



OUR SOCIAL STORY

Last update February 2023

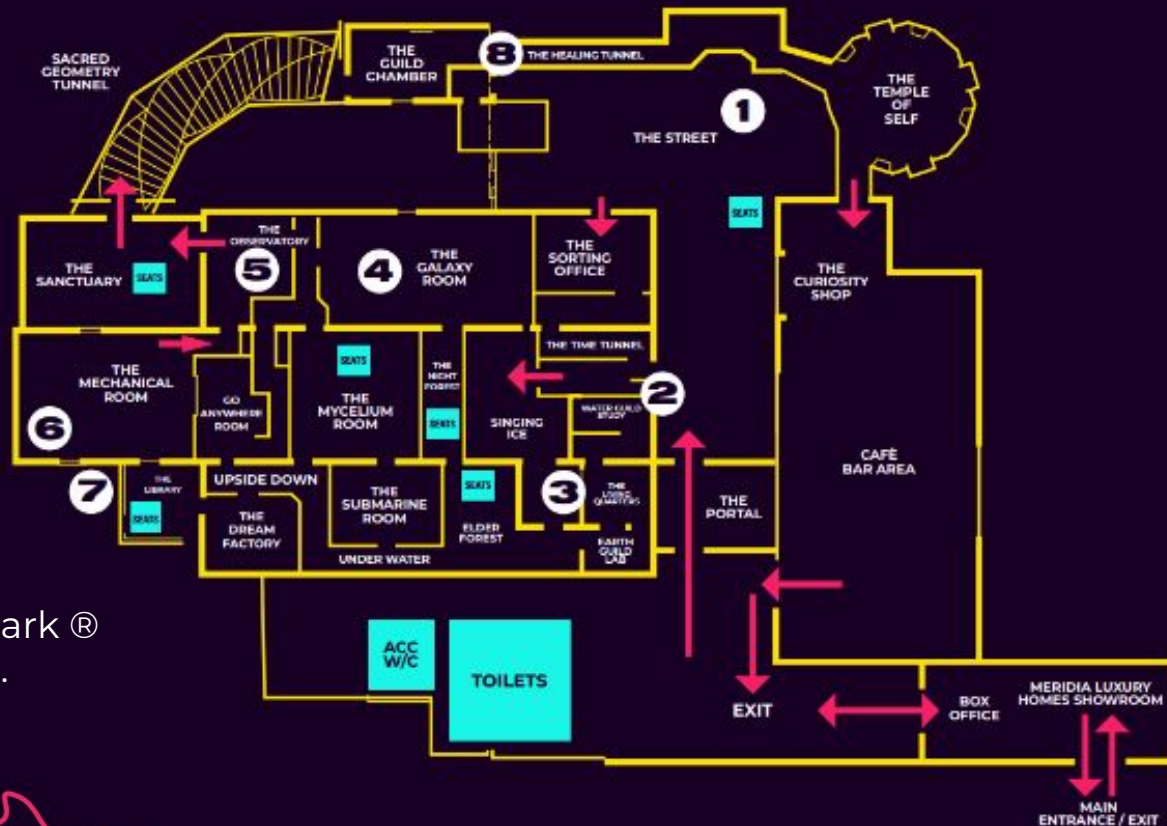


ABOUT THIS DOCUMENT

This social story aims to describe specific information about what to expect when visiting Wake The Tiger from entry to exit.

Please read this in addition to our [Accessibility Guide](#).

THINGS TO KNOW BEFORE YOU VISIT



The Amazement Park ®
is laid out like this...

INFORMATION ABOUT THE AMAZEMENT PARK



- ★ Some staff are located around the attraction. They will be wearing uniform and have a flashing light located somewhere on their jacket. They are available to help with any questions or any assistance you need during your visit.
- ★ Some of the floors are uneven and the lighting levels are low in some areas.
- ★ There are soundscapes throughout the attraction which may be loud and varied.
- ★ Ear defenders are available at Box Office to use by visitors if required, subject to availability.





A GUIDE THROUGH THE AMAZEMENT PARK

MERIDIA LUXURY HOMES



The entrance of the experience looks like this.

- ★ You may have to wait in a short queue with other visitors before entering the experience.
- ★ A member of staff will ask to see your ticket that you can show either on your phone or printed. They will use a ticket scanner to scan the barcode for each person booked and ask you to wait inside with other visitors. This area might feel crowded.

MERIDIA LUXURY HOMES (continued)



- ★ Once a group has had their ticket scanned, a staff member will show you the model apartment and speak about what is there. They will not pick on anyone to interact with but they may ask a question to the group.
- ★ Once they are finished, they will take the group over to another set of glass doors and explain the rules of entering The Amazement Park ®.



