

WAKE THE TIGER

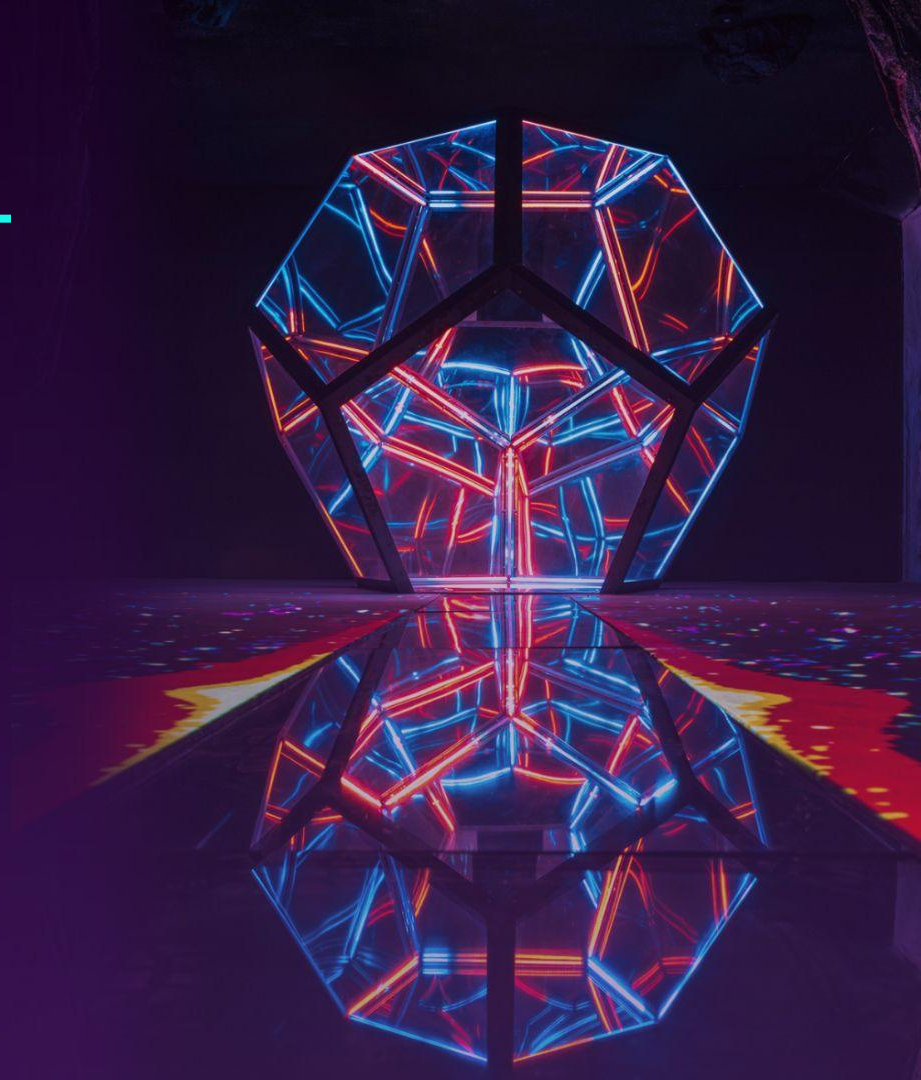
OUR SOCIAL STORY

Last update February 2025

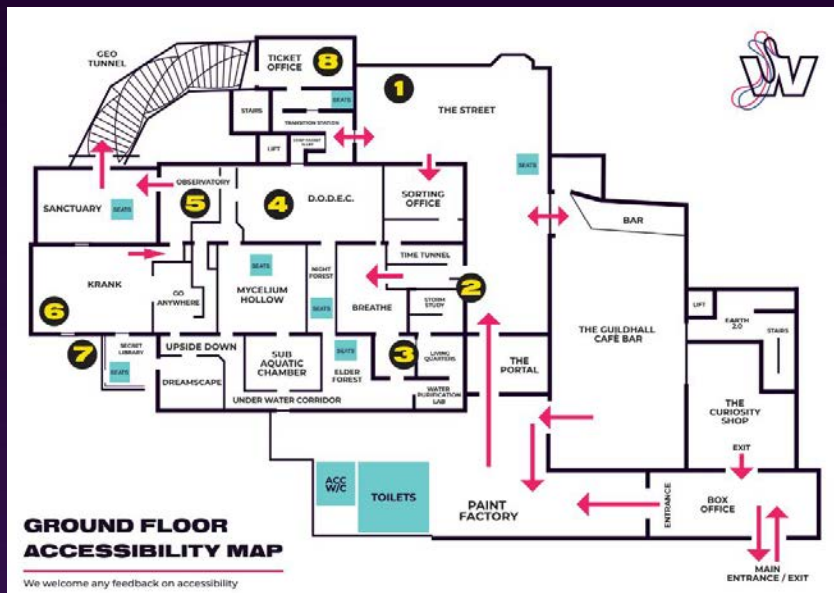
ABOUT THIS DOCUMENT

This social story aims to describe specific information about what to expect when visiting Wake The Tiger, from entry to exit.

Please read this in addition to our [Accessibility Guide](#).



THINGS TO KNOW BEFORE YOU VISIT



GROUND FLOOR ACCESSIBILITY MAP

1. THE DOCKING BAY IN THE STREET

There is a viewing platform that can only be accessed via a flight of 13 stairs. This area cannot be accessed in a wheelchair but is not a core part of the experience. The vehicle in this area is accessed by walking up 4 steps and cannot be accessed in a wheelchair. This is a very small part of the venue and does not affect visitors ability to experience the rest of the attraction.

2. WATER GUILD STUDY

This cannot be accessed in a wheelchair but large windows allow visitors to see inside from the Singing Ice room. A door leading out of this space also requires crossing a large single step up and then down in a dark space.

3. ALCHEMISTS LIVING QUARTERS

Access to and from this space in a wheelchair is only possible from the Red section of the ice cave with large flowers in it. The Earth Guild Lab area next to it is not large enough for a wheelchair to be turned around - this room is decorative only and can be viewed from the door.

4. D.O.D.E.C.

