics), and the other elements of the performance. The entertainment system **10** may also be an amusement ride. For example, the entertainment platform **12** may be disposed along a ride track of the amusement ride within the amusement park, and the entertainment platform **12** may be used to enhance or supplement the amusement ride experience.

As illustrated, the entertainment system **10** includes a cylinder **14** and a body of liquid **16**. The entertainment platform **12** is disposed generally within the cylinder **14** (e.g., within an internal volume of the cylinder **14**), and the cylinder **14** is disposed generally within the body of liquid **16**. The entertainment platform **12** may move axially within the cylinder **14** (e.g., along a central or longitudinal axis of the cylinder **14**) from a bottom volume or portion **18** of the cylinder **14** to a top volume or portion **20** of the cylinder **14**, and vice versa. While disposed generally at the bottom portion **18**, the entertainment platform **12** may be submerged by liquid **22** (e.g., water) disposed within and over the cylinder **14**. For example, the liquid **22** may form a generally continuous layer of liquid over the cylinder **14** and at a surface of the body of liquid **16**. In these conditions, the cylinder **14** is submerged within the body of liquid **16**. The liquid **22** above the entertainment platform **12** (i.e., the liquid **22** within and over the cylinder **14**) may be removed to enable performer(s) and object(s) to move onto the entertainment platform **12**. The entertainment platform **12** may move to the top portion **20** of the cylinder **14** with the performer(s) and the object(s) disposed thereon. As illustrated, the entertainment platform **12** is disposed at the top portion **20** of the cylinder **14**. While disposed at the top portion **20**, the entertainment platform **12** and/or performer(s) and object(s) disposed on the entertainment platform **12** may be visible to guests **34** in a viewing area **32**. As illustrated, the viewing area **32** is disposed adjacent to the body of liquid **16**. In certain embodiments, the viewing area **32** may be disposed on the body of liquid **16**, over the body of liquid **16**, or at other locations within or near the entertainment system **10**. Additionally, in certain embodiments, the viewing area **32** and/or the body of liquid **16** may move relative to one another.

To move the entertainment platform **12** within the cylinder **14**, the entertainment system **10** may use the liquid **22** previously removed from the cylinder **14** and/or from the body of liquid **16**. For example, as the liquid **22** is removed from the cylinder **14** and/or from the body of liquid **16**, the liquid **22** may be stored in a reservoir **24**. As illustrated, the reservoir **24** is a cylindrical tank that includes a portion of the liquid **22**. In certain embodiments, the reservoir **24** may be a pond, an underground tank, or another system or area separate from the body of liquid **16** that stores liquid **22** removed from within the cylinder **16** and/or from the body

of liquid **16**. The liquid **22** removed from the cylinder **14** and/or removed from the body of liquid **16** may move through one or more conduits **26** of the entertainment system **10** to be stored in the reservoir **24**. Additionally, a pump and a valve disposed along the one or more conduits **26** may control a flow of the liquid **22** to and from the reservoir **24**. In certain embodiments, a hydrostatic force of the liquid **22** (e.g., within the cylinder **16**, body of liquid **16**, and/or reservoir **24**) may enable the valve to flow liquid to and/or from the reservoir **24** with minimal or no use of the pump. In some embodiments, the entertainment system **10** may also use other liquid and/or other fluids to move the entertainment platform **12** within the cylinder **14**.

After removing a portion of the liquid **22** from the cylinder **14** and the body of liquid **16**, the entertainment system **10** may provide the liquid **22** stored in the reservoir **24** to the bottom portion **18** of the cylinder **14** in an area below the entertainment platform **12** to drive movement of the entertainment platform **12** within the cylinder **14** toward the top portion **20** of the cylinder **14**. Specifically, as the liquid **22** is pumped into the bottom portion **18** of the cylinder **14**, the addition of liquid **22** will force the entertainment platform **12** upward within the cylinder **14**. In certain embodiments, the entertainment system **10** may include seals disposed between the entertainment platform **12** and the cylinder **14** to block flow of liquid **22** between the cylinder **14** and the entertainment platform **12** when the liquid **22** is pumped into the bottom portion **18** of the cylinder **14**. The entertainment platform **12** may also include a skirt **36** disposed about a circumference of the entertainment platform **12**. The skirt **36** may extend generally axially from a circumference of the main body of the entertainment platform **12** to contact an interior of the cylinder **14** and enable the entertainment platform **12** to remain generally level within the cylinder **14** when the entertainment platform **12** is stationary and/or moving within the cylinder **14**.

The entertainment platform **12** may also move within the cylinder **14** from the top portion **20** toward the bottom portion **18**. For example, the entertainment platform **12** may move from the top portion **20** toward the bottom portion **18** with the performer(s) and/or the object(s) disposed on the entertainment platform **12**. Once disposed at the bottom portion **18** of the cylinder **14**, the performer(s) and/or the object(s) may exit the entertainment platform **12**, as described in further detail below. Thereafter, the entertainment system **10** may fill the cylinder **14** and the body of liquid **16** with the liquid **22** from the reservoir **24**. The entertainment system **10** may supply the liquid directly from the reservoir **24** to the top portion **20** of the cylinder **14**, such as via a conduit there between, or the liquid **22** may be supplied to the top portion **20** of the cylinder **14** via the body of liquid **16**. In certain embodiments, the entertainment system **10** may fill the cylinder **14** and the body of liquid **16** until the liquid **22** is at the generally continuous level over the cylinder **14** described above.