THE PAINT FACTORY



- ★ Once you go through the glass doors, an actor will stop the group and talk about what they have learnt about the other world before guiding you to enter the other world (the experience). You will also hear music and sound effects coming from the radio on the table.



TOILET AREA



- ★ The toilet area is located ahead of the Paint Factory. Here there are three toilet blocks as shown below.
- ★ One of the toilet blocks has urinals and toilets, one has just cubicles, and the Accessible toilet is one cubicle. Each toilet block has a noisy hand dryer in it.



ACCESS TO TOILETS



You can come out of the experience to access the toilet area via 3 ways.



1. Through The Submarine door



2. Through the Portal door



3. Through the café door

THE PORTAL



- ★ There is a soundscape and the lighting will be low when you step through into the Portal.
- ★ The soundscape is voices talking about different catastrophes but once you are through the portal and into the other world, there is lots of space and it is quiet in The Street.

THE STREET



- ★ Sometimes you will see a member of staff in uniform talking to visitors in this area.
- ★ This area is called the Spares & Repairs and you can talk to these people as they tell you stories from the Dream Factory or set you tasks if you want to do them.
- ★ These people are always friendly and helpful!



THE STREET (continued)



- ★ There are lots of things to see and explore.
- ★ There may be lots of people in this area but there is quite a lot of space.
- ★ At the end of the street is the Fire Truck. In here is an interactive game and slide.
- ★ This can get quite busy but is lots of fun if you get a go... but you need to work out the puzzle to start the engine.



THE SORTING OFFICE



There are lots of things to see and explore in this room.

- ★ You can add your name to the computer
- ★ Listen to the messages in the phone
- ★ Scan your face to see if you are guild aligned.
- ★ See if you can find a way to make the clock chime!



THE TIME TUNNEL



- ★ To get to this area you have to walk through some old clothes that are hung up.

- ★ There is UV lighting in this area and you will hear lots of clocks ticking as you walk through.

THE INDUSTRIAL CORRIDOR



- ★ You will then continue into a corridor where the lamps on the ceiling move up and down.
- ★ To the left you can look in through the window into the water guild study. There is also a door on the same wall that leads into the study.



THE ICE CAVE



- ★ There is UV and red lighting in this area.
- ★ There are lots of things to see and explore.



ICE CAVE TO EARTH GUILD STUDY



- ★ Lighting is low in this area.



- ★ Here is the entry and exit to the Living Quarters.

EARTH GUILD STUDY



- ★ There are lots of things to see and explore in this room.

- ★ Here is the secret door that leads you into the Living Quarters.



THE LIVING QUARTERS



- ★ There are lots of things to see and explore in this room.
- ★ You will hear a recording of a voice as you walk through the room that may be loud.



WATER GUILD STUDY



- ★ A secret door leads you into the Water Guild lab.



- ★ There are lots of things to see and explore in this room. For those suffering with claustrophobia, just a heads up that it is a smaller space

THE ELDER FOREST



- ★ There are lots of things to see and explore in this area as you walk through including moving lights on the floor.
- ★ Lighting is low in this area.

- ★ Here is a secret door leads you to the Night Forest.



THE NIGHT FOREST

- ★ This area is dark and it may take your eyes a few seconds to adjust to the lighting as you walk through.
- ★ The lights on the ceiling move around.



UNDERWATER CORRIDOR



- ★ This area has netting on the ceiling that moves in waves.
- ★ There are lights that brighten and dim to make it look like you are underwater.

- ★ You can exit the experience from here, into the toilet area. You can also come in through this door.



SUBMARINE CORRIDOR



- ★ This area has dim lighting.
- ★ There is a lot to see in this room.



MYCELIUM ROOM



- ★ There are low lighting levels in this room. You will see lights all around you dimming and brightening.
- ★ There is lots to see and explore in this room.
- ★ There is a soundscape in this room that may be loud.



GALAXY ROOM

- ★ This room has low lighting levels and flickering lights on the floor.



UPSIDE DOWN CORRIDOR



- ★ This area is made to look as if you are walking on the ceiling which may feel strange.

DREAMSCAPE ROOM



- ★ This room has a bed in it that moves up and down.
- ★ The soundscape may be loud and there are some flickering lights in there.
- ★ There are picture frames hanging on the wall that move up and down. They may make a loud noise when this happens.
- ★ There is a lot to see and explore in this room.

