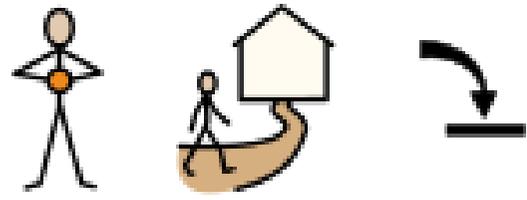


MERLIN'S  
**Magic Wand!**  
Children's Charity



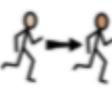
# MY VISIT TO THE DUNGEONS



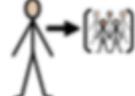


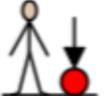
# GETTING READY FOR THE DUNGEONS

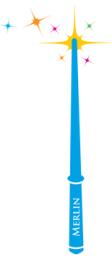
▶      
 The dungeons may feel scary.

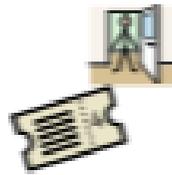
▶        
 The actors will not hurt me or chase me.

▶         
 The actors might jump out and scare me.

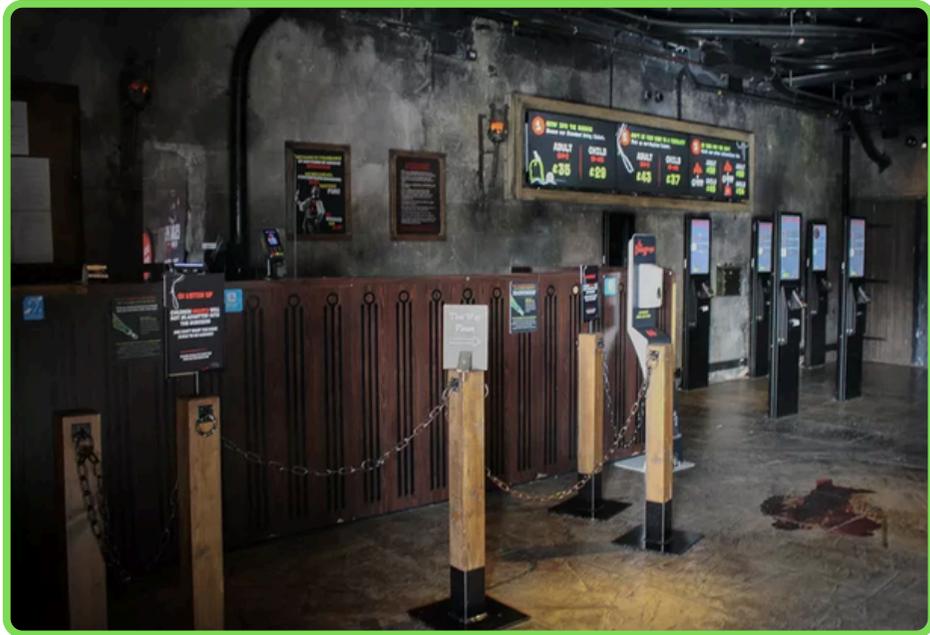
           
 If an actor chooses me to participate I can choose to say yes or no.

             
 I can bring things to help me stay calm like my ear defenders, fidget toys or snacks.





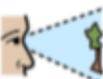
# ADMISSIONS



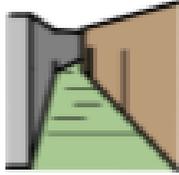
This  area  might be busy. 

I  will  wait  my turn to  have  my  ticket  scanned.

The  lights will be  dim. 

I  will  see  skeletons  and  barrels.

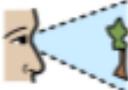
I  will  hear  music  with  scary  special effects.



# RAT RUN



This  area  can be  busy.

 I will  see  the  nun  or monk  character.

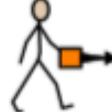
 I will  hear  quiet  music  and  sound  effects.

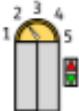


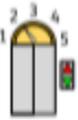
▶   
**THE DESCENT**



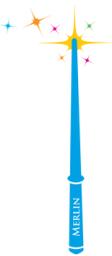
 I  will  meet  the  Jester.