In certain embodiments, the entertainment system **10** may include a passageway **28** extending between an entrance **30** and an access panel **38** of the cylinder **14** to enable the performer(s) and/or object(s) to enter onto and/or exit from the entertainment platform **12** within the cylinder **14**. For example, the performer(s) and/or the object(s) may enter the passageway **28** via the entrance **30**. The entrance **30** may be disposed generally adjacent to and generally higher in elevation than the body of liquid **16**, may be disposed in a room adjacent to and separate from the body of liquid **16**, or may be positioned in other locations. As will be appreciated, the passageway **28** may be constructed and sized to enable passage of performers and equipment therethrough, and the passageway **28** may be designed and configured to block passage of liquid **22** into the passageway **28**. When the entertainment platform **12** is disposed at the bottom portion **18** of the cylinder **14**, and the liquid **22** is removed from the area above the entertainment platform **12**, the performer(s) and/or the object(s) may enter onto or into the entertainment platform **12** via the access panel **38**. The access panel **38** may be a part of and/or coupled to the cylinder **14**. The performer(s) and/or the object(s) may also exit the entertainment platform **12** and enter the passageway **28** via the access panel **38**. Further, the performer(s) and/or the object(s) may exit the passageway **28** via the entrance **30** or via other means.

FIG. **2** is a partial cross-sectional side view of an embodiment of the entertainment system **10** of FIG. **1**. In the illustrated embodiment, the entertainment system **10** includes the entertainment platform **12** positioned within the bottom portion **18** of the cylinder **14**. The liquid **22** covers the entertainment platform **12** and the cylinder **14** to form a continuous liquid surface **48**. For example, guests viewing the body of liquid **16** may see the continuous liquid surface **48**, and the entertainment platform **12** and/or the cylinder **14** may be hidden from the view of the guests. As such, the guests may be initially unaware of the presence of the entertainment platform **12** within the body of liquid **16** and other aspects of the entertainment system **10**.

As illustrated, the entertainment platform **12** includes an extension **40** and a surface **42**, which is a surface on which performers, equipment, or other elements may be disposed. The extension **40** is disposed on a first side **44** of the entertainment platform **12** within the cylinder **14** (i.e., in an area generally below the entertainment platform **12** within the cylinder **14**). The extension **40** may extend opposite and away from the surface **42**, such that the extension **40** extends into an internal volume of the cylinder **14** on the first side **44**. For example, when the entertainment platform **12** is positioned at a bottommost portion of the cylinder **14**, a gap or cavity **45** is formed between the cylinder **14** and the entertainment platform **12** on the first side **44** of the entertainment platform **12**. As shown, the extension **40** extends into, adjacent to, and/or through the gap or cavity **45** to contact a bottom surface **46** of the formation containing cylinder **14** and the body of liquid **22**. The entertainment system **10** may also include a second side **47** of the entertainment platform **12** within the cylinder **14**, where the second side **47** is disposed adjacent to the surface **42** (i.e., an area generally above the entertainment platform **12** within the cylinder **14**). As illustrated, both the first side **44** and the second side **47** of the entertainment platform **12** within the cylinder **14** are filled with the liquid **22**. As the entertainment platform **12** moves within the cylinder **14**, respective internal volumes of the cylinder **14** disposed the first side **44** and/or the second side **47** increase and/or decrease.

The entertainment system **10** may include a pump **50** (e.g., a pump system) configured to remove the liquid **22** from and provide the liquid **22** to the cylinder **14**, the body of liquid **16**, the reservoir **24**, or a combination thereof, via the one or more conduits **26** and/or valves. As illustrated, the pump **50** is coupled to a first conduit **52**. The first conduit **52** extends from the pump **50** to the cylinder **14** on the second side **47** of the entertainment platform **12** when the entertainment platform **12** is positioned near or adjacent the bottom surface **46** of the formation containing the cylinder **14** and the body of liquid **22**. The first conduit **52** includes a first valve **54** and is configured to flow the liquid **22** from the cylinder **14** to the pump **50**, and vice versa. For example,

prior to the performer(s) and/or the object(s) moving onto the entertainment platform **12** disposed at the bottom portion **18** of the cylinder **14**, the first valve **54** may open to enable the pump **50** to remove the liquid **22** from the second side **47** of the entertainment platform **12** via the first conduit **52**. As a result, the liquid **22** may flow out of the cylinder **14** along the first conduit **52** and toward the pump **50**. In certain embodiments, the first conduit **52** may flow the liquid **22** back into the cylinder **14** on the second side **47** of the entertainment platform **12** after the performer(s) and/or the object(s) exit the entertainment platform **12** (e.g., via the access panel **38** and passageway **28**).

As illustrated, the pump **50** is also coupled to a second conduit **56**. The second conduit **56** extends from the pump **50** to a main volume **59** of the body of liquid **16**. The main volume **59** is disposed generally around the cylinder **14** within the body of liquid **16**. The second conduit **56** includes a second valve **58** and is configured to flow the liquid **22** from the main volume **59** of the body of liquid **16** toward the pump **50**, and vice versa. For example, prior to the performer(s) and/or the object(s) moving onto the entertainment platform **12**, the second valve **58** may open to enable the pump **50** to remove the liquid **22** from the main volume **59** of the body of liquid **16** via the second conduit **56**. As a result, the liquid **22** may flow out of the body of liquid **16** along the second conduit **56** and toward the pump **50**. In certain embodiments, the second conduit **56** may flow the liquid **22** back into the main volume **59** of the body of liquid **16** after the performer(s) and/or the object(s) exit the entertainment platform **12**.