This area includes fully immersive moving projections on the walls and floor, which may be disorientating to some visitors, and may affect visitors who are sensitive to flashing lights. There is a geometrical structure in this area which has a low opening for visitors to get inside it, the height of the opening is 130cm and is wide enough for access in a manual wheelchair, taller guests will need to bow their heads to enter.

5. OBSERVATORY

This area has a small half height door with a step to access the Sanctuary area which may not be accessible to certain visitors however an accessible ramped access door is located immediately next to this door for all visitors to use.

6. KRANK

There are 3 steps leading to the Hidden Library, ramp access is also provided to the right of the stairs. Accessing the Sanctuary from this room involves walking up 2 steps. Ramp access to the Sanctuary can be found inside the Observatory.

7. HIDDEN LIBRARY

There is a secret route between here and the Dreamscape room which involves climbing one large steps and is not suitable for those with limited mobility.

8. TRANSITION STATION

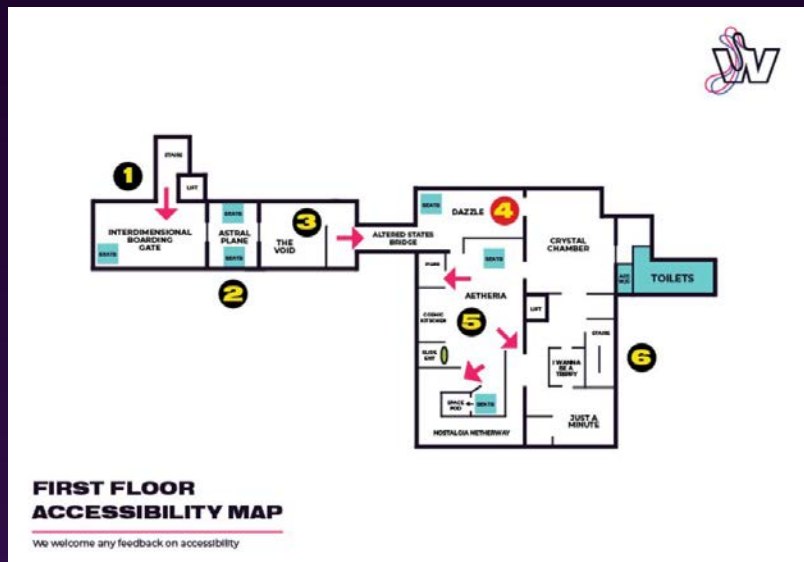
There is level access throughout this space and into the main lobby where visitors continue their journey onto the next level of the experience. There is a door that looks like a train door for access to it. The door is timed, so care should be taken going through this. There is a staircase on the right hand side in the lobby and an elevator to the left for visitors to use.

