



Crealy Theme Park Access Guide

Crealy Theme Park and Resort makes every effort to ensure that the Theme Park, Accommodation, and any other facilities are accessible to as many of our guests as possible. This guide has been produced to give you a full and realistic picture of our attractions, and hopefully, along with the general ride restrictions detailed on signage at the rides and attractions, will enable you to assess your own abilities and make an informed decision about which attraction you wish or are able to use.

The Wilderness

The Wilderness consists of uneven natural ground rather than paths, water edges and requires access via a variety of different bridges. Please note that there is a bridge wide enough to allow wheelchair access at the end of the trail.



Jungle Journey

The entirety of the Jungle Journey has level flooring and lowered enclosures for all guests to enjoy.



The Soak Zone

Our level grounding makes the Soak Zone great fun for all our guests.



Aqua Blasters

Wheelchair access to loading area through secondary gate.

Assistance may be required to embark/disembark.

We help by: Supplying handrails for additional support.

Microphone installed to assist those with hearing impairment.

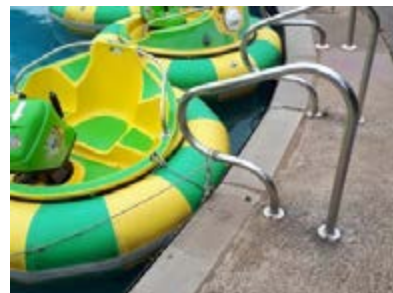
Things to consider: this is a water ride – you will get wet.

There is space for one adult and one child in each boat.

Step down into ride.

Average Peak Period Queue Time: 45 minutes.

Ride Cycle Time: 3 minutes approx.



Carousel

Wheelchair access to loading area. Assistance may be required to embark due to three steps up onto raised platform.

We help by: supplying handrails for additional support.

Microphone installed to assist those with hearing impairment.

Things to consider: there are three steps up to the ride platform.

Guests must be able to sit unaided on a horse.

Average Peak Period Queue Time: 15 minutes.

Ride Cycle Time: 2 minutes approx.



Dino Jeeps

Wheelchair access to loading area. Assistance may be required to embark.

We help by: seatbelts supplied for additional support. Ride is stationary as you enter and exit the jeep.

Things to consider: there is space for up to four adult in each jeep.

There is a water feature on this ride – you may get wet. This ride includes high volume music and effects. Step up onto ride.

Average Peak Period Queue Time: 25 minutes.

Ride Cycle Time: 3 minutes approx.



Flying Dutchman

Wheelchair access to loading platform via exit gate once the ride has been cleared (wheelchair user is to wait beside the ride, not in the exit area). Assistance may be required to embark.

We help by: safety restraints in boat for support. Ride is stationary when alighting/exiting.

Things to consider: the motion-effect is more pronounced the further back you sit – anxious riders are suggested to ride on the innermost row. Slopes to enter and exit the ride. Step up onto ride.

Average Peak Period Queue Time: 20 minutes.

Ride Cycle Time: 2 minutes approx.



Flying Machine

Wheelchair access to loading area. Assistance may be required to embark. We help by: Restraint clips supplied for additional support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness/vertigo.

Average Peak Period Queue Time: 20 minutes.

Ride Cycle Time: 3 minutes approx.



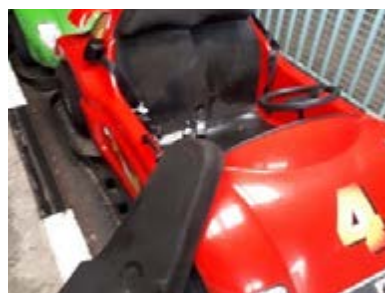
Grand Prix

Wheelchair to loading area. Assistance may be required to embark. We help by: seatbelts and booster seats supplied for additional support. Microphone installed to assist those with hearing impairment. Safety brief delivered by Ride Operators prior to race.

