



Disneyland
RESORT

Sensory Experience Details



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Introduction

The Disneyland® Resort is a high-sensory environment. Guests who identify as being neurodivergent, have anxiety, PTSD, utilize a service animal, or are sensitive to their environments may benefit from the sensory details in this document.

The different sensory elements for each experience are divided into 11 categories. The information is sorted by Land and begins with general sensory elements that can be experienced throughout the area and are not exclusive to a particular location.

Category	Definition
Scent/smell	Artificially introduced odor. May also include operational fumes
Lighting Effects	This would include specialty lighting and other visual effects in all or portions of the attraction
Loud Noises	Includes startling or surprise noises
Periods of Darkness	Includes attractions with low light or portions with total darkness.
Bumpy	May include sudden movement related to the story of the attraction. Can include simulated movement or small dips.
Fast	Swift forward motion. May include constant speed or sudden bursts of speed
Lifts Off Ground	Ride vehicle is raised in the air or track is at a higher elevation with limited visibility to track.
Wet	Water based attraction with a strong possibility of guest coming in contact with water
Element of Surprise	Additional components of the experience that are not clearly identified. May include elements in queue area or on the attraction.
Type of Restraint	May include shared lap bar, individual lap bar, shared lap belt, individual lap belt, individual over-the-shoulder, or no restraint indicated by N/A.
Trip Time	Includes load/unload and time in attraction/show. Does not include wait time.

Please use this guide for reference about each experience. For a list of experiences operating during your visit, please visit www.disneyland.com.

Sensory Experience Details – Disneyland® Park



General Sensory Elements for Main Street, U.S.A

- Busy walkways, particularly during Parades or Nighttime Spectaculars, check Disneyland App for times
- Vehicle Horns & Bells (some are Guests controlled)
- Train Whistles (near Main Street Train Station)
- Kinetic motion (Omnibus, Horseless Carriage, Horse-drawn Streetcar)
- Smells associated with horses and vehicles
- Candy & Popcorn aromas
- Live Performances often with instruments (Parades, Bands & Barbershop Quartet), check Disneyland App for times

Main Street, U.S.A	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Firework Spectaculars	☉	☉	☉						Main Street & Castle Projections	N/A	Varies, 30 minutes
Parade Performances		☉	☉						Show varies and elements may change	N/A	Show length 20 -25 minutes
Disneyland® Railroad	☉	☉	☉	☉	☉				Short tunnels; enclosed dioramas between Tomorrowland and Main St. stations; simulated lightning	N/A	Round trip 30 minutes, able to exit at any station
Horseless Carriage			☉						Car horn honk	N/A	5 minutes one direction
Fire Engine			☉						Car horn honk, Bells	N/A	5 minutes one direction
Horse-Drawn Streetcar	☉				☉				Bell	N/A	5 minutes one direction

Sensory Experience Details – Disneyland® Park



Main Street, U.S.A (continued)	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Omnibus			⦿						Car horn honk	N/A	5 minutes one direction
Great Moments with Mr. Lincoln			⦿	⦿						N/A	20 minutes
Main Street Cinema		⦿		⦿						N/A	Self paced
Disneyland Band			⦿						Band instruments and Fanfare	N/A	20-25 minutes
Dapper Dans			⦿							N/A	20 minutes



General Sensory Elements for Adventureland

- Busy walkways particularly during Nighttime Spectaculars, check Disneyland App for times
- Barbecue aroma
- Kinetic motion (Adventureland Treehouse waterwheel)
- Occasional sharp sounds ("Bang" from props on the Jungle Cruise)
- Textured ground
- Low lighting after sunset

Adventureland	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Enchanted Tiki Room		⊙	⊙	⊙					Simulated thunder & lightning	N/A	20 minutes
Jungle Cruise	⊙		⊙	⊙				⊙	Loud motor & simulated prop gunshots	N/A	10 minutes
Indiana Jones™ Adventure	⊙	⊙	⊙	⊙	⊙	⊙			Sharp turns, fire, & air bursts	Individual Lap Belt	5 minutes
Adventureland Treehouse	⊙	⊙	⊙				⊙		Swiss Polka Music, animatronic figures	N/A	Self paced



General Sensory Elements for Critter Country

- Sloped walkways
- Water scent
- Overhead railway (between Tiana’s Bayou Adventure & The Many Adventures of Winnie the Pooh)
- Kinetic motion (Logs at Tiana’s Bayou Adventure)
- Loud Guest Reactions (near queue of Tiana’s Bayou Adventure)
- Textured ground