As illustrated, the pump **50** is further coupled to a third conduit **60**. The third conduit **60** extends from the pump **50** to the reservoir **24**. As described herein, the reservoir **24** is disposed separate from the body of liquid **16**, but the reservoir **24** may be disposed in other locations relative to the body of liquid **16** in other embodiments. The third conduit **60** includes a third valve **62** and is configured to flow the liquid **22** from the pump **50** to the reservoir **24**, and vice versa. For example, prior to the performer(s) and/or the object(s) moving onto the entertainment platform **12**, the second valve **62** may open to enable the pump **50** to move the liquid **22** from the cylinder **14** and from the body of liquid **16** to the reservoir **24** via the third conduit **60**. As a result, the liquid **22** may flow out of the cylinder **14** and the body of liquid **16**, through the pump **50**, and to the reservoir **24** until the liquid level is below or even with a top of the cylinder **14**. In certain embodiments, the third conduit **60** may flow the liquid **22** back to the pump **50** when the liquid **22** within the reservoir **24** is to be supplied back to the body of liquid **16** and/or into the cylinder **14**.

As illustrated, the pump **50** is coupled to a fourth conduit **64**. The fourth conduit **64** extends from the pump **50** to the cylinder **14** on the first side **44** of the entertainment platform **12** when the entertainment platform **12** is disposed within the bottom portion **18** of the cylinder **14**. The fourth conduit **64** includes a fourth valve **66** and is configured to flow the liquid **22** from the cylinder **14** to the pump **50**, and vice versa. For example, after the performer(s) and/or the object(s) move onto the entertainment platform **12**, the fourth valve **66** may open to enable the pump **50** to provide the liquid **22** into the cylinder **14** on the first side **44** of the entertainment platform **12** via the fourth conduit **64**. In this manner, the liquid **22** pumped into the cylinder **14** on the first side **44** of the entertainment platform **12** will force the entertainment platform **12** axially upward within the cylinder **14** from the bottom portion **18** toward the top portion **20**.

In certain embodiments, the fourth conduit **64** may flow the liquid **22** back toward the pump **50** to remove the liquid **22** from the first side **44** of the entertainment platform **12** within the cylinder **14**. Removing the liquid **22** from the first side **44** may cause the entertainment platform **12** to lower within the cylinder **14** from the top portion **20** toward to the bottom portion **18**. For example, after a performance by the performer(s) and/or the object(s) on the entertainment platform **12**, the fourth valve **66** may open to enable the pump **50** to remove the liquid **22** from the first side **44** to cause the entertainment platform **12** to lower toward the bottom portion **18**.

In certain embodiments, the pump **50** of the entertainment system **10** may include additional pumps configured to move liquid along certain conduits. For example, the entertainment system **10** may include a first pump coupled to the first conduit **52** and configured to move the liquid **22** along the first conduit **52**, a second pump coupled to the second conduit **56** and configured to move the liquid **22** along the second conduit **56**, a third pump coupled to the third conduit **60** and configured to move the liquid **22** along the third conduit **60**, a fourth pump coupled to the fourth conduit **64** and configured to move the liquid **22** along the fourth conduit **64**, or a combination thereof. In certain embodiments, each of the first pump, the second pump, the third pump, and/or the fourth pump may be coupled to the pump **50**. In certain embodiments, the entertainment system **10** may include more or fewer pumps, conduits, and valves. For example, the first conduit **52** and the fourth conduit **64** may be coupled to a single pump separate from the pump **50**. Additionally, each of the pumps, conduits, and valves of the entertainment system **10** may flow the liquid **22** in multiple directions and/or to multiple locations. For example, the pump **50** may cause the liquid **22** to flow through the first conduit **52** and the first valve **54** toward the pump **50** in a first instance and through the first conduit **52** and the first valve **54** toward the cylinder **14** in a second instance. Indeed, there are many possible combinations and configurations of pumps, valves, and conduits that may be used with the present techniques for the entertainment system **10**.

The entertainment system **10** may further include a controller **70** that may enable a user to control certain portion(s) and/or operations of the entertainment system **10** and/or that may automatically control certain portion(s) and/or operations of the entertainment system **10**. For example, the controller **70** may regulate operation of components of the entertainment system **10** to control the flow of the liquid **22** through the pump **50**, the first conduit **52**, the second conduit **56**, the third conduit **60**, the fourth conduit **64**, or a combination thereof. For example, the controller **70** may control a position of the valves (e.g., the first valve **54**, the second valve **58**, the third valve **62**, and the fourth valve **66**) to control the flow through the pump **50** and the conduits (e.g., the first conduit **52**, the second conduit **56**, the third conduit **60**, and the fourth conduit **64**). The controller **70** may also regulate operation of the valves to control respective flowrate(s) of the liquid **22** through each conduit.

The controller **70** may include a processor **72**, a memory **74**, a user interface **76**, or a combination thereof. The processor **72** may include multiple microprocessors, one or more "general-purpose" microprocessors, one or more special-purpose microprocessors, one or more application specific integrated circuits (ASICS), and/or one or more reduced instruction set (RISC) processors, or some combination thereof. The memory **74** may include a volatile memory, such as random access memory (RAM), and/or a nonvolatile memory, such as ROM, a hard drive, a memory

card, a memory stick (e.g., USB stick) and so on. The memory **74** may include and store computer programs or instructions executable by the processor **72** and suitable for controlling the entertainment system **10**. The memory **74** may further include and store computer programs or instructions executable by the processor **72** and suitable for detecting various values, such as operation parameters of the entertainment system **10**, and providing control actions. The user interface **76** may enable a user (e.g., an operator or technician) of the entertainment system **10** to control certain functions or parameters of the entertainment system **10**. Such functions or parameters may include the respective positions of certain valves along the conduits, flowrates of liquid **22** through the conduits and/or the pump **50**, and other aspects of the entertainment system **10** related to the flow of the liquid **22** or general operation of the entertainment system **10**.