Things to consider: this ride is user-controlled meaning the experience is less predictable than other rides. All drivers must be physically and mentally capable of driving a battery-powered car at high speeds. Step down onto ride.

Average Peak Period Queue Time: 45 minutes.

Ride Cycle Time: 4 minutes approx.



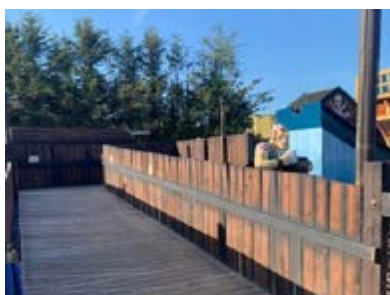
Jolly Roger

Wheelchair access to loading area. Assistance may be required to embark. We help by: Safety restraints in ride for support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness. Guests requiring extra leg room should avoid the innermost row. Slopes to enter and exit the ride. Step up onto ride

Average Peak Period Queue Time: 15 minutes.

Ride Cycle Time: 2 minutes approx.



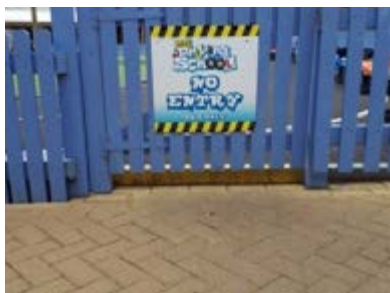
Junior Driving School

Wheelchair access to loading area. Assistance may be required to embark. We help by: seatbelts supplied for additional support. Microphone installed to assist those with hearing impairment

Things to consider: this ride is user-controlled meaning the experience is less predictable than other rides. All drivers must be physically and mentally capable of driving a battery-powered car. There is a static curb at the exit of the ride – wheelchair users are welcome to come through the main entrance queue line if required. Have to step into ride.

Average Peak Period Queue Time: 20 minutes.

Ride Cycle Time: 3 minutes approx.



Maximus Roller-coaster

Wheelchair access to loading area, but chair will need to be carried over the track by a carer/family member to the exit platform (if the wheelchair is too heavy to do so, we do not recommend using this ride). Assistance may be required to embark.

We help by: safety restraints in carriage for support.

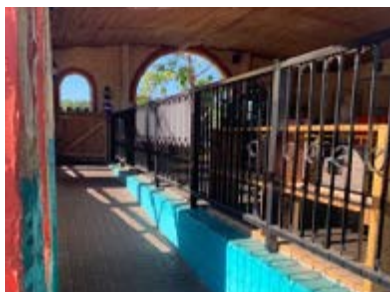
Microphone installed to assist those with hearing impairment.

Things to consider: the motion-effect is more pronounced the further back you sit – anxious riders are suggested to ride in the front two carriages.

Flash photography is installed on this ride. Slopes to enter and exit the ride. Step down into ride.

Average Peak Period Queue Time: 45 minutes.

Ride Cycle Time: 2 minutes approx.



Safari Express

Wheelchair access to loading area. Assistance may be required to embark. We help by: Ride is stationary as you enter and exit the carriage.

Things to consider: there is space for six people per carriage (four in front carriage). Slopes to enter and exit the ride. There is a step up into each carriage. Guest must be able to sit unaided. Step up onto ride.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 3 minutes approx.



Tidal Wave

Wheelchair access to loading area. Assistance may be required to embark.

We help by: ride can be stopped to allow guests to alight a stationary boat. Microphone installed to assist those with hearing impairments.

Things to consider: this is a water ride – you will get wet. There is space for up to four people in each boat. Flash photography is installed on this ride. Guest must be able to sit unaided. Step down into ride.

Average Peak Period Queue Time: 45 minutes.

Ride Cycle Time: 3 minutes approx.



Twister

Wheelchair access to loading area. Assistance may be required to embark.

We help by: safety restraints and seatbelts in carriage for support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness/vertigo. Slopes to enter and exit the ride. Step up onto ride.

Average Peak Period Queue Time: 45 minutes.