Critter Country	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Tiana's Bayou Adventure	☉	☉	☉	☉	☉	☉		☉	Splashing water, several drops & stops	N/A	9 minutes
Davy Crocket's Explorer Canoes	☉							☉		N/A	10 minutes
The Many Adventures of Winnie the Pooh		☉	☉	☉	☉				Vehicle bounces. Simulated thunder & lightening.	Shared Lap Bar	5 minutes



General Sensory Elements for Star Wars: Galaxy's Edge

- Pressurized air hissing and mechanical thumping
- Characters on patrol and potentially assertive character interactions (Storm Troopers and Kylo Ren near First Order Cargo)
- Droid sounds (near Ronto's Roasters, Droid Depot and near Star Wars: Rise of the Resistance)
- Flyover and spaceship landing sounds
- Alien Chatter and Creature sounds (on the path near *Star Wars: Rise of the Resistance* and the Marketplace)
- Fireworks, check Disneyland App for times

Star Wars: Galaxy's Edge	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
<i>Star Wars: Rise of the Resistance</i>		☉	☉	☉	☉	☉	☉		Sharp turns; sudden drops & stops; rotates backwards; flight simulator in-queue & mid-attraction	Individual Lap Belt	15 minutes
<i>Millennium Falcon: Smugglers Run</i>		☉	☉	☉	☉	☉			Flight Simulator, Sharp turns; sudden drops & stops; enclosed space; blasts of air	Individual Lap Belt	4 minutes (extended in-queue experience)
Savi's Workshop		☉		☉					Yoda voice	N/A	20 minutes
Droid Depot			☉						Droid parts moving overhead	N/A	Self paced
Oga's Cantina	☉	☉	☉							N/A	Self paced



General Sensory Elements for New Orleans Square

- Busy walkways, particularly during Nighttime Spectaculars, check Disneyland App for times
- Low light during Fantasmic!, check Disneyland App for times
- Sloped walkways
- Uneven ground (Cobblestone)
- Occasional sharp sounds ("Bang" and "whistle from props on the Sailing Ship Columbia and Mark Twain Riverboat)
- Live Performances often with instruments, check Disneyland App for times

New Orleans Square	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Pirates of the Caribbean	⊙	⊙	⊙	⊙	⊙	⊙		⊙	2 drops in darkness, splashing water	N/A	15 minutes
Haunted Mansion		⊙	⊙	⊙					Vehicle rotates backwards, pop up characters	Shared Lap Bar	7 minutes
Disneyland® Railroad	⊙	⊙	⊙	⊙	⊙				Short tunnels; enclosed dioramas between Tomorrowland and Main St. stations; simulated lightning	N/A	Round trip 30 minutes, able to exit at any station



General Sensory Elements for Frontierland

- Busy walkways, particularly during Nighttime Spectaculars, check Disneyland App for times
- Occasional sharp sounds ("Bang" from Frontierland Shootin' Exposition, "Bang" and "whistle from props on the Sailing Ship Columbia and Mark Twain Riverboat)
- Textured ground
- Loud Guest Reactions (near Big Thunder Mountain Railroad)
- Low Light during Fantasmic!, check Disneyland App for times

Frontierland	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Rafts to Tom Sawyer Island			⊙		⊙			⊙		N/A	2-5 minutes
Pirate's Lair on Tom Sawyer Island	⊙		⊙	⊙						N/A	Self paced
The Golden Horseshoe Stage	⊙		⊙						Show varies and elements may change	N/A	Self paced
Frontierland Shootin' Exposition			⊙						Simulated prop gunshots	N/A	Self paced
Mark Twain Riverboat	⊙		⊙						Whistle & loud motor	N/A	15 minutes
Sailing Ship Columbia	⊙		⊙						Bell & cannon blast	N/A	15 minutes
Big Thunder Mountain Railroad		⊙	⊙		⊙	⊙			Sharp turns, sudden drops & simulated earthquake	Shared Lap Bar	5 minutes
Fantasmic!		⊙	⊙	⊙				⊙	Pyro effects, cannon blasts	N/A	30 minutes



General Sensory Elements for Fantasyland

- Busy walkways, particularly during Parades or Nighttime Spectaculars, check Disneyland App for times
- Loud Guest Reactions (near Matterhorn Bobsleds)
- Uneven Ground (Cobblestone)
- Overhead Disneyland Monorail horns (near Matterhorn Bobsleds)
- Kinetic motion (King Arthur Carrousel and Dumbo the Flying Elephant)
- “it’s a small world” toy procession (on attraction façade every 15 minutes)