As illustrated, the controller **70** is communicatively coupled to the pump **50** via a wired connection **78** (e.g., Ethernet, universal serial bus (USB), canbus, ISObus, etc.). In certain embodiments, the controller **70** may be communicatively coupled to the pump **50** via a wireless connection (e.g., wireless internet (WIFI), Bluetooth, etc.). The controller **70** may output signals to and receive signals (e.g., controls signals, feedback signals, etc.) from the pump **50** via the wired connection **78** and/or via the wireless connection to control the operation of the pump **50**. In some embodiments, the controller **70** may also be communicatively coupled to the valves (e.g., the first valve **54**, the second valve **58**, the third valve **62**, and the fourth valve **66**) and/or to other components of the entertainment system **10** via a wired connection and/or a wireless connection to control certain functions.

As illustrated and mentioned above, the cylinder **14** is coupled to the passageway **28** via the access panel **38**. The access panel **38** may open and close to enable the performer(s), the object(s), or both, to enter and exit the interior volume of the cylinder **14**. In the illustrated embodiment, the access panel **38** is in a closed position to maintain a liquidtight seal between the passageway **28** and the liquid **22** disposed in the cylinder **14**.

In certain embodiments, the entertainment system **10** may include a sensor **80** configured to detect a presence of the liquid **22** within the bottom portion **18** of the cylinder **14**. The sensor **80** may include a camera or another type of sensor configured to detect the presence of liquid **22**. The entertainment system **10** may also include a locking mechanism **82** that may lock the access panel **38** in a closed position. For example, the locking mechanism **82** may lock the access panel **38** in the closed position based on the detection of the liquid **22** within the bottom portion **18** of the cylinder **14**. If the sensor **80** detects the presence of the liquid **22** in the cylinder **14**, the locking mechanism **82** may lock the access panel **38** in response, and, in certain embodiments, the access panel **38** may remain in the locked position via the locking mechanism **82** until the liquid **22** is removed from the bottom portion **18** of the cylinder **14**. In this manner, the performer(s), the object(s), or both may be prevented from entering the cylinder **14** via the access panel **38** while the liquid **22** is disposed in the bottom portion **18**. Additionally, the liquid **22** may be contained within the cylinder **14** and may not flow into the passageway **28** via the access panel **38**.

The sensor **80** and/or the locking mechanism **82** may be communicatively coupled to the controller **70** and/or to another controller of the entertainment system **10**. For example, the sensor **80** may output signal(s) (e.g., feedback signals) to the controller **70** and/or to another controller indicating the presence of the liquid **22** within the cylinder **14**. In response, the controller **70** and/or the other controller may automatically output signal(s) (e.g., control signals) to the locking mechanism **82** to cause the locking mechanism **82** to lock the access panel **38** in the closed position. The controller **70** may also display or output a notification (e.g., an alert, a message, etc.) to the user interface **76** of the controller **70** indicative of the presence of the liquid **22** within the cylinder **14**. In certain embodiments, the controller **70** may display or output the notification indicative of the presence of liquid **22**, the user (e.g., the operator) of the entertainment system **10** may receive the notification, and the user may then interact with the user interface **76** to cause the controller **70** to output the signal to the locking mechanism **82** to cause the locking mechanism **82** to lock the access panel **38**. In such a case, the controller **70** may not automatically output a signal to the locking mechanism **82** to cause the locking mechanism **82** to lock the access panel **38** in the closed position.

FIG. **3** is a partial cross-sectional side view of an embodiment of the entertainment system **10** of FIG. **1**. The illustrated embodiment shows the entertainment platform **12** of the entertainment system **10** disposed within the bottom portion **18** of the cylinder **14**. In the illustrated embodiment, the pump **50** has removed the liquid **22** from the second side **47** of the entertainment platform **12** within the cylinder **14** via the first conduit **52** and the first valve **54**. The pump **50** has also removed a portion of the liquid **22** in the main volume **59** of the body of liquid **16** via the second conduit **56** and the second valve **58** to drop the liquid level of the body of liquid **16** below a top surface or axial end **68** of the cylinder **14**. As illustrated, the liquid within the cylinder **14** is at a level **83** generally below the entertainment platform **12**. In certain embodiments, the level **83** may be at generally the same level as the entertainment platform **12**. Some of the liquid **22** remains disposed in the main volume **59**. The liquid **22** removed from within the cylinder **14** and within the main volume **59** may be pumped to the reservoir **24** via the pump **50**, the third conduit **60**, and the third valve **62**.

In the illustrated embodiment, the sensor **80** may detect that that the liquid **22** is not present on the second side **47** of the entertainment platform **12** when the entertainment platform **12** is disposed in the bottom portion **18** of the cylinder **14**. The sensor **80** may output a sensor signal to the controller **70** indicative of the absence of the liquid **22** on the second side **47** of the entertainment platform **12**. In response to receiving the sensor signal, the controller **70** may output a control signal to the locking mechanism **82** to cause the locking mechanism **82** to unlock the access panel **38** (e.g., if the locking mechanism **82** was in a locked configuration). In response to receiving the control signal, the locking mechanism **82** may unlock and/or may open the access panel **38**. In certain embodiments, a user (e.g., a performer or an assistant) may open the access panel **38**. After opening the access panel **38**, the performer(s), the object(s), or the combination thereof, may enter the cylinder **14** onto the entertainment platform **12** via the passageway **28** and the access panel **28**. In some embodiments, the access panel **38** may be closed again after the performer(s), the object(s), or both, enter the cylinder **14** onto the entertainment platform **12**.

