



VISUAL STORY



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1. Arrival at Fright Nights, Warner Bros. Movie World

As you arrive to the Fright Night event at Warner Bros. Movie World you will find clearly marked accessible parking within the first row of the carpark, along with accessible drop off and pick up points.

Arrival at the event is a busy area with cars, large crowds, mixed sounds and a general sense of excitement. The park entrance and admissions area will be well lit however, lighting will become more thematic with varying colours and levels of brightness as you move beyond the turnstiles. Team members are available in the Admissions area to assist guests and provide directions.

The main entry archway and fountain area will be themed with thematic lighting, flame effects spooky soundscape. However, it is also a designated 'safe zone' (free of scare performers) so guests have an opportunity to take in their surroundings. Guest with special requirements, pre-existing medical conditions, injuries or disabilities are recommended to visit Guest Services, located on Main Street prior to presenting at attractions.

SOUNDS

1. Vehicle sounds
2. Footsteps (walking and shuffling on concrete)
3. People talking and laughing
4. Loud sounds of music and/or performance
5. Amusement device sounds (roller coasters)
6. External weather conditions
7. Ticketing and transactions (scanners and cash registers)



SMELLS

1. Vehicle exhaust smells
2. External weather conditions
3. Distant smell of food
4. Fresh outdoor air
5. Body odour



FEEL

1. Bitumen and concrete ground surface
2. Close proximity to people and vehicles
3. Crowd anxiety
4. Anticipation and excitement
5. Elevated heart rate



SIGHT

1. Vehicles parked and moving slowly
2. Pedestrians walking between cars
3. Painted markings on road (crossings and mobility parking)
4. Crowds of people
5. Contrasting colours
6. External weather conditions
7. Staff assisting guests
8. Information signage

2. Moving around the different Fright Night Precincts

A. NIGHTMARES PRECINCT

This precinct is in the first section of Main Street, from the Department Store down to the Main St Deli.

As guests move down Main Street, they will enter the Nightmares precinct which features themes from the Beetlejuice universe, nightmarish creatures, and giant spiders. Flame effects will activate spontaneously and scare characters will roam around the street engaging with guests, including jump scares. All pathways down Main Street are accessible, with smooth surfaces of concrete and asphalt.

(Note: some locations make use of visual and audio effects, including strobe lights and may not be suitable for guests with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders and high blood pressure.)

SOUNDS

1. Loud music and/or performance
2. Amplified voices
3. People talking, laughing and screaming
4. Amusement device sounds (roller coasters)
5. Camera clicks
6. External weather conditions
7. Water (Main entrance fountain)

SMELLS

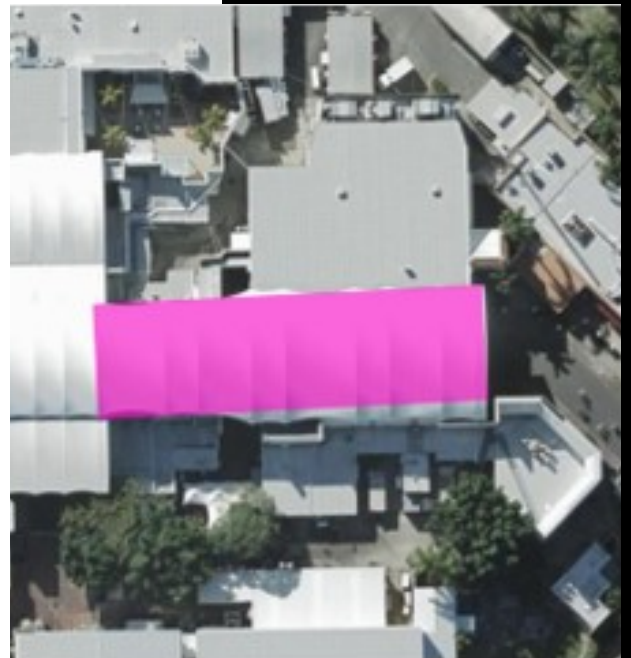
1. Fire and gas smells
2. Hot food
3. Body odour
4. External weather conditions
5. Fresh outdoor air