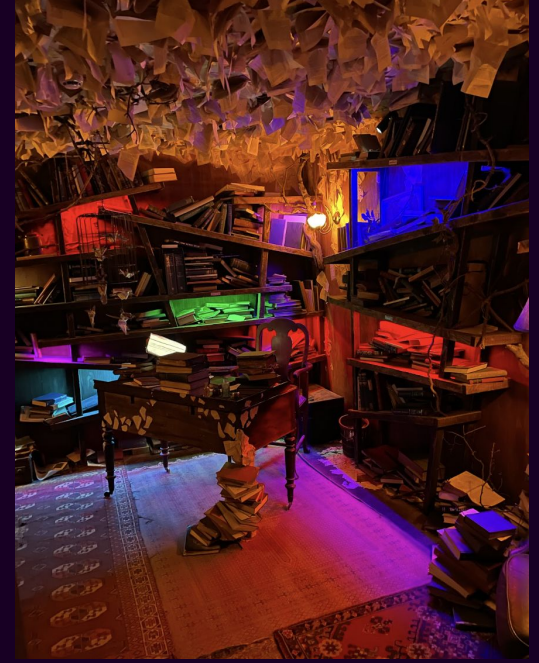
THE LIBRARY



- ★ There is a secret door to the Library which is accessed via the Dreamscape Room.



- ★ Or can be accessed via the Mechanical room.



- ★ This room can become crowded with visitors and you may have to wait before entering.

THE GO ANYWHERE ROOM



- ★ The light in this room is bright and may be loud when it's busy with visitors.

- ★ This room can get crowded while visitors try to open doors using the interactive console. You may have to wait to use this.
- ★ If you do not want to wait, there is a green button on the right hand side of door no.5, when pressed, opens the door into the next room.



THE GO ANYWHERE ROOM (continued)



- ★ Or you can continue through the experience by going around this room instead.



THE MECHANICAL ROOM



- ★ This room has lots of sounds and movement all around.

THE OBSERVATORY



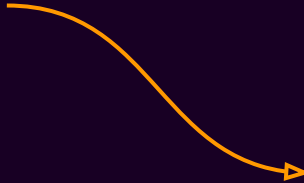
- ★ This room has dim lighting.
- ★ There are lots of things to see and explore in this room.



THE SANCTUARY



- ★ There is a secret door to access the sanctuary via the observatory.
- ★ There is a more accessible door next to the fireplace entrance.



THE SANCTUARY (continued)



- ★ This room can become crowded as there are lots of things to see in this room. You may have to wait to explore a part of the room while other visitors are using it.
- ★ There are colourful moving patterns on the walls.



THE SACRED GEOMETRY TUNNEL



- ★ From the Sanctuary you will enter through the geometry tunnel. This area has lots of moving lights that may be bright and a soundscape that may seem loud.

THE GUILD ROOM



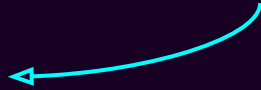
- ★ From the Geometry Tunnel, you will enter into the Guild room.
- ★ This room has dim lighting



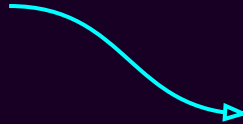
HEALING CORRIDOR



- ★ This area has bright lighting and black and white patterns along the walls, floor and ceiling.



- ★ Once you walk down this corridor, you will come to a shorter, colourful corridor.



THE TEMPLE



- ★ The Temple room goes from dark to very bright.
- ★ It has loud soundscapes and some moving & flashing lights. There is also a big screen above your head that plays a video blessing.
- ★ When you are ready to leave the Temple room, there is a door leading into the gift shop and cafe area.

THE CURIOSITY SHOP




- ★ You enter the gift shop called The Curiosity Shop at the end of the experience.
- ★ Here you can buy a keepsake of your experience.

THE GUILDHALL CAFÉ BAR



- ★ The café is a large space with lots of things to see, including model hot air balloons on the ceiling that move up and down, a train track where a small train runs.
- ★ We serve hot food during opening hours (last orders 1 hour before closing). Crisps, nibbles and cakes are available at all times. Only food and drink purchased in The Guildhall may be consumed on-site, other than baby food or for medical reasons.
- ★ We do not take reservations for groups less than 10 people.





**WE CAN'T WAIT TO WELCOME YOU.
CHECK OUT USEFUL LINKS BELOW
AHEAD OF YOUR VISIT.**

[FAQs](#)

[PLAN YOUR VISIT](#)

[OPENING TIMES & PRICING](#)

[SENSORY SENSITIVE SESSIONS](#)

[ACCESSIBILITY GUIDE](#)

**IF YOU STILL HAVE QUESTIONS YOU CAN EMAIL
INFO@WAKETHETIGER.COM**