*There is a vending machine door that is very heavy and opens into Crisp Packet Alley, which will have a strong smell of Salt & Vinegar crisps. Following this corridor will lead you back into the D.O.D.E.C. room.



The Amazement Park ® has two floors. This is a map of the ground floor space. It shows routes that you can take, seating areas and has numbers in areas where there may be things to note for accessibility. You can find a larger version of the map here.

THINGS TO KNOW BEFORE YOU VISIT



FIRST FLOOR ACCESSIBILITY MAP

1. INTERDIMENSIONAL BOARDING GATE

This is where the lift will open into if coming from the ground floor. It is an open space with plenty of room, including seating.

2. ASTRAL PLANE

This area is suitable for wheelchair access, however the space is limited and on busy days/times there may be a queue that forms to use the area, resulting in a short wait.

3. THE VOID

This corridor is very dark, but spacious, and might affect those with claustrophobia. Care should be taken walking through this space due to the low lighting.

4. DAZZLE

This room may not be suitable for anyone with photosensitivity/epilepsy. The room contains moving black and white geometric patterns from floor to ceiling that can be disorientating, and lighting that changes colour based on how people interact with the room. There is a warning sign located at each entrance to this room. Care should be taken by anyone wanting to enter this space.

5. AETHERIA

This is a large, open-plan space with two staircases leading to different areas of the OUTERverse. There is wheelchair access to all of these areas via ramps, except the top floor mezzanine.

6. EXITING

Once you have finished exploring the OUTERverse space, you can use the large slide or the staircase beside it to head back downstairs, or use the lift towards the beginning of the floor. If you need help navigating your way back to the lift, please speak to a member of staff who can guide you. On exit you arrive in the canteen cafe and can leave through the gift shop and back out through Box Office (where you originally started).

The Amazement Park ® has two floors. This is a map of the first floor space. It shows routes that you can take, seating areas and has numbers in areas where there may be things to note for accessibility. You can find a larger version of the map [here](#).

THINGS TO KNOW BEFORE YOU VISIT

- ★ Some of the floors are uneven and the lighting levels are low in some areas.
- ★ There are soundscapes throughout the space which may be loud and at varying levels.
- ★ Ear defenders and a manual wheelchair are available at Box Office to rent if required, subject to availability.



Meridian Staff



OUTERverse Staff



Duty Managers

- ★ There are members of staff that are stationed throughout the space. They will be wearing costumes or uniform that look like these. They are available to help with any questions or any assistance you need during your visit.

THINGS TO KNOW BEFORE YOU VISIT

- ★ We have a small car park on site, including limited blue badge spaces.
- ★ Wake The Tiger is a pay on exit car park with a card/contactless payment machine situated inside our box office.
- ★ Alternatively, you also have the option to use the ECPparkbuddy app to validate your parking. Up to 3 hours is £3.00. Each additional hour is £1.00.
- ★ Blue badge holders can park free of charge.
- ★ When our car park becomes full there is alternative parking at Bristol Fruit Market. This is at the top of Albert Road, charged at £5 for the day, and less than a 5 minute walk from us.
- ★ The car park is only accessible during opening hours.
- ★ Charges apply for release of your vehicle (or other mode of transport) outside of these hours.
- ★ We want to encourage the use of green transport where possible. You can plan your visit [here](#).





