

***Thorpe***  
PARK

# ***SENSORY GUIDE***



Sensory information for neurodiverse guests

# ***SENSORY GUIDE EXPLAINED***

**Sensory ratings are divided into 5 categories:**



**TOUCH**



**TASTE**



**SOUND**



**SMELL**



**SIGHT**





TOUCH



TASTE



SOUND



SMELL



SIGHT

# ***BIG EASY BUMPERS***



- Restrained with a lap bar.
- Cars bumping into each other at force.
- Jerking sensations.



- Low engagement with this sense.



- Loud themed music on ride and in surrounding area.
- Buzzing bell at the end of the ride cycle.



- Smell of rubber and oil.



- Bright themed area.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# COLOSSUS



- Fully restrained over shoulders and waist.
- 10 inversions causing dizziness and quick changes of direction and speed.
- High G-force.



- Low engagement with this sense.



- Sounds of other people.
- Sounds of mechanical parts of the ride in the station and throughout ride.
- Loud lift.
- PA announcements and themed music.



- Low engagement with this sense.



- Busy batching area with a lot of other people.
- Accessible queue merges with main queue.
- Erratic movement.
- Changing terrain.
- Occasional use of smoke machine on the ride (certain events such as fright nights).



TOUCH



TASTE



SOUND



SMELL



SIGHT

# DEPTH CHARGE



- If sharing a boat, could be very close to another person.



- Low engagement with this sense.



- Themed music in queue line and station.
- Mechanical noises when ride is dispatched.



- Low engagement with this sense.



- Changing terrain.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# DETONATOR



- Requires being restrained over the shoulder and across the lap.
- Legs dangle over the edge of the seat.
- Requires queueing in close proximity of other people.
- Rushing wind and high speed.



- Low engagement with this sense.



- Mechanical sounds coming from the ride.
- Screaming of other people.
- Clicking sound when the restraints are lowered.
- Use of a PA system when on the ride.
- Ride themed music and announcements.



- Low engagement with this sense.



- View from height.
- Changes in view when dropping.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# **DOBBLE TEA PARTY**



- Requires sitting close to other people.
- Cups will spin while you are boarding.
- Space for movement if you are in a small group.



- Low engagement with this sense.



- Themed music and announcements made whilst in the queue and on the ride.
- Shouting from other people.
- Mechanical sounds from the ride.



- Low engagement with this sense.



- Changing view could cause dizziness.
- Fast movement.
- Bright colours.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# FLYING FISH



- Requires lap bar.
- Can be sat very close to another person.



- Low engagement with this sense.



- Themed music in queue line and station.
- Screaming from other people on the ride.
- Loud pre-dispatch music.



- Low engagement with this sense.



- Camera flash.





TOUCH



TASTE



SOUND



SMELL



SIGHT

# ***GHOST TRAIN***



- Live actors throughout attraction/ jump scares.
- Seat vibrations.
- Required to sit next to other people.
- Sprayed with water effects in fake retail shop.
- Wind effects used in crypt.
- Smoke effect used on carriages.



- Low engagement with this sense.



- Sudden noises.
- Loud audio throughout queue line and in building.
- Screaming from other people on ride.



- Artificial smells throughout the building.



- Strobe lighting through-out the whole experience.
- Changing terrain/view.
- Dark spaces.
- Jump scares.
- Smoke effects.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# ***HIGH STRIKER***



- Requires being restrained across the lap next to other people.
- Changing movement and sensations.



- Low engagement with this sense.



- Themed loud audio surrounding ride.
- Screaming from other people on ride.



- Low engagement with this sense.



- Erratic movement.
- Changing terrain/view from high height.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# MR MONKEY'S BANANA RIDE



- Requires sitting close to other people.
- Restrained over the lap - bar doesn't fully lower there will be a gap between you and the restraint.
- Space for movement.



- Low engagement with this sense.