In the illustrated embodiment, the guests viewing the body of liquid **16** may see the liquid **22** disposed generally about the cylinder **14**. From the perspective of the guests, the inner volume of the cylinder **14** may appear as an empty space within the body of liquid **16**. Indeed, the guests may

not have prior knowledge of the content or elements of the entertainment system **10** and may not know what to expect from the empty space within the cylinder **14** and the body of liquid **16**. As such, the entertainment system **10** may provide an exciting and suspenseful entertaining venue for the guests.

FIG. **4** is a partial cross-sectional side view of an embodiment of the entertainment system **10** of FIG. **1**. The illustrated embodiment shows the entertainment platform **12** of the entertainment system **10** disposed within the top portion **20** of the cylinder **14**. In the illustrated embodiment, the pump **50** has provided liquid **22** to the first side **44** of the entertainment platform **12** within the cylinder **14** via the fourth conduit **64** and the fourth valve **66**. In particular, the pump **50** has moved the liquid **22** from the reservoir **24** via the third conduit **60** and the third valve **62** and has provided the liquid **22** to the first side **44** via the fourth conduit **64** and the fourth valve **66**. As such, a level of the liquid **22** within the reservoir **24** of FIG. **4** is lower compared to a level of the liquid **22** in the reservoir **24** of FIG. **3**. In certain embodiments, the liquid **22** provided to the first side **44** may be sourced directly from the body of liquid **16** and/or from another source. Additionally, liquid **22** remains disposed in the main volume **59** of the body of liquid **16**. As illustrated, the surface **42** of the entertainment platform **12** is generally flush with the top surface **68** of the cylinder **14**. In certain embodiments, the surface **42** may extend axially higher than the top surface **68** of cylinder **14** such the entertainment platform **12** protrudes from the cylinder **14**.

By providing the liquid **22** to the first side **44** of the entertainment platform **12**, the entertainment platform **12** may be driven upward from the bottom portion **18** to the top portion **20** of the cylinder **14**. As mentioned above, the entertainment platform **12** includes the skirt **36**. The skirt **36** may extend from an edge or circumference of the entertainment platform **12**. As the entertainment platform **12** moves from the bottom portion **18** toward the top portion **20**, and vice versa, the skirt **36** may engage with an inner wall **84** of the cylinder **14**, thereby stabilizing the entertainment platform **12** within the cylinder **14** (e.g., may enable the entertainment platform **12** to move smoothly within the cylinder **14** while the performer(s), the object(s), or both, are disposed on the entertainment platform **12**).

While disposed at the top portion **20** of the cylinder **14**, the performer(s), the object(s), or both, may be positioned on the surface **42** of the entertainment platform **12**. The performer(s), the object(s), or both, may perform and entertain while on the surface **42** and may be viewed by the guests in the viewing area. As such, the entertainment system **10** may facilitate a performance while the entertainment platform **12** is disposed at the top portion **20**, and the guests may be entertained by the performance.

In certain embodiments, the performer(s), the object(s), or both, may move around the surface **42** while performing. To secure and/or stabilize the entertainment platform **12** while disposed at the top portion **20** (e.g., during a performance), securement mechanism(s) **86** may engage and/or secure the entertainment platform **12** in place. The securement mechanism(s) **86** may secure the entertainment platform **12** such that the entertainment platform **12** does not move relative to the cylinder **14**. For example, the securement mechanism(s) **86** may extend into the cylinder **14** to enable contact and/or engagement between the skirt **36** of the entertainment platform **12**, the securement mechanism(s) **86**, and/or the cylinder **14** to stabilize the entertainment platform **12** within the cylinder **14**. In this manner, the entertainment platform **12** may remain level, rotationally static, or both, when positioned at the top portion **20** of the cylinder **14** (e.g., during a performance). Additionally, in some embodiments, the securement mechanism(s) **86** may enable the entertainment platform **12** to remain axially in place at the top portion **20** of the cylinder **14** in the event that liquid **22** is inadvertently removed from the cylinder **14** on the first side **44** of the entertainment platform **12**. The securement mechanism(s) **86** may include calipers, locking bars, grips, wedges, pistons, linkages, splines, gears, or any other suitable elements configured to enable engagement (e.g., rigid engagement) between the entertainment platform **12**, the securement mechanism(s) **86**, and/or the cylinder **14**.

After the performance and/or after another event (e.g., a pre-programmed sequence, a user input provided to the user interface **76**, a triggering event, etc.), the securement mechanism(s) **86** may disengage and/or unsecure the entertainment platform **12** to enable the entertainment platform **12** to move from the top portion **20** toward the bottom portion **18** of the cylinder **14**. In certain embodiments, the securement mechanism(s) **86** may be communicatively coupled to and controlled by the controller **70**. For example, the controller **70** may automatically control the engagement and disengagement of the securement mechanism(s) **86** with the entertainment platform **12** to secure and unsecure the entertainment platform **12** in accordance with a pre-programmed sequence, a user input, a triggering event, another control action, or a combination thereof. In certain embodiments, the entertainment system **10** may include other feature(s) to stabilize and/or secure the entertainment platform **12** within the cylinder **14**.