FEEL

1. Open space
2. Physical touch (wristbands)
3. Crowd anxiety
4. Queuing
5. Walking and movement
6. Uncertainty
7. Close body proximity

SIGHT

1. Scary creature costumes and prop spiders
2. Crowds of people
3. Fire, smoke and flames
4. Thematic lighting and strobes
5. Actors and performers
6. Queuing people
7. Food carts and vehicles
8. Building structures
9. Scare actors
10. Large palm trees
11. Elevated stage



B. FRIGHT CENTRAL PRECINCT

This precinct is in the Main Plaza at the top of Main St where the main stage is located and also features the 'Horror Encounters' rooms where guests can have personal interactions with famous horror characters.

'This precinct features the main stage so music and special effects sounds will be amplified. A wide range of horror characters and performers will interact with guests, including jump scares. Pathways are wide, accessible and there is a mixed surface of concrete, asphalt and artificial grass.

(Note: some locations make use of visual and audio effects, including strobe lights and may not be suitable for guests with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders and high blood pressure.)

SOUNDS

1. Amplified voices
2. Atmospheric scary music
3. People talking, laughing and screaming
4. Distant sound of amusement devices (roller coasters)
5. Carnival game sounds
6. Footsteps (walking and shuffling on concrete)
7. External weather conditions

SMELLS

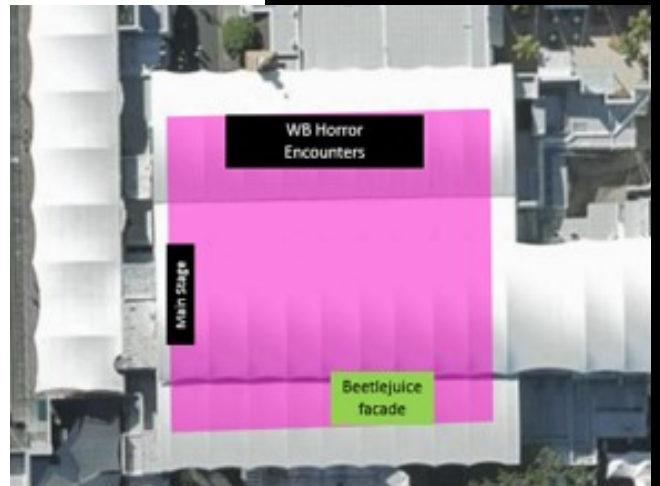
1. Multiple cooking foods
2. Smoke and fog machines
3. External weather conditions
4. Body odours – close proximity

FEEL

1. Personal interactions
2. Queuing
3. Crowd anxiety
4. Uncertainty
5. Anticipation
6. Open space
7. Elevated heart rate (excitement)
8. Walking and movement

SIGHT

1. Queuing people
2. Queue fencing
3. Thematic lighting and strobes
4. Atmospheric effects (smoke and fog)
5. Crowds
6. Contrasting colours
7. People walking and eating
8. Building structures
9. External weather conditions
10. Scare actors



C. DOOMED PRECINCT

This precinct is within the Doomsday Destroyer ride precinct.

As you move from Fright Central precinct to the Doomed precinct you will pass Gotham City Burgers which is a designated Safe Zone (free of scare performers). Thugs, hoodlums and not-so-friendly police characters roam the Doomed precinct and spectacular flame-throwing performances will feature on the local stage. The pathways around the Doomed Precinct from Midway Games up to Wild West Falls features the theme of killer clowns and western-town ghosts and creatures, and you may find them lurking around corners for jump scares. The pathways are wide and accessible with a concrete and asphalt surface.

(Note: some locations make use of visual and audio effects, including strobe lights and may not be suitable for guests with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders and high blood pressure.)