Fantasyland	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Parade Performances		⦿	⦿						Show varies and elements may change	N/A	Show length 20-25 minutes
Royal Hall at Fantasy Faire										N/A	Varies based on queue, interaction varies by princess
Royal Theatre at Fantasy Faire									Show varies and elements may change	N/A	Show length 20-25 minutes
Pinocchio’s Daring Journey		⦿	⦿	⦿	⦿				Sharp turns	Shared Lap Bar	3 minutes
Snow White’s Enchanted Wish	⦿	⦿	⦿	⦿	⦿				Sharp turns; Evil Queen turns into witch	Shared Lap Bar	3 minutes
Sleeping Beauty Castle Walkthrough				⦿						N/A	Self paced
King Arthur Carrousel			⦿						Horses move up & down, bench available	Individual Lap Belt	3 minutes

Sensory Experience Details – Disneyland® Park



Fantasyland (continued)	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Casey Jr. Circus Train					⊙				Travel through a short cave; train whistle sound	N/A	5 minutes
Dumbo the Flying Elephant					⊙		⊙		Self-controlled up/down motion	Shared Lap Belt	3 minutes
Mr. Toad's Wild Ride		⊙	⊙	⊙	⊙				Sharp turns; simulated train headlight; heat	Shared Lap Bar	3 minutes
Peter Pan's Flight		⊙	⊙	⊙	⊙		⊙		Sharp turns	Shared Lap Bar	3 minutes
Mad Tea Party						⊙			Spinning	N/A	3 minutes
Alice in Wonderland		⊙	⊙	⊙	⊙				Sharp turns	Shared Lap Bar	4 minutes
Pixie Hollow										N/A	Varies based on queue, interaction varies per fairy

Sensory Experience Details – Disneyland® Park



Fantasyland (continued)	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Matterhorn Bobsleds	☉	☉	☉	☉	☉	☉		☉	Sharp turns, sudden drops & abominable snowman	Individual Lap Belt	5 minutes
Storybook Land Canal Boats	☉			☉					Travel through short cave	N/A	10 minutes
"it's a small world"	☉	☉	☉						Bubbles	N/A	15 minutes
"it's a small world" toy procession		☉	☉						Dolls come out of clock face	N/A	3 minutes
Bibbidi Bobbidi Boutique		☉								N/A	Varies from Package 30 - 60 minutes



General Sensory Elements for Mickey's Toontown

- Overhead wacky toon sounds under entry tunnel
- Interactive Sound Bridge (at Goofy's How-To-Play Yard)
- Sensory Play
- Water elements at fountain
- Loud Guest Reactions (near Chip 'n' Dale GADGETcoaster)
- Kinetic Motion (Chip 'n' Dale GADGETcoaster)

Mickey's Toontown	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
CenTOONial Park	☉							☉	Interactive water tables, nighttime fountain light effects	N/A	Self paced
Goofy's How-To-Play Yard							☉		Interactive sound garden, spinning water lilies, balance beams, rocking toys, elevated clubhouse	N/A	Self paced
Donald's Duck Pond	☉								Interactive bubble windows	N/A	Self paced
Chip 'n' Dale's GADGETcoaster					☉	☉			Quick turns & sudden drops, water sprayed over track	Individual Lap Bar	3 minutes
Mickey's House and Meet Mickey		☉							Meet and Greet with Mickey	N/A	Varies based on queue
Minnie's House									Meet and Greet with Minnie	N/A	Varies based on queue

Sensory Experience Details – Disneyland® Park



Mickey's Toontown (continued)	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Mickey & Minnie's Runaway Railway	☉	☉	☉	☉	☉	☉			Smoke effects; rumbling seat; spinning; sudden change in direction; backward movement; simulated twister & lightning; simulated motion	Shared Lap Bar	5 minutes
Roger Rabbit's Car Toon Spin		☉	☉	☉	☉	☉			Quick turns	Shared Lap Bar	4 minutes
Disneyland® Railroad	☉	☉	☉	☉					Short tunnels; enclosed dioramas between Tomorrowland and Main St. stations; simulated lightning	N/A	Round trip 30 minutes, able to exit at any station



General Sensory Elements for Tomorrowland

- Busy walkways, particularly during Parades or Nighttime Spectaculars, check Disneyland App for times
- Kinetic motion (Astro Orbiter spaceships, Finding Nemo Submarine, Disneyland Monorail)

- Exhaust odor (near Autopia)
- Overhead Disneyland Monorail horns (near Finding Nemo Submarine Lagoon)
- Kugel Fountain (near Alien Pizza Planet)