A GUIDE THROUGH THE AMAZEMENT PARK

ENTRANCE



- ★ When you arrive you will be met by a member of staff or security guard who will show you where the reception desk is.
- ★ You may have to wait in a short queue with other visitors before entering the experience.

BOX OFFICE



- ★ A member of staff will ask to see your ticket that you can show either on your phone or printed.
- ★ They will use a ticket scanner to scan the barcode for your booking and ask you to read the Site Rules, before explaining where to find the Portal door to begin your experience.

THE PAINT FACTORY

- ★ Once you go through the glass doors, you will be in an area that looks like an old paint factory. You can explore this area before starting your experience.
- ★ This is where you will find toilet facilities and the entrance to the café, as well as the Portal door, leading you into the experience.



- ★ On the desk, there's a computer with 4 tabs to click on.
- ★ To the left of the desk, there is a screen with a flashing notification saying 'new message alert'. Below, a prompt instructs: 'Scan your fingerprint to access'. Once scanned, a video message appears.
- ★ As it ends, a radio crackles and light flickers turning your attention to the right, where you see the portal door.

TOILET AREA



- ★ The main toilet area is located ahead of the Paint Factory. Here there are three toilet blocks.
- ★ One of the toilet blocks has urinals and toilets, one has just cubicles. Both have a small step to get into the block.
- ★ The Accessible toilet is one cubicle.
- ★ Each toilet block has a hand dryer that can blow air out loudly.
- ★ There are additional toilets upstairs in the OUTERverse.

ACCESS TO TOILETS

You can come out of the experience to access the toilet area via 3 ways.



1. Through The Submarine door



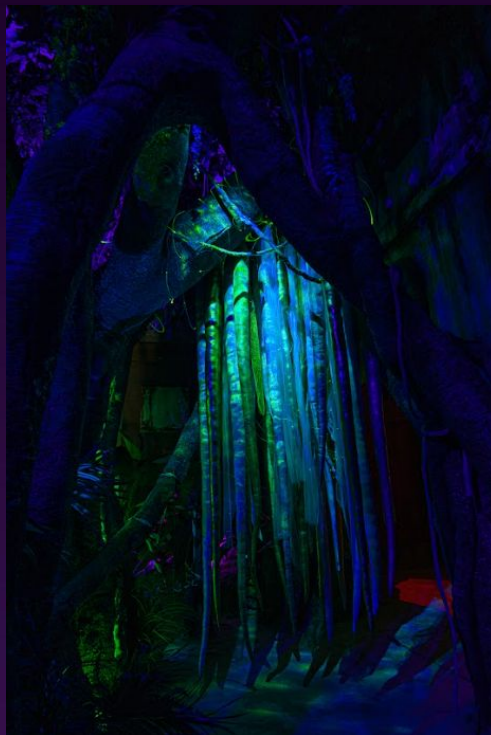
2. Through the Portal door



3. Through the café door

THE PORTAL

- ★ There is a soundscape and the lighting will be low when you step through into the Portal.
- ★ The soundscape is voices talking about different topics that are affecting planet Earth. but once you are through the Portal and into the other world (Meridia), there is lots of space in Depot X.



DEPOT X

- ★ Sometimes you will see a member of staff in costume talking to visitors in this area.
- ★ They are always friendly and helpful. Sometimes the staff member might approach you to help or you can talk to them if you need any assistance or want to know more about the space.
- ★ You can continue your visit by heading into the Sorting Office, or you can go out into the café for food and drink for a break before returning to the experience.



DEPOT X (continued)

- ★ There are lots of things to see and explore.
- ★ There may be lots of people in this area but there is quite a lot of space.
- ★ At the end of Depot X is the Fire Truck. In here is an interactive game.
- ★ This can get quite busy but is lots of fun if you get a go... but you need to work out the puzzle to start the engine.



THE SORTING OFFICE

There are lots of things to see and explore in this room.

- ★ You can add your name to the computer
- ★ Listen to the messages in the phone
- ★ See if you can find a way to make the clock chime!



