Park Facilities

Guest Services:

Located opposite the Grand National, the team is happy to assist should you have any questions or queries during your visit.

Accessible Toilets:

We have accessible toilets in the following locations:

- Balmoral Car Park
- Tickets & Information Area
- Bowl A Drome
- Superloos opposite Alice in Wonderland
- Superloos opposite the Big Pizza Kitchen
- Nickelodeon Land

Adult & Child Changing Facilities:

Changing facilities can be found in Nickelodeon Land behind SpongeBob's Splash Bash, to the left of the Nick Shop. Radar key access is

required, however, for those guests without a Radar key, a toilet attendant can be alterted by pressing the button outside the changing room. The changing facilities include a fully adapted adult restroom, adult changing bed, hoist (guests should use their own harness) and an emergency assistance alarm.

Learning & Sensory Space:

Bradley and Bella's Learning Garden, situated underneath the Avalanche, is a magical area where children and families can explore, learn about plants and flowers and take some time to relax during the day.



For more information, please scan the QR code to visit the Accessibility page of our website.

EASY PASS

Date of Visit:No. of Guests:Visit your next ride at:Image: Strain S

Alice in Wonderland Avatar Airbender Backyardigans Pirate Treasure Big Dipper Bikini Bottom Bus Tour Blue Flyer Deigo's Rainforest Rescue Derby Racer Dodgems Dora's World Voyage Eddie Stobart Convoy Fairy World Taxi Spin Flying Machines Gallopers Grand National ICON Infusion Nickelodeon Streak Pleasure Beach Express Revolution River Caves Rugrats Lost River Skyforce SpongeBob's Splash Bash Steeplechase Big One Wonder Pets Big Circus Bounce Wallace & Gromit's Thrill-O-Matic Valhalla

Unavailable Rides:

Avalanche Krusty Krab Order Up Ghost Train

EasyPass card full? Don't worry, just pop back into Guest Services

to replace your card for a new one.

MINI ACCESS GUIDE



ATTRACTION ACCESSIBLITY GUIDE

We are committed to helping guests with additional needs experience a spectacular and memorable visit to Pleasure Beach Resort.