Ride Cycle Time: 3 minutes approx.



Vortex

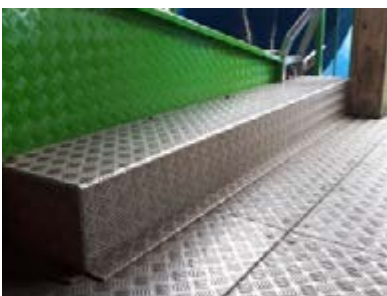
We are unable to offer wheelchair or Ride Access Pass entry to Vortex due to the ramp to get to the top. Assistance may be required to embark.

We help by: Handrails supplied for additional support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a water ride – you will get wet. There is space for one adult and one child in each boat. There is a step up into each boat. Guest must be able to sit unaided.

Average Peak Period Queue Time: 45 minutes.

Ride Cycle Time: 10 seconds approx.



Dolphin Drop

Wheelchair access to loading area. Assistance may be required to embark.

We help by: restraints in place for support. Additional step for younger/ shorter guests.

Things to consider: this ride rises to approximately 30' in the air.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 2 minutes approx.



Neptune's Sea Cups

Wheelchair access to loading area. Assistance may be required to embark.

We help by: seatbelts supplied for additional support.

Things to consider: this is a rotational ride which may affect guests with motion sickness. There is space for one adult and three children per cup. Step up onto ride.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 2 minutes approx.



Shark Bay

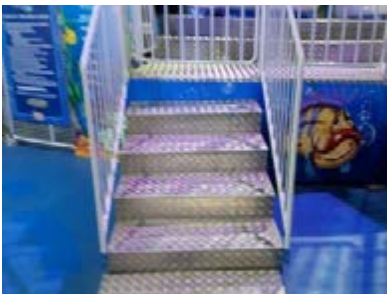
Wheelchair access to loading area over small step. Assistance may be required to embark.

We help by: safety restraints in carriage for support.

Things to consider: the motion-effect is more pronounced the further back you sit – anxious riders are suggested to ride in the front two carriages. There are three steps up to the ride platform at the entrance and six steps at the exit.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 2 minutes approx.



Super Subs

Wheelchair access to loading area. Assistance may be required to embark.

We help by: seatbelts supplied for additional support. Additional step for younger/shorter guests.

Things to consider: adults are not permitted on this ride so must be present at the exit gate throughout the ride cycle. This is a rotational ride which may affect guests with motion sickness

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 2 minutes approx.



Izzy Whizzy Let's Get Dizzy

Steps on entry and exit to ride platform. Assistance may be required to embark.

We help by: safety restraints and seatbelts in carriage for support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness. 4 steps to enter, 4 steps to exit. Step up into ride.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 1.5 minutes approx.



Sooty's Magic Bus

Steps on entry and exit to ride platform. Assistance may be required to embark.

We help by: safety restraints in carriage for support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness. 4 steps at entrance, 4 steps at exit. This ride rises to approximately 35' in the air. Step up into ride.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 1.5 minutes approx.



Soo's Sweet Balloon Ride

Wheelchair access to loading area. Assistance may be required to embark.

We help by: seat belts in carriage for support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness. This ride rises to approximately 15' in the air. Step up onto ride

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 1.5 minutes approx.



Sweep's Flying Circus

Wheelchair access to loading area. Assistance may be required to embark.

We help by: safety restraints in carriage for support. Microphone installed to assist those with hearing impairment.

Things to consider: this is a rotational ride which may affect guests with motion sickness. This ride rises to approximately 10' in the air. Step up onto ride.

Average Peak Period Queue Time: 10 minutes.

Ride Cycle Time: 1.5 minutes approx.



Accessible Play Equipment

In Sooty Land we have two accessible play pieces of play equipment: a lowered roundabout where wheelchairs can get straight; and a wheelchair accessible swing can gain access via the ramp and be strapped in for safety, without having to leave the wheelchair. A radar key is required for access to the accessible swing.

