

Halloween 2024 Accessibility Guide

The Haunted Castle Spooky fun for families (10am to 5pm)

The Haunted Hollows (Family Halloween Trail)

Mobility Guidance

This fun, themed attraction is accessible to wheelchairs and those with limited mobility.

The exit, however, is via a steep set of steps. A return route to the entrance is in place for those guests who might not manage these steps.

Sensory Guidance.

Themed lighting and sound effects are in place. Sound is set at a comfortable level. There are no strobe or rapid flashing effects.

Costumed characters will be in place throughout the attraction, who may approach you, there will be no jump scares. Should you or a member of your party not wish to be approached. Simply put a hand in the air and the character will step away.

Dead Centre Stage

(sketches and songs from our team of spooky characters)

Mobility Guidance

Situated on the castle courtyard lawn, the stage is accessible to wheelchair users and those with limited mobility. There are benches and tables in place for those who wish to use them.

Sensory Guidance.

Sound volume is set at a comfortable level. There are no strobe effects or rapid flashing lights. There are slower more gentle lighting effects, the effect of which is mitigated by daylight. Please note that a streamer cannon is fired at the end of the last show of the day.

Spooky woodland theatre

(Shows throughout the day from The Witches of Warwick and The Grave Diggers).

Mobility Guidance

These shows are accessible to wheelchair users and those with limited mobility.

Benches are in place, for those who wish to use them, and beanbags are supplied for children to enjoy the shows in soft comfort.

Sensory guidance

Music and sound effects are set at a comfortable volume. There are some gentle flashing lights, but these are mitigated by daylight.

The Mummy's curse
Spooky Maze

Mobility Guidance

This takes place upstairs in the State rooms and is therefore not accessible to wheelchair users and may cause problems to guests with limited mobility. **Please see step count below.**

Sensory guidance

There are no strobe effects or rapid flashing lights use in this attraction. Any sound effects are set at a comfortable volume.

Step count.

Entrance Princess tower	13 steps
Then spiral staircase	25 steps.
Exit to ground floor	26 steps
Exit to castle courtyard	13 steps (or via accessible lift)

A Trouble in Time
(Spooky Maze)

Mobility Guidance

This takes place downstairs in the Kingmaker attraction and is not accessible to wheelchair users and may cause problems to guests with limited mobility.

Sensory Guidance

There are no strobe effects or rapid flashing lights in use in this attraction. Sound effects are set at a comfortable level There are no jumps scares.

Step count

Entrance	2 steps
First attraction area	6 steps please note, there is also a cobbled surface in this area.
Second attraction area	8 steps
Final attraction area	2 steps
Exit	15 steps (spiral)

Spooky Schools

Team Claw

Mobility Guidance

This takes place on the Oak Tree lawn and is accessible to wheelchair users and those with limited mobility.

Sensory Guidance

No Lighting or sound amplification is used for this attraction.

Scarecrow stroll

Mobility Guidance

This takes place along the trail climbing the castle mound and is therefore not accessible to wheelchair users and may be difficult for guests with limited mobility.

Sensory Guidance

No Lighting or sound amplification is used for this attraction.

Castle after dark

Recommended for Teenagers and Adults

The Haunted Hollows

Mobility Guidance

This scary themed walk through is accessible to wheelchairs and those with limited mobility.

The exit, however, is via a steep set of steps. A return route to the entrance is in place for those guests who might not manage these steps.

Sensory Guidance

This attraction uses strobe effects, flashing lights and smoke. Music and sound effects are set at a high volume. Characters in the hollows will be intent on scaring you After dark the area might feel intensely claustrophobic to some guests

Fractured

This scare maze takes place upstairs in the State rooms and is not accessible to wheelchair users and may pose problems for those guests those with limited mobility. Please see step count below.

Sensory Guidance

The attraction features flashing lights and strobe effects. Music and effects are set at a high volume. Characters will be intent on scaring you

and there will be jump scares throughout. This area may feel intensely claustrophobic to some guests

Step count.

Entrance Princess tower	13 steps
Through chapel	3 steps.
Stairs to 2 nd floor	26 steps
Up and down to minstrels' gallery	2 x 6 steps
Exit via spiral staircase	36 steps

The Scourge

This scare maze takes place downstairs in the Kingmaker attraction and is therefore not accessible to wheelchair users and may pose problems for those guests those with limited mobility. Please see step count below.

Sensory Guidance

The attraction features flashing lights and strobe effects. Music and effects are set at extremely high volume. Characters will be intent on scaring you and there will be jump scares throughout. This area may feel intensely claustrophobic to some guests

Step count

Entrance	2 steps
First attraction area	6 steps please note, there is also a cobbled surface in this area.
Second attraction area	8 steps
Final attraction area	2 steps
Exit	15 steps (spiral)

Dead Centre Stage entertainment

Situated on the castle courtyard lawn, the stage is accessible to wheelchair users and those with limited mobility There are benches and tables in place for those who wish to use them.

Sensory guidance.

Sound volume is set at a concert volume. There are strobe effects, smoke and flashing lights.