| | Nickelodeon Land | | | | | | | | | | | | | Family Fun | | | | | | | | | | | | Thrill Rides | | | | | | | | | | | | | | |
|---|---------------------------|-----------------------------|-------------------------------|------------------------|--------------------------|-------------------------|---------------------------|-------------------------|-----------------------|-------------------------|-------------------------|--------------------------------|-------------------------|-------------------------|---|---------------------|--------------|---------------------|-------------|------------------|---------------------|----------------------|--------------------------|--------------------------|-------------|--------------|------------------------|-----------|-----------------------------------|---|--------------------------|-------------------------|------------|-------------------------|--------|-------------------------|---------------------|----------------------|--------------------------|-------------------------|
| | Avatar Airbender (Adults) | Avatar Airbender (Children) | Wonder Pets Big Circus Bounce | Bikini Bottom Bus Tour | Blue Flyer (Adults) | Blue Flyer (Children) | Diego's Rainforest Rescue | Dora's World Voyage | Fairy World Taxi Spin | Krusty Krab Order Up | Nickelodeon Streak | Backyardigan's Pirate Treasure | Rugrats Lost River | SpongeBob's Splash Bash | | Alice in Wonderland | Аіріпе кануе | Chinese Puzzle Maze | Derby Racer | Dodgems (Driver) | Dodgems (Passenger) | Eddie Stobart Convoy | Flying Machines | Gallopers | Ghost Train | | Pleasure Beach Express | | Wallace & Gromit's Thrill-O-Matic | | Avalanche | Big One | Big Dipper | Grand National | ICON** | Infusion | Red Arrows Skyforce | Revolution | Steeplechase | Valhalla |
| Ride access route* - on foot | 2 | 2 | 2 | 0 | 2 | 2 | 2 | 2 | 2 | 1 | 2 | 2 | 2 | 2 | | 3 | | 1 | 3 | 2 | 2 | 2 | 0 | 2 | 0 | 1 | 26 |) () | 3 | | 0 | 2 | 2 | 2 | 3 | 2 | 3 | 2 | 0 | 3 |
| Ride access route* - via wheelchair | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | | | 2 | | 2 | | 3 | 0 | | 3 | 2 | 2 | 2 | | 2 | | | 26 |) () | 3 | | | 2 | 2 | 3 | 3 | 2 | 3 | | | |
| The ride entrance/exit involves steps | | | | | $\overline{\mathcal{L}}$ | $\overline{\mathbb{Z}}$ | | $\overline{\mathbb{Z}}$ | | $\overline{\mathbb{Z}}$ | $\overline{\mathbb{Z}}$ | | $\overline{\mathbb{Z}}$ |) | (| 20 | 2 | | | | | | $\overline{\mathcal{L}}$ | $\overline{\mathcal{L}}$ | | | | <u></u> |) | (| $\overline{\mathcal{L}}$ | $\overline{\mathbf{r}}$ | | $\overline{\mathbf{r}}$ | 5 | $\overline{\mathbf{r}}$ | | $\mathbf{\tilde{z}}$ | $\overline{\mathcal{L}}$ | $\overline{\mathbf{x}}$ |
| It is possible to transfer directly from wheelchair to ride carriage | | (| ર્સ | ર્સ | | | ধ্র | | ধ্র | | | | | | | | | | (| ধ্র | ર્સ | ধ্র | | | | (| ર્સ (સ | <u>\$</u> | শ্র | | | | | শ্ৰ | | | শ্ৰ | | | |
| Able to maintain seated postural control | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | 1 | 1 | 1 | 1 | 1 | 1 | | 1 | | | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | • | ' ' | • | | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | • |
| Able to withstand high G-forces and sudden changes in direction | 1 | 1 | | | 1 | 1 | | | | 1 | 1 | | 1 | | | | | | 1 | 1 | 1 | | | | 1 | | | | | | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | • |
| Able to bend at the hip & knee, plus fit in all ride restraints | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | 1 | 1 | 1 | 1 | | | • | / | 1 | | | 1 | 1 | | | 1 | 1 | | | 1 | • | | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | |
| Must be able to grasp/grip with one functional ‡ arm | 1 | | 1 | 1 | 1 | | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | • | / . | / | | | | 1 | 1 | | 1 | 1 | | · | • | 1 | | 1 | 1 | 1 | 1 | 1 | 1 | | 1 | | • |
| Must be able to grasp/grip with two functiona l‡ arms | | 1 | | | | 1 | | | | | | | | 1 | | | | | 1 | 1 | | | 1 | | | | | 1 | | | | | | | | | 1 | | 1 | |
| Must be able to brace with two functional ‡ legs | 1 | 1 | 1 | | | | | | | | 1 | | 1 | | | | | | 1 | • | 1 | | | 1 | | | | 1 | | | 1 | 1 | 1 | 1 | | | | | 1 | • |
| Able to walk/climb assisted over obstacles/stairs | 1 | 1 | 1 | | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | 1 | | | / . | 1 | | | 1 | 1 | 1 | 1 | | | | . | • • | | | | 1 | 1 | | 1 | 1 | | 1 | | |
| Able to walk/climb independently over obstacles/stairs | | | | | | | | | | | | | | 1 | | | | | | | | | | | 1 | | | | 1 | | 1 | | | 1 | | | | | 1 | 1 |

*Please note: the definition of 'functional arms' and 'functional legs' includes prosthetic limbs, but they must be securely attached. Further exclusions apply to ICON, please see below.

Sensory Effects

Some rides and attractions feature strobe lighting, flashing lights, loud audio, fog and smoke effects. Please speak to the rides staff or Guest Services should you require specific sensory information.

*Ride Access Route Key

 1
 Ride
 2
 Ride

 Entrance
 Exit
 Exit

**ICON

Riders heads must not be above the headrest. A minimum height of 150cm applies to the train's back row - excluding ENSÔ. Riders must be able to continuously hold on tight with at least one functional arm. Guests with leg amputations have to have both natural legs at least until the ankles in order to ride ICON. Any prosthetics lower than the ankle must be removed to ride.

Exit

(3) Access

Entrance