In certain embodiments, the first side **44** of the entertainment platform **12** within the cylinder **14** may be filled with liquid **22** to support or to assist in supporting the entertainment platform **12** as the entertainment platform **12** is raised to the top portion **20** and/or held in place at the top portion **20**. In such embodiments, the sensor **80** may detect the presence of liquid **22** within the cylinder **14** and may output signal(s) to the controller **70** and/or to another controller indicative the presence of the liquid **22** within the cylinder **14**. In response, the controller **70** and/or other controller may automatically output signal(s) to the locking mechanism **82** to cause the locking mechanism **82** to lock the access panel **38** to prevent opening of the access panel **38**. In certain embodiments, if liquid **22** is removed from the first side **44** while the entertainment platform **12** is disposed at the top portion **20**, the controller **70** may output signal(s) to the locking mechanism **82** to cause the locking mechanism **82** to lock the access panel **38**.

FIG. **5** is a partial top view of an embodiment of the entertainment system **10** of FIG. **1**. The entertainment system **10** includes the cylinder **14** disposed within the body of liquid **16** and the entertainment platform **12** disposed within the cylinder **14**. As illustrated, the cylinder **14** does not include liquid disposed on the second side **47** of the entertainment platform **12** (e.g., above the entertainment platform **12**). Additionally, in the illustrated embodiment, the cylinder **14** includes tracks **90** extending radially inward, relative to the central axis of the cylinder **14**, from the inner wall **84** of the cylinder **14**. Additionally, the entertainment platform **12** includes track guides **92** formed in the circumference **94** of the entertainment platform **12**. Each track **90** is configured to engage a respective track guide **92** to stabilize the entertainment platform **12** while the entertainment platform **12** moves within the cylinder **14** and/or while the entertainment platform **12** is stationary within the cylinder **14**. In particular, the engagement between the tracks **90** and track guides **92** may enable the entertainment platform **12** to

remain substantially level and/or rotationally static within the cylinder **14**. For example, the tracks **90** and the track guides **92** may be included in the entertainment system **10** in addition to or instead of the skirt **36** to stabilize or assist in stabilizing the entertainment platform **12** within the cylinder **14**.

As illustrated, the tracks **90** of the cylinder **14** extend from the inner wall **84** of the cylinder **14** into the track guides **92** of the entertainment platform. In certain embodiments, the entertainment platform **12** may additionally or alternatively include tracks that extend into track guides of the cylinder **14**. Additionally, while the illustrated embodiment includes eight tracks **90** and eight track guides **92**, other embodiments may include more or fewer tracks **90** (e.g., one track **90**, two tracks **90**, three tracks **90**, four tracks **90**, five tracks **90**, six tracks **90**, seven tracks **90**, nine tracks **90**, etc.) and more or fewer track guides **92** (e.g., one track guide **92**, two track guides **92**, three track guides **92**, four track guides **92**, five track guides **92**, six track guides **92**, seven track guides **92**, nine track guides **92**, etc.). Further, certain embodiments of the entertainment system **10** may include other components in addition to or instead of the tracks **90**, the track guides **92**, and the skirt **36** to stabilize or assist in stabilizing the entertainment platform **12** within the cylinder **14**.

FIG. **6** is a partial cross-sectional side view of an embodiment of the entertainment system **10** of FIG. **1**. As illustrated, the entertainment system **10** includes a second cylinder **100** disposed generally about or radially outward from the cylinder **14** (e.g., a first cylinder) such that a gap **102** (e.g., an annular gap) is formed between the cylinder **14** and the second cylinder **100**. The entertainment system **10** may be configured to flow liquid **22** from the body of liquid **16**, over the second cylinder **100**, and into the gap **102** to provide an appearance that the entertainment platform **12** is floating within the body of liquid **16** and/or to further hide, obscure, or camouflage the entertainment platform **12** and/or the cylinder **14** of the entertainment system **10** from the perspective of the guests viewing the entertainment platform **12** from the viewing area.

For example, as illustrated, the entertainment system **10** includes the entertainment platform **12** disposed at the top portion **20** of the cylinder **14**. While the liquid **22** flows over the second cylinder **100** and into the gap **102**, the liquid **22** may appear to be flowing onto the entertainment platform **12** from a perspective of the guests disposed in the viewing area. The movement of the liquid **22** over the second cylinder **100** and into the gap **102** may also hide or camouflage the entertainment platform **12** from the view of the guests disposed in the viewing area. As such, the embodiment of the entertainment system **10** of FIG. **6** may provide an enhanced entertainment experience for the guests. For example, the performer(s), the object(s), and/or the other aspects of the performance may appear to be floating on the body of liquid **16**.

To circulate and/or move the liquid **22** to and/or from the gap **102**, the entertainment system **10** may include a fifth conduit **110** and a fifth valve **112**. As illustrated, the pump **50** is coupled to the fifth conduit **110**. The fifth conduit **110** extends from the pump **50**, through the second cylinder **100**, and into the gap **102** between the cylinder **14** and the second cylinder **100**. The fifth conduit **110** and the fifth valve **112** are configured to flow the liquid **22** from the gap **102** to the pump **50**, and vice versa. For example, prior to, during, and after a performance by the performer(s) and/or the object(s) on the entertainment platform **12**, the fifth valve **112** may open to enable the pump **50** to remove liquid **22** from the gap **102**. As a result, liquid **22** may flow out of the gap **102** along the fifth conduit **110** and toward the pump **50**. In certain embodiments, the fifth conduit **110** may flow liquid **22** back into the gap **102** to fill the gap **102**.