THE TIME TUNNEL



- ★ To get to this area you have to walk through some old boiler suits that are hung up.

- ★ There is UV lighting in this area and you will hear lots of clocks ticking as you walk through.

THE INDUSTRIAL CORRIDOR

- ★ You will then continue into a corridor where the lamps on the ceiling move up and down.
- ★ To the left you can look in through the window into the Storm Study. There is also a door on the same wall that leads into the study.



BREATHE

- ★ There is UV and blue lighting in this area.
- ★ There are lots of things to see and explore, including viewing areas into other rooms and miniature scenes in the walls.
- ★ There are a couple of seats in this room.
- ★ You will then see a smaller room with red lighting.



ICE CAVE TO THE LIVING QUARTERS



- ★ Lighting is low in this area.



- ★ Here is the entry and exit to the Living Quarters.

WATER PURIFICATION LAB



- ★ There are lots of things to see and explore in this room.
- ★ Here is the secret door that leads you into the Living Quarters.



THE LIVING QUARTERS



- ★ There are lots of things to see and explore in this room.
- ★ You will hear a recording of a voice as you walk through the room that may be loud.

WATER SUB-COM STUDY



- ★ A secret door leads you into the Water Purification Lab.

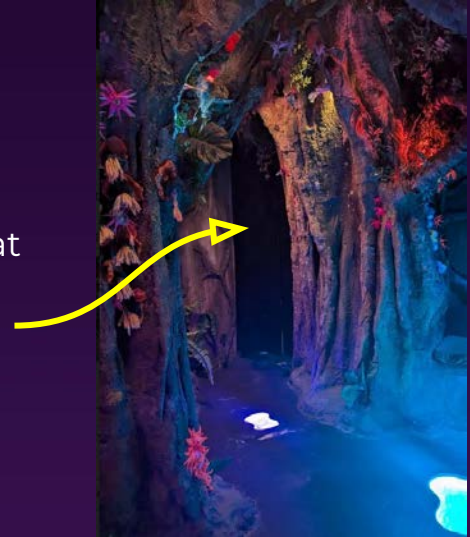


- ★ There are lots of things to see and explore in this room.
- ★ For those that experience claustrophobia, it is a small space.

THE ELDER FOREST



- ★ There are lots of things to see and explore in this area as you walk through including moving lights on the floor.
- ★ Lighting is low in this area.
- ★ Here is a secret entrance that leads you to Shadow Grove



SHADOW GROVE

- ★ This area is dark and it may take your eyes a few seconds to adjust to the lighting as you walk through.
- ★ The lights on the ceiling move around and you will hear a voice whispering a poem as you walk through.
- ★ There is seating in this area.



UNDERWATER CORRIDOR



- ★ This area has netting on the ceiling that moves in waves.
- ★ There are lights that brighten and dim to make it look like you are underwater.
- ★ You can exit the experience from here, into the toilet area. You can also come in through this door.



SUB-AQUATIC CHAMBER

- ★ This area has dim lighting.
- ★ There is a lot to see in this room.



0800-MYCELIUM



- ★ There are low lighting levels in this room. You will see lights all around you dimming and brightening.
- ★ There is lots to see and explore in this room.
- ★ When you tap the large mushroom caps in the middle of the room they each make a different sound.
- ★ There is a soundscape in this room that may seem loud.

D.O.D.E.C.

- ★ This room has low lighting levels and flickering lights on the floor. It could make you feel dizzy.
- ★ There are bright lights inside the DODEC. You can stand inside and see yourself mirrored in the walls.
- ★ The DODEC can get crowded and you may have to wait to go inside it.



UPSIDE DOWN CORRIDOR



- ★ This area is made to look as if you are walking on the ceiling which may feel strange.
- ★ If you walk down to the end of the corridor (as shown in the photo) and clap your hands or stamp your feet, you can see the lights changing in time with the noises you make.