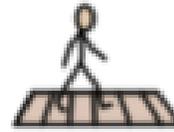
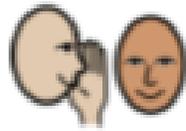
▶  The Jester  will  take  me  and  a small

 group  of people  down  in  the  lift.

 I  will  hear  pretend  lift  noises  like

 cogs  and  mechanical  sounds.





# CONSPIRATOR'S WALK

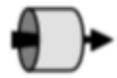


I

will



walk



through



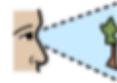
a dark



passage



and



see



the



conspirator

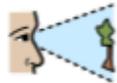


characters.

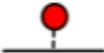


I

will



see



low



wooden



beams,



candles,



barrels,



cobwebs.



I

will



hear



sound



effects



like



banging



and



screaming.



I

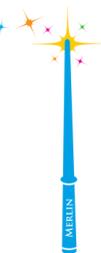
will



smell



gunpowder.





# GUY FAWKES GUNPOWDER PLOT



will



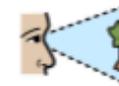
meet



Master Bates



will



see

a



lit



fuse,



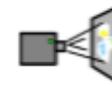
barrels,



smoke

+

and



a projection

of



Guy

Fawkes.

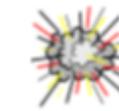


will



hear

an



explosion

+

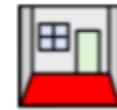
and



feel



the



floor



shaking.



will



smell



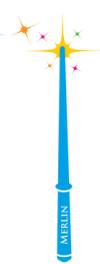
gunpowder

+

and



smoke.

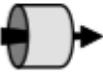




# PLAGUE STREET

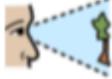






  
 I will walk through a pretend London street.





  
 I will see bodies, skeletons, plague masks and



  
 a vomiting man.



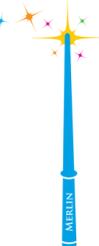





  
 I will hear sound effects like voices and



  
 water splashing.





# PEST HOUSE

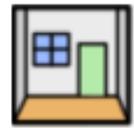
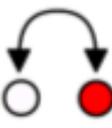







  
 I will meet the bailiff character.

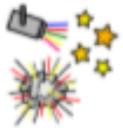


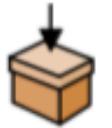






  
 I will be in a small room which may feel crowded.

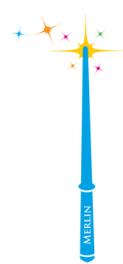






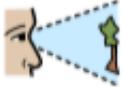
  
 I will hear sound effects like objects falling and smashing.



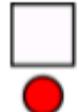


# PLAGUE DOCTOR

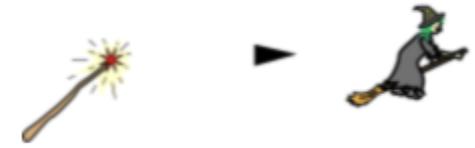
        
I will meet the plague doctors assistant.

       
I will see a body, skeleton, guts,

       
leeches, blood, flashing lights and blackouts.

        
I will feel leeches under the bench.





# CURSE OF THE WITCH

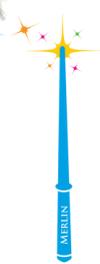
I will meet the witch, Elizabeth Sawyer and the jailor

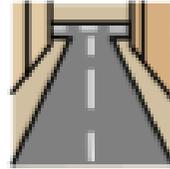
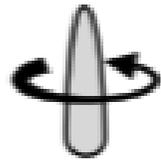
I will see cages and flashing lights.

I will hear sound effects like banging

and music.

I will feel the bench vibrating.

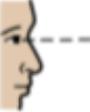




# POPPINS COURT










  
 The walkway will look and feel like it is spinning, I may



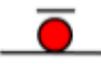


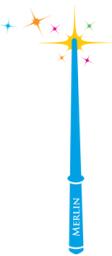
  
 feel like I am moving.




  
 The walls are spinning but





  
 the floor stays still.





## MRS LOVETT'S PIE SHOP



I

will



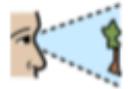
meet

Mrs Lovett.



I

will



see



pies,



a bubbling pot



the



meat



grinder, a



hatch



and

a



body.



I

will



smell



pies



cooking.