The liquid **22** moved by the pump **50** from the gap **102** may be directed by the pump **50** into the main volume **59** of the body of liquid **16** to cause the liquid **22** in the main volume **59** to flow over the second cylinder **100** and into the gap **102**. In certain embodiments, the liquid **22** moved by the pump **50** from the gap **102** may be directed toward the reservoir **24** via the third conduit **60** and the third valve **62** for storage. Further, in some embodiments, the liquid **22** stored in the reservoir **24** may be moved back into the main volume **59** via the third conduit **60**, the third valve **62**, the second conduit **56**, and the second valve **58**. As such, the liquid **22** moved by the pump **50** from the gap **102** and/or the reservoir **24** may be pumped into the main volume **59** to cause the liquid **22** in the main volume **59** to rise and flow over the second cylinder **100** and into the gap **102**.

In certain embodiments, the entertainment system **10** may include a gap sensor **114** configured to detect a level of the liquid **22** within the gap **102** (e.g., the level of the liquid **22** between the cylinder **14** and the second cylinder **100**). The gap sensor **114** may be communicatively coupled to the controller **70** and/or another controller of the entertainment system **10**. The gap sensor **114** may detect the level of the liquid **22** within the gap **102** and output a signal indicative of the level of the liquid **22** to the controller **70**. In response, the controller **70** may output signal(s) to the pump **50** to cause the pump **50** to adjust one or more flow rates through the second conduit **56**, the third conduit **60**, the fifth conduit **110**, or a combination thereof, to maintain a level of the liquid **22** within the gap **102** below a liquid level threshold and/or to maintain a flowrate of the liquid **22** over the second cylinder **100**. The threshold level of the liquid **22** within the gap **102** and/or the flowrate of the liquid **22** over the second cylinder **100** may be determined automatically by the controller **70** or may be determined based on user input(s) to the user interface **76**. Implementation of the gap sensor **114** and associated controller **70** functions may ensure that a liquid level within the gap **102** does not rise to an undesirable point and/or flow onto the entertainment platform **12**. Indeed, in embodiments without the second cylinder **100**, a similar liquid level sensor may be positioned on the cylinder **14** (e.g., at a top of the cylinder **14**) or elsewhere in the body of liquid **16** to ensure that a liquid level of the body of liquid **16** does not rise beyond a predetermined threshold during some operations of the entertainment system **10**. As similarly discussed above, the liquid level of the body of liquid **16** may be maintained below a threshold level to ensure that liquid **22** does not flow over the cylinder **14** and onto the entertainment platform **12** during a performance or during certain operations of the entertainment system **10**. Based on detection of the liquid level sensor, the controller **70** may control operation of the entertainment system **10** (e.g., pumps, valves, etc.) to maintain the liquid level of the body of liquid **16** below the predetermined threshold.

Additionally, in the illustrated embodiment of FIG. **6**, the entertainment system **10** may function differently or the same as the embodiment of the entertainment system **10** of FIGS. **2-4**. For example, while the entertainment platform **12** is disposed generally in the bottom portion **18** of the cylinder **14** (e.g., prior to and/or after a performance on the entertainment platform **12**), the second side **47** of the entertainment platform **12** (e.g., above the entertainment platform **12** within the cylinder **14**) may remain void of the liquid **22**. As such, the liquid **22** may merely be provided to and removed from the first side **44** of the entertainment platform

12 within the cylinder 14 to cause the entertainment platform 12 to raise and lower, respectively.

One or more of the disclosed embodiments, alone or on combination, may provide one or more technical effects including the entertainment platform of the entertainment system that may move within the cylinder of the entertainment system based on the addition or removal of liquid from the cylinder. The entertainment platform may serve as a stage for a performance by performer(s), object(s), and/or other elements of the performance. The entertainment platform and the cylinder may be positioned within the body of liquid of the entertainment system. The guests in the viewing area adjacent to and/or on the body of liquid may initially view the body of liquid, while the entertainment platform and the cylinder are submerged and hidden within the body of liquid. The entertainment platform may then be actuated within the cylinder to appear within the view of the guests. The performer(s), the object(s), and/or the other aspects of the performance may be disposed on the entertainment platform and may entertain and complete the performance for viewing by the guests. After the performance and/or after another event, the platform may disappear from the view of the guests and may move back down into the cylinder and the body of liquid. After the performer(s), the object(s), and/or the other aspects of the performance exit the entertainment platform and the cylinder, the entertainment system may refill the cylinder and the body of liquid. As such, the entertainment system may provide an entertaining and exciting venue for the guests to view the performance. The technical effects and technical problems in the specification are exemplary and are not limiting. It should be noted that the embodiments described in the specification may have other technical effects and can solve other technical problems.

While only certain features and embodiments have been illustrated and described, many modifications and changes may occur to those skilled in the art (e.g., variations in sizes, dimensions, structures, shapes and proportions of the various elements, values of parameters (e.g., temperatures, pressures, etc.), mounting arrangements, use of materials, colors, orientations, etc.) without materially departing from the novel teachings and advantages of the disclosed subject matter. The order or sequence of any process or method steps may be varied or re-sequenced according to alternative embodiments. It is, therefore, to be understood that the appended claims are intended to cover all such modifications and changes as fall within the true spirit of the disclosure. Furthermore, in an effort to provide a concise description of the exemplary embodiments, all features of an actual implementation may not have been described. It should be appreciated that in the development of any such actual implementation, as in any engineering or design project, numerous implementation specific decisions may be made. Such a development effort might be complex and time consuming, but would nevertheless be a routine undertaking of design, fabrication, and manufacture for those of ordinary skill having the benefit of this disclosure, without undue experimentation.