DREAMSCAPE



- ★ This room has a bed in it that moves up and down. There is sound playing as if the bed is breathing, which might seem strange.
- ★ The soundscape may be loud and there are some flickering lights in this area.
- ★ There are picture frames hanging on the wall that move up and down. They may make a loud noise when this happens.
- ★ There is a lot to see and explore in this room.

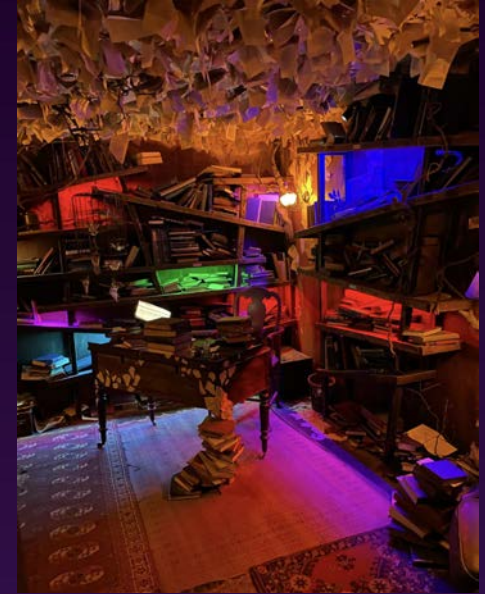
SECRET LIBRARY



- ★ There is a secret door to the Library which is accessed via Dreamscape.



- ★ Or it can be accessed via Krank.



- ★ This room can become crowded with visitors and you may have to wait before entering.

GO ANYWHERE

- ★ The light in this room is bright and may be loud when it's busy with visitors.



- ★ This room can get crowded while visitors try to open doors using the interactive console. You may have to wait to use this.
- ★ Each door opens into a tiny room that you can explore.
- ★ If you do not want to wait, there is a green button on the right hand side of door E, when pressed, opens the door into the next room.
- ★ You can continue through the experience and bypass this room if you prefer.

KRANK



- ★ This room has lots of sounds and movement all around.
- ★ This is a spacious room that can be explored easily.

OBSERVATORY

- ★ This room has dim lighting.
- ★ There are lots of things to see and explore in this room.



ACCESS TO THE SANCTUARY



- ★ There is a secret door to access the Sanctuary via the Observatory.



- ★ There is step free access next to the fireplace entrance.

SANCTUARY (continued)

- ★ This room can become crowded as there are lots of things to see in this room. You may have to wait to explore a part of the room while other visitors are using it.
- ★ There are colourful moving patterns on the walls.
- ★ In the middle of the room there is a model of a wood fire that you can touch. Don't worry, it is not hot!



GEO TUNNEL



- ★ From the Sanctuary you will enter through the Geo Tunnel. This area has lots of moving lights that may be bright and a soundscape that may seem loud.
- ★ On the other side of the Geo Tunnel you will find the Transition Station area.

TICKET OFFICE

- ★ From the Geo Tunnel, you will enter the Ticket Office.
- ★ This room has dim lighting and is made to look like a train station ticket office. There are fake ticket terminals that you can pretend to buy a train ticket at before entering the train.

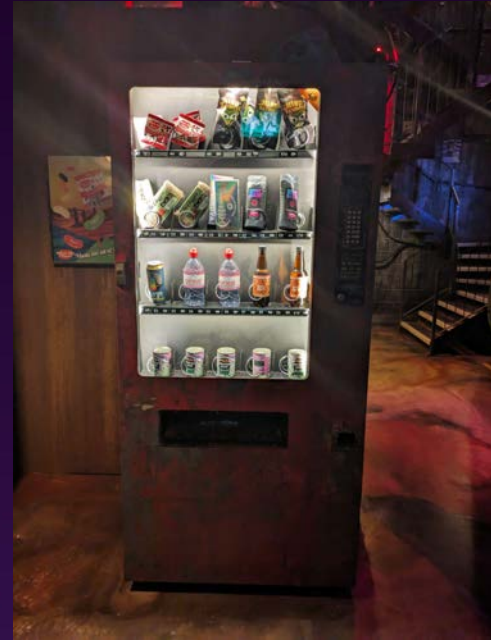


TRAIN

- ★ You will need to press this button on the side of the train door for access.
- ★ There is seating in this area, just like a real train.
- ★ You may see a member of staff in this area. They are there to give you assistance if you need it.