Tomorrowland	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Finding Nemo Submarine Voyage	☉	☉	☉	☉	☉			☉	Confined space in submarine	N/A	15 minutes
Disneyland® Monorail			☉						Horn	N/A	10 to 20 minutes
Autopia	☉		☉		☉				Loud motors	Shared Lap Belt	7 minutes
Space Mountain		☉	☉	☉	☉	☉			Sharp turns & sudden drops in total darkness	Individual Lap Bar	5 minutes
Tomorrowland Terrace		☉	☉						Show varies and elements may change	N/A	Varies based on show
Star Tours - The Adventures Continues		☉	☉	☉	☉	☉			Flight Simulator; 3D glasses required; sharp turns & sudden drops	Individual Lap Belt	7 minutes
Astro Orbiter					☉		☉		Self controlled up/down motion	Shared Lap Belt	3 minutes

Sensory Experience Details – Disneyland® Park








Tomorrowland (continued)	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Buzz Lightyear Astro Blasters		☉	☉	☉					Guest-controlled spinning	Shared Lap Bar	5 minutes
Tomorrowland Theatre				☉					Show varies and elements may change	N/A	Varies based on show, average 10 - 20 minutes
Disneyland® Railroad	☉		☉	☉	☉				Short tunnels; enclosed dioramas between Tomorrowland and Main St. stations; simulated lightning	N/A	Round trip 30 minutes, able to exit at any station

Sensory Experience Details – Disney California Adventure® Park

General Sensory Elements for Buena Vista Street

- Busy walkways, particularly during Parades or Nighttime Spectaculars, check Disneyland App for times
- Live Performances often with instruments (Parades, Five & Dime), check Disneyland App for times
- Kinetic motion (Red Car Trolley)
- Vehicle Bells & Whistles (from Red Car Trolley)

Buena Vista Street	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Parade Performances									Show varies and elements may change	N/A	Show length 20 -25 minutes
Red Car Trolley									Bell & Whistle	N/A	12 minutes one way
Five & Dime									Band instruments and Fanfare	N/A	15 minutes

Sensory Experience Details – Disney California Adventure® Park

General Sensory Elements for Cars Land

- Neon lighting and low light at sunset (Sh-Boom)
- Loud Guest Reactions (near Radiator Springs Racers)
- Kinetic Motion (Mater’s Junkyard Jamoree, Luigi’s Rollickin’ Roadsters, Radiator Springs Racers, Cars Meet and Greets)

Cars Land	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Sh-Boom (Neon Lighting Moment)		☉	☉	☉					Neon lights turning on	N/A	3 minutes
Mater’s Junkyard Jamboree			☉		☉	☉			Sharp turns	Shared Lap Belt	3 minutes
Radiator Springs Racers		☉	☉	☉		☉			Sharp & high banking turns; car sound effects	Individual Lap Belt	5 minutes
Luigi’s Rollickin’ Roadsters			☉						Spinning	Shared Lap Belt	3 minutes

General Sensory Elements for San Fransokyo Square

- Busy walkways during mealtimes
- Elevated J-Pop music
- Low lighting after sunset
- Various food aromas at the same time

San Fransokyo Square	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
The Bakery Tour										N/A	Self paced
Hamada Bot Shop - Character Experience									Characters Vary, may include Hiro or Baymax	N/A	Varies based on queue

Sensory Experience Details – Disney California Adventure® Park

General Sensory Elements for Avengers Campus

- Busy walkways, particularly during area performances
- Loud Guest Reactions (near Guardians of the Galaxy- Mission BREAKOUT!)
- Live Performances often with stunts and props, check Disneyland App for times
- Heroic fanfare and intense background music

Avengers Campus	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Guardians of the Galaxy - Mission: BREAKOUT!		☉	☉	☉	☉	☉	☉		Sharp turns & sudden drops	Individual Lap Belt	7 minutes
Guardians of the Galaxy: Awesome Dance Off		☉	☉						Explosion sounds	N/A	15 minutes
WEB SLINGERS: A Spider-Man Adventure		☉	☉	☉					Spinning & quick turns; 3D glasses required	Shared Lap Bar	5 minutes
Doctor Strange: Mysteries of the Mystic Arts		☉							Characters appearing through a portal	N/A	12 minutes
Warriors of Wakanda: Disciplines of the Dora Milaje			☉						Drumming &	N/A	15 minutes
The Amazing Spiderman!		☉	☉						Spider-Man swings high into the sky	N/A	10 minutes