I

will



hear



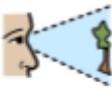
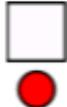
music.





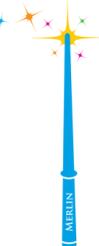
# MITRE SQUARE


 I  will  meet  Mary Jane Kelly.


 I  will  see  a pretend street  and  a pretend body  under  a sheet.

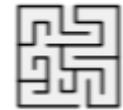

 I  will  hear  sound effects  like  banging  and  thunder.


 I  will  smell  smoke



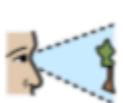
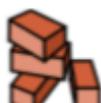


# MIRROR MAZE

     
I can explore the mirror maze.

        
It can be confusing and I may feel lost.

      
But I will soon find the exit.

        
I will see pretend streets and bricks.

           
I will hear sound effects like chains, bangs and voices.

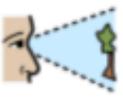
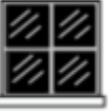


10  

# THE 10 BELLS PUB



 I  will  meet  pub  owner  Waldren.

 I  will  see  flashing  lights  and  blackouts.

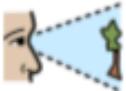
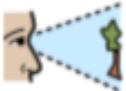
 I  will  hear  sounds  effects  like  bangs,

 thunder,  rain  and  music.



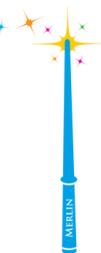
# THE COURTROOM

 I  will  meet  the  judge.

 I  will  see  a wooden  courtroom  with

 candles,  books  and  portraits.

 I  will  hear  sound  effects  like  banging  and  music.



 I can  choose  to go  on  the  ride  or not.

 The  ride is a  freefall  in  the  dark.

 I will  wait  for my turn  in  the  noose  room.

 I will  listen  to instructions  about  staying  safe.

 I will  see  nooses  on  the  ceiling.

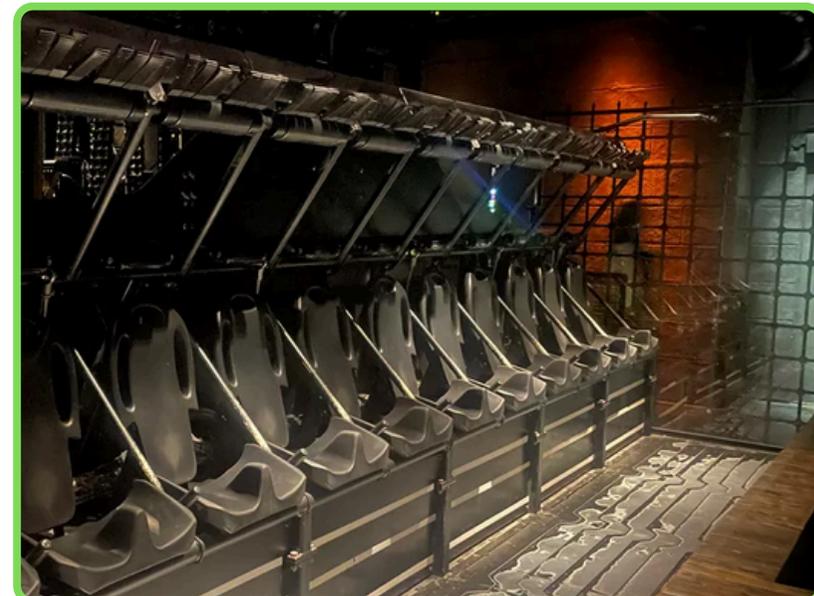
 On  the  ride  I will  see  pretend  heads,  ropes

 and  camera  flashes.

 I will  hear  music.



## THE DROP RIDE





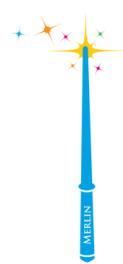
# FEELING ANXIOUS

It is  ok if  I  feel anxious.

The  Dungeons  can be very  busy  with  lots  happening.

If  I  feel anxious  I can  use  things  to help  calm  me  like  my

,  and .





# GOODBYE TO THE DUNGEONS

At	the	end	of the	day	it	will	be	time	for	me	and
my	family	to	say	goodbye	to The	Dungeons.					

