

***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



- 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.