- Themed music and announcements made while in the queue and on the ride.
- Shouting from other people.
- Mechanical sounds from tyre underneath the ride.



- Low engagement with this sense.



- Changing view, could cause dizziness.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# NEMESIS INFERNO



- Requires being restrained across the chest next to another person.
- Mist water effects in tunnel and in queue line.
- Rushing wind, turns, and high speed.



- Chance for water mist to get into mouth.



- Announcements in the queue line.
- Loud themed music in queue line and station.
- Screaming from other people on ride.
- Mechanical sounds from rides being dispatched.



- Low engagement with this sense.



- Bright coloured lights in the tunnel.
- Fast movement.
- Changing terrain/view, could cause dizziness.
- Mist effects in the queue line and in tunnel.
- Camera flash.
- Erratic movement and interaction with other people.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# QUANTUM



- Restrained by a lap bar.
- May cause motion sickness.
- Quick sudden drops.



- Low engagement with this sense.



- Sounds of mechanical parts of the ride.
- Sounds of other people.
- PA announcements and themed music.



- Low engagement with this sense.



- Ride moves in a clock wise and anti-clockwise direction.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# RUMBA RAPIDS



- Space for movement - must remain seated at all times.
- You may get wet or splashed in the face.
- Requires queueing in close proximity with other people.
- No requirement to be restrained over the shoulders or lap.
- Moving turntable when boarding and offloading.



- Low engagement with this sense.



- Potential for sounds of mechanics of the ride.
- Shouting from other people.
- Announcements made over a PA system at all points of the ride.
- Low level themed music in the queue and on the ride.



- Smell of water and chemicals.



- Bright colours in the queue.
- Camera flash.
- Changing terrain.
- Dark tunnel.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# RUSH



- Lap bar restraint which allows free movement of upper body.



- Very low engagement with this sense.



- Air compressor of ride is extremely loud when stood next to it and can be heard when in the queue and on the ride.
- Restraints cause a loud 'clicking' when they are being locked/checked.



- Very low engagement with this sense.



- Changing terrain/view, could cause dizziness.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# SAMURAI



- Requires sitting close to other people and being restrained over the shoulders.
- No space for movement.
- Rushing wind.
- Requires queueing in close proximity with other people.



- Low engagement with this sense.



- Themed music and announcements while in the queue and on the ride.
- Shouting and screaming from other people.
- Klaxon sound at the end of each ride.
- Pods click when locking and when the ride is in operation.



- Low engagement with this sense.



- Lights on the ride when dark.
- Changing view, could cause dizziness.
- Fast movement.
- Views from height.





TOUCH



TASTE



SOUND



SMELL



SIGHT

# SAW – THE RIDE



- Requires sitting close to other people and being restrained over the shoulders.
- Sprayed with water as a blood effect.
- No space for movement.
- Drops from height.
- Rushing wind, turns and high speed.
- Requires queueing in close proximity with other people.



- Low engagement with this sense.



- Sound effects in the queue line e.g. dogs barking, car sirens, gun shots.
- Loud themed music in queue line and station.
- Screaming from other people on the ride.
- Mechanical sounds from rides being dispatched.



- Smell pods inside the building.



- Camera flash.
- Changing terrain/view could cause dizziness.
- Fast movement.
- Dim lighting inside the building.
- Views from height.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# STEALTH



- Requires being restrained over the shoulders and lap.
- Requires queuing in close proximity with other people.
- Requires waiting in busy batching area.
- No space for movement.
- Drops from height.
- Rushing wind and high speed.



- Low engagement with this sense.



- Loud sounds from the train launching.
- Screaming from other people on the ride.
- Mechanical sounds from the ride being dispatched.
- Loud themed music in the queueline as well as the surrounding area.



- Low engagement with this sense.



- Flashing lights when dispatched that can be seen from the queue and batching area.
- Very fast changing terrain.
- Views from height.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# STORM SURGE



- Water effects, you will wet throughout ride.
- Water in the bottom of boats, your feet need to be fully on the floor.
- No restraint however you will need to be braced at all times with handles.
- Boats spinning at speed.