TRANSITION STATION



- ★ When you step out of the train door, you will be in an area called the Transition Station.
- ★ Here you can decide which way you want to go.

TRANSITION STATION & CRISP PACKET ALLEY



- ★ There is a secret corridor that leads you back into the D.O.D.E.C. room. You can go through this way if you want to continue exploring the ground floor before going up to the first floor, where the experience continues.
- ★ You need to pull open the fake vending machine door to access the corridor. This door may seem heavy.
- ★ The room is small and looks like the inside of a crisp packet! There may be a strong smell of salt & vinegar crisps in here.

ACCESS TO FIRST FLOOR



- ★ In the Transition Station you will find the lift and staircase to get to the first floor, continuing the experience.
- ★ Both the lift and the staircase lead up to the IDB Lounge...

INTERDIMENSIONAL BOARDING GATE



- ★ This room is bright and has an informational mannequin that will interact with you if you press the bell on the desk in front of the stairs.
- ★ There are lots of things to interact with in this space, including things to listen to and puzzles to complete on the screens.
- ★ There is seating in this area and it is spacious to get around in.

ASTRAL PLANE



- ★ This area is made to look like the inside of an aeroplane.
- ★ There is seating here and you can use the Virtual Reality headsets if you want to.
- ★ Sometimes there will be a member of staff in this area in case you need assistance.
- ★ This area can get crowded and might seem claustrophobic. You can quickly leave this area if you need to, by going through the silver door ahead.

THE VOID



- ★ This is a spacious corridor where you can see yourself reflected in shapes on the walls around you.
- ★ This is a dark area and it might take some time to adjust to the low lighting.

ALTERED STATES BRIDGE



- ★ This bridge has bright lights on the walls and if you look through the windows you can see Depot X downstairs.

DAZZLE



- ★ Ahead of the Altered States Bridge, you will see a sign on a black and white striped wall.
- ★ It reads: *"The room to the left contains intense moving visual effects, contrasting colours and geometric shapes which some people may be affected by if they have photosensitivity or epilepsy. Please use the route to the right to bypass this area."*

DAZZLE (CONTINUED)



- ★ This room can make you feel dizzy and the optical illusions make it look like the room is moving.
- ★ This area has two small seating areas for visitors to use.
- ★ The lighting in this room changes colour based on where you stand in the room.
- ★ There are a few steps leading up from Dazzle into the Crystal Chamber or wheelchair access into Aetheria.

AETHERIA



- ★ This area is spacious. There are lots of things to explore in this area and different routes to go through into other rooms.
- ★ All of the routes have step free access, except to go up to the Mezzanine which has a staircase.
- ★ There are lots of moving lights and different sounds in this area.
- ★ There is a large head on the wall - the console in front of it controls what kind of colours and shapes are projected onto the face. You can also find the same console on the Mezzanine.
- ★ You may see a member of staff in this area dressed in a light purple jumper.

MEZZANINE (INCL. SLIDE)



- ★ This is the upper area in Aetheria and can only be accessed by a flight of stairs.
- ★ Up here you will find a small area to explore and a great view of the whole of Aetheria!
- ★ There is a slide that you can go down here too. It leads out into the Cosmic Kitschen, which we will find out more about on the next page.
- ★ The slide is fast and it is dark inside the tunnel. It has been checked and inspected by Health & Safety professionals to ensure that it is safe for visitors to use, but some people still may find it scary.

COSMIC KITCHEN



- ★ This is where the exit to the slide comes out!
- ★ It is an area within Aetheria, and if you feel disoriented when you come out of the slide, just turn left and you should see the steps you walked up to get to the Mezzanine again.
- ★ There are two chairs for visitors to use in this area and lots to explore.
- ★ There is a secret door behind the cupboards near the fridge that you can go into and look at all the collages on the walls.