The invention claimed is:

1. An entertainment system, comprising:

a cylinder disposed within a body of liquid;

an entertainment platform disposed within the cylinder, wherein the entertainment platform is configured to move within the cylinder; and

a pump system configured to remove fluid from and provide fluid to an interior of the cylinder on a first side of the entertainment platform to move the entertainment platform within the cylinder, wherein the pump system is configured to remove fluid from the cylinder on the first side of the entertainment platform and configured to direct the fluid to a location external to the cylinder to store the fluid, wherein the cylinder comprises an access panel coupled to a bottom portion of the cylinder, and wherein the access panel is configured to enable access for at least one performer, at least one object, or both to enter the interior of the cylinder from a passageway exterior of and extending from the bottom portion of the cylinder.

2. The entertainment system of claim **1**, wherein the cylinder comprises one or more tracks, and wherein the entertainment platform is configured to engage with the one or more tracks to guide movement of the entertainment platform within the cylinder.

3. The entertainment system of claim **1**, comprising a first conduit extending from the pump system to the interior of the cylinder on the first side of the entertainment platform.

4. The entertainment system of claim **3**, comprising a second conduit extending from the pump system to the interior of the cylinder, wherein the second conduit is disposed on a second side of the entertainment platform opposite the first side when the entertainment platform is positioned at the bottom portion of the cylinder.

5. The entertainment system of claim **4**, comprising a third conduit extending from the pump system to a main volume of the body of liquid.

6. The entertainment system of claim **5**, comprising:

a reservoir configured to store a liquid; and

a fourth conduit extending from the pump system to the reservoir.

7. The entertainment system of claim **1**, comprising the passageway, wherein the passageway comprises a first end coupled to the cylinder and a second end disposed external to the body of liquid.

8. An entertainment system, comprising:

a body of liquid;

a cylinder comprising a top portion and a bottom portion, wherein the cylinder is disposed within the body of liquid;

an entertainment platform disposed within an interior of the cylinder, wherein the entertainment platform is configured to move axially within the cylinder between a first position at the bottom portion and a second position at the top portion;

a pump system;

a first conduit fluidly coupling the pump system and the interior of the cylinder at the bottom portion, wherein the pump system is configured to selectively provide and remove a flow of the liquid to and from the interior of the cylinder at the bottom portion to move the entertainment platform between the first position and the second position;

a reservoir configured to store the liquid, wherein the reservoir is external to the cylinder; and

a second conduit fluidly coupling the pump system and the reservoir, wherein the pump system is configured to remove the liquid from the interior of the cylinder at the bottom portion and configured to direct the liquid to the reservoir to store the liquid, wherein when the entertainment platform is located and maintained at the first position at the bottom portion of the cylinder, the pump system is configured to remove all of the liquid above the entertainment platform.

9. The entertainment system of claim 8, wherein the pump system is configured to provide the flow of the liquid to the interior of the cylinder at the bottom portion from the body of liquid.

10. The entertainment system of claim 8, wherein the pump system is configured to provide the flow of the liquid to the interior of the cylinder at the bottom portion from the reservoir.

11. The entertainment system of claim 8, wherein the entertainment platform comprises a skirt disposed about a circumference of the entertainment platform, wherein the skirt is configured to engage with the cylinder to stabilize the entertainment platform within the cylinder.

12. The entertainment system of claim 8, comprising a sensor disposed within the interior of the cylinder, wherein the sensor is configured to detect a presence of the liquid in the interior of the cylinder.

13. The entertainment system of claim 12, wherein the cylinder comprises an access panel disposed at the bottom portion and a locking mechanism, and wherein the locking mechanism is configured to lock the access panel in a closed position in response to the presence of the liquid detected by the sensor.

14. The entertainment system of claim 8, comprising a securement mechanism coupled to the cylinder and disposed at the top portion of the cylinder, wherein the securement mechanism is configured to engage with the entertainment platform and secure the entertainment platform in place in the second position.

15. A method of providing an entertainment platform in a body of liquid, the method comprising:

removing liquid from an interior of a cylinder on a first side of the entertainment platform, wherein the entertainment platform is disposed within the cylinder, and wherein the cylinder is disposed within the body of liquid;

providing liquid to the interior of the cylinder on a second side of the entertainment platform to lift the entertainment platform within the cylinder;

removing the liquid from the interior of the cylinder on the second side of the entertainment platform to lower the entertainment platform within the cylinder;

directing the liquid removed from the interior of the cylinder on the second side of the entertainment platform to a reservoir external to the cylinder to store the liquid; and

enabling access for at least one performer, at least one object, or both from a passageway, exterior of the cylinder, to the entertainment platform within the cylinder via an access panel of the cylinder after removing the liquid from the interior of the cylinder on the first side of the entertainment platform and when the entertainment platform is disposed within a bottom portion of the cylinder.

16. The method of claim 15, comprising storing the liquid removed from the interior of the cylinder on the first side of the entertainment platform in the reservoir, wherein the reservoir is separate from the body of liquid.

17. The method of claim 16, wherein providing liquid to the interior of the cylinder on the second side of the entertainment platform comprises:

providing liquid from the reservoir to the second side of the entertainment platform;

providing liquid from the body of liquid to the second side of the entertainment platform; or

both.

18. The method of claim 15, comprising providing liquid to the body of liquid to raise a liquid level of the body of liquid above a top portion of the cylinder after removing the liquid from the interior of the cylinder on the second side of the entertainment platform to lower the entertainment platform within the cylinder.

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