- Low engagement with this sense.



- Sound of other people.
- Noise from mechanical parts of the ride.
- Noise from effects of the ride.
- PA announcements and themed music in station and queue.



- Smell of chemicals/water.



- High lift with drop.
- Bright red and yellow chute and boats.
- Accessible queue merges with main queue.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# SUNSET CINEMA

Please be aware, this experience features loud noises, smoke effects, water sprays, leg ticklers and sudden seat movements. Reduced sensory effect seats are available, follow signs in the cinema or speak to staff.



- Not restricted or restrained within seats.
- Effects such as water sprays, air, moving seats, leg ticklers and bubbles are included throughout.
- 4D glasses worn throughout entirety of the film (though these are not a requirement).



- No engagement with this sense.



- Mechanical sounds from ride when going up the lift.
- Themed music in the station and throughout queueline.



- Loud noises and sound effects during film.
- May have some screaming from other people.
- Whilst waiting in queue line, screaming can be heard from people on other rides in the area.
- Busy area so likely will have a lot of people talking/ shouting.



- Various lighting effects used throughout the film.
- 4D glasses may affect sight of the screen as well as enhancing video.
- May cause dizziness/ motion sickness due to moving of seat.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# TIDAL WAVE



- Requires a lap bar which is shared with up to three others.
- Big splash on impact with water.
- Seats often wet before the ride starts.



- Low engagement with this sense.
- Splash of the wave.



- Mechanical sounds from ride when going up the lift.
- Themed music in the station and throughout queueline.



- Low engagement with this sense.



- Camera flash.
- Changing terrain.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# THE SWARM



- Requires a restraint with tight vest around the chest.



- Low engagement with this sense.



- Themed music in queue line and station.
- Screaming from other people on ride.
- Mechanical sounds from rides being dispatched.



- Low engagement with this sense.



- Camera flash.
- Changing terrain/view, could cause dizziness.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# THE WALKING DEAD: THE RIDE



- Requires queueing in close proximity of other people.
- Actors may touch you after the ride.
- Sprayed with haze in the ride.
- Dark corridors may heighten your touch sense.



- Low engagement with this sense.



- Pre-Show is loud with banging and shaking of doors, you cannot skip the pre-show.
- Entrance/Exit corridors are loud.
- When getting on the ride there is a loud van horn going off every few minutes.
- After the ride there is a voice over telling people to exit.
- After the ride during exit there are crashing barrels, van horn going off and actors.
- Ride is extremely loud with zombie noises and various alarms.
- Screaming from other people.



- Dark corridors may heighten the smell sense.
- Ride occasionally uses smell pods of 'rotting flesh'.



- Dark corridors with flashing red and white lights.
- Flashing spot and strobe lights used on the ride.
- 'Power cut' effect happens all around the attraction with flashing lights.
- Pitch black spots on the ride such as the ride itself in parts and end of the ride.



TOUCH



TASTE



SOUND



SMELL



SIGHT

# VORTEX



- Compact seats, restraint comes down automatically to lowest lockable position.
- Very close to the person next to you, touching elbows and arms.



- Low engagement with this sense.



- Low engagement with this, ride music and P.A can be loud but not overly loud.



- Low ride music and PA.



- Changing terrain/view, could cause dizziness.
- Rapid change of view both horizontally and vertically.





TOUCH



TASTE



SOUND



SMELL



SIGHT

# ZODIAC



- Rushing wind, turns, and high speed.
- Possibility of sharing a gondola with another member of your group.



- Low engagement with this sense.



- Loud audio throughout queue line.
- Screaming from other people on ride.
- Potential for sounds of mechanics of ride.



- Low engagement with this sense.



- Bright coloured lights during dark weather.
- Fast movement.
- Changing terrain/view, could cause dizziness.