SPACE POD



- ★ This room is a small and has some seating in it.
- ★ The lighting is low here.
- ★ There are ropes hanging down from the ceiling. When you pull one of these, it creates different sound frequencies which can seem very loud in the space.
- ★ Some people like to meditate in this room!

NOSTALGIA NETHERWAY



- ★ This is a winding corridor with low lighting.
- ★ You will hear a soundscape of different types of sounds, like a phone ringing, video game sounds and instruments playing.
- ★ There are lots of things to see on the walls including washing machines, records and old toys!
- ★ At the end of the corridor you will be on an elevated platform with a handrail and some steps. These steps lead back into Aetheria, and you can see the entrance to Nostalgia Netherway from the platform too.

JUST A MINUTE

- ★ Coming out of Nostalgia Netherway and turn right, you will enter a room called Just A Minute.
- ★ The lighting in here is not very bright, and there are lots of things to see and explore in here.
- ★ When you ring the doorbell, you will see the eye in the window open up and look around.
- ★ You can sit on the chair that looks like it is covered in orange ooze!



I WANNA BE A TRIPPY



- ★ The lighting in the area is low, however the shapes on the walls are bright.
- ★ This is a short corridor with lots of moving shapes/fractals on the walls.
- ★ There are mirrors on the ceiling too, which reflects the images and makes it look like the whole space is full of moving shapes.
- ★ This space can make you feel dizzy if you stand in the middle of it for long enough, but you can just walk through the corridor to avoid this.

CRYSTAL CHAMBER

- ★ After the I Wanna Be A Trippy room you will be in the exit area. There is one room left that you can explore before exiting, so continue straight ahead into the Crystal Chamber.



- ★ The Crystal Chamber is a spacious room with bright lighting.
- ★ You can interact with this space by touching the crystals on the walls to create different lighting effects.
- ★ Alternatively, you can go left, back into Aetheria to explore some more.

ACCESS TO TOILETS



- ★ There is a door in the Crystal Chamber that leads to the toilet block.
- ★ Here there is one long toilet block with cubicles and urinals at the bottom of the block.
- ★ There is also one accessible toilet here too.
- ★ Each toilet block has a hand dryer that can blow air out loudly.

GOODBYE ROOM



- ★ Back into the exit area, you may see a member of staff in a light purple jumper who is there to direct you.
- ★ You can finish the experience by going down the big metal staircase or the elevator opposite.
- ★ If you are not ready to finish the experience you can always go back round to explore.

SLIDE RULES



- ★ No riders under 5 years of age
- ★ One rider at a time
- ★ Do not attempt to stop on the slide
- ★ Do not slide head first down
- ★ Do not use if you have a history of neck or back problems or are suspected to be pregnant
- ★ Exit immediately at the bottom of the slide

EARTH 2.0

- ★ When you come down the staircase or the elevator, you will enter Earth 2.0.
- ★ You can then continue out into the café bar.



THE CAFÉ BAR

- ★ The café is a large space with lots of things to see, including model hot air balloons on the ceiling that move up and down, a train track where a small train runs.
- ★ Hot food is served during opening hours (last orders 1 hour before closing). Crisps, sandwiches and cakes are available at all times during opening hours.
- ★ Only food and drink purchased in café may be consumed on-site, other than baby food or for medical reasons.
- ★ Ticket holders can access the café before or after their experience.



THE CURIOSITY SHOP



- ★ You enter the gift shop called The Curiosity Shop after the café to exit the experience.
- ★ Here you can buy a keepsake of your visit!



WE CAN'T WAIT TO WELCOME YOU TO WAKE THE TIGER!

CHECK OUT SOME OF THE USEFUL LINKS BELOW AHEAD OF YOUR VISIT.

[FAQs](#)

[PLAN YOUR VISIT](#)

[OPENING TIMES & PRICING](#)

[SEND SESSIONS](#)

[ACCESSIBILITY GUIDE](#)

IF YOU STILL HAVE QUESTIONS YOU CAN EMAIL
INFO@WAKETHETIGER.COM