Sensory Experience Details – Disney California Adventure® Park

General Sensory Elements for Hollywood Land

- Busy walkways, particularly during Parades, check Disneyland App for times
- Vehicle Bells & Whistles (from Red Car Trolley)
- Kinetic motion (Red Car Trolley)
- Live Performances often with instruments (Hollywood Backlot Stage, Parade and Five & Dime), check Disneyland App for times

Hollywood Land	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Parade Performances		☉	☉						Show varies and elements may change	N/A	Show length 20 -25 minutes
Disney Junior Dance Party		☉	☉	☉				☉	Confetti & bubbles	N/A	15 to 20 minutes
Sorcerer's Workshop		☉	☉	☉						N/A	Self paced
Anna & Elsa's Royal Welcome										N/A	Varies based on queue
Animation Academy										N/A	15 minutes
Turtle Talk with Crush				☉						N/A	15 minutes

Sensory Experience Details – Disney California Adventure® Park

Hollywood Land (continued)	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
The Hollywood Backlot Stage									Show rotates and elements may change	N/A	Varies based on show, average 10 - 20 minutes
Monsters, Inc. Mike and Sulley to the Rescue!									Quick turns	Shared Lap Bar	5 minutes
Mickey's Philharmagic									3D glasses required; air bursts; brief water spray	N/A	16 minutes
Red Car Trolley									Bell	N/A	10 to 20 minutes

Sensory Experience Details – Disney California Adventure® Park

General Sensory Elements for Pixar Pier

- Kugel Fountain (near entrance to Pixar Pal-A-Round)
- Low lighting after sunset
- Low Light during World of Color
- Loud Guest Reactions (near Incredicoaster)
- Kinetic motion (Incredicoaster, Pixar Pal-A-Round, Silly Symphony Swings, Inside Out Emotional Whirlwind)
- Live Performances often with instruments (Parades & Cavalcades), check Disneyland App for times

Pixar Pier	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Incredicoaster	☉	☉	☉	☉	☉	☉		☉	Sharp turns, sudden drops & a loop	Individual Over-the-Shoulder	5 minutes
Jessie's Critter Carousel			☉				☉		Critters move up and down, bench available	Individual Lap Belt	3 minutes
Inside Out Emotional Whirlwind					☉		☉			Shared Lap belt	3 minutes
Toy Story Midway Mania!©		☉	☉		☉				Spinning & sharp turns; 3D glasses required	Shared Lap Bar	5 minutes
Pixar Pal-A-Round					☉		☉		Option for swinging or non-swinging gondolas	N/A	10 minutes
Silly Symphony Swings					☉	☉	☉		Feet hang down from seat	Individual Lap Bar	3 minutes

Sensory Experience Details – Disney California Adventure® Park












General Sensory Elements for Paradise Gardens Park

- Busy walkways, particularly during Festivals, Parades and Nighttime Spectaculars, check Disneyland App for times
- Low light and loud music during World of Color, check Disneyland App for times
- Live Performances often with instruments (Parades and Cavalcades), check Disneyland App for times
- Kinetic motion (Golden Zephyr, Goofy’s Sky School, World of Color, Jumpin’ Jellyfish)

Paradise Gardens Park	Scents/Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Parade Performances		☉	☉						Show varies and elements may change	N/A	Show length 20 -25 minutes
Goofy’s Sky School			☉		☉	☉	☉		Quick turns & sudden drops	Individual Lap Bar	5 minutes
Jumpin’ Jellyfish					☉		☉		Sudden drops; feet hang down from seat	Individual Lap Belt	3 minutes
Golden Zephyr					☉		☉			Shared Lap Belt	5 minutes
The Little Mermaid Ariel’s Undersea Adventure		☉	☉	☉					Vehicle rotates backwards	Shared Lap Bar	7 minutes
World of Color		☉	☉	☉				☉	Dancing water and fire elements	N/A	30 minutes

General Sensory Elements for Grizzly Peak

- Rushing water (near Grizzly River Run)
- Mist and splashing (near Grizzly River Run)
- Low lighting after sunset

Grizzly Peak	Scents/ Smells	Lighting Effects	Loud Noises	Periods of Darkness	Bumpy	Fast	Lifts Off Ground	Wet	Element of Surprise	Type of Restraint	Experience Time
Grizzly River Run									You will get wet	Individual Lap Belt	7 minutes
Redwood Creek Challenge Trail									Optional swinging, suspended and net bridges	N/A	Self paced
Soarin'									Ride vehicle lifts off ground; simulated flight; feet hang down from seat	Individual Lap Belt	7 minutes