SOUNDS

1. Footsteps (walking and shuffling on concrete)
2. Amplified voices
3. Atmospheric scary music
4. Sound of amusement device (Wild West Falls)
5. People talking, laughing and screaming
6. Sound of smoke and fog machines
7. External weather conditions

SMELLS

1. Hot Foods
2. Outdoor air
3. Smoke and fog machines
4. Aroma of trees and plants
5. Body odour – close proximity
6. Water (Wild West Falls)

FEEL

1. Elevated heart rate (excitement)
2. Personal interaction response
3. Uncertainty
4. Anticipation
5. Textured concrete surface
6. Shared personal space

SIGHT

1. Prop vehicles
2. Crowds of people
3. Atmospheric effects (smoke and fog)
4. Scare actors and performers
5. Thematic lighting and strobes
6. People walking and moving
7. External weather conditions
8. Building structures
9. Amusement device (Wild West Falls)



D. MAZE PRECINCT

The main maze precinct is located up behind the Wild West Falls ride. However, there is also a single maze located behind the Hollywood Stunt Driver Set as well.

Arriving at the Mazes precinct guests follow a smooth concrete pathway from the double wooden gates at the end of Fright Central Precinct. The walkway is accessible and inclusive with ample width and clear signage. The area, primarily used for maze queue lines accommodates guests of all abilities, including those with mobility aids.

The floor terrain in this section of the maze precinct is a blend of asphalt, gravel, and concrete. For added entertainment while waiting in queue lines, at the entry point of select mazes there will be outdoor big screens playing maze preshow content.

Thematic lighting, smoke machines, sound systems and roaming actors will also feature in this area. Throughout the precinct staff are present to assist guests.

(Note: some locations make use of visual and audio effects, including strobe lights and may not be suitable for guests with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders and high blood pressure.)

SOUNDS

1. People talking, laughing and screaming
2. Footsteps (walking on concrete and compacted gravel)
3. Distant sound of amusement devices (roller coasters)
4. Amplified voices
5. Atmospheric music (pre show screens)
6. Sound of smoke and fog machines
7. Directional instructions
8. Crowds (waiting)
9. Camera clicks



SMELLS

1. External weather conditions
2. Smoke and fog machines
3. Fire and gas smells
4. Body odour- close proximity
5. Natural aroma (trees and vegetation)
6. Outdoor air



FEEL

1. Change in floor surfaces (compacted gravel to concrete)
2. Crowd anxiety
3. Queuing
4. Walking and movement
5. Uncertainty
6. Anticipation
7. Close body proximity
8. Elevated heart rate
9. Physical touch

SIGHT

1. Building structures
2. Atmospheric effects (smoke, fire and fog)
3. Crowds of people
4. People queuing
5. Roaming scare actors and performers
6. Thematic lighting and strobes
7. Big screens (preshow entertainment)
8. Staff directing guests
9. Large trees and bushes
10. Information signage



3. Bathroom facilities at Fright Nights

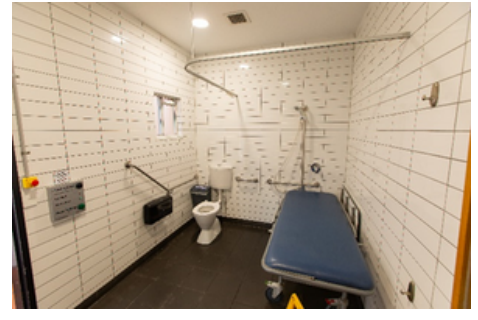
IMPORTANT NOTE: *During Fright Nights events the Kids WB precinct is closed and the accessible bathrooms in this area will not be available. Additionally, the bathrooms behind Dirty Harry Bar are also closed during the event.*

Accessible restrooms can be found throughout the park during Fright Nights. These inclusive restrooms can be found at the main fountain behind the newspaper stand, Main Street – next to Peter’s Ice Creamery and the toilet block in the DC Super-Villains Unleashed Precinct, just before Wild West Falls.

Additionally, there is an accessible changeroom and bathroom facility located at the front of the park behind the main toilet block at the archway. This bathroom has an automated door for wider wheelchairs and electric mobility scooters of 95cm. The bathroom also provides a shower and change table, alternatively if this bathroom is not vacant guests may utilise a change bed in First Aid.

To ensure ease of use and convenience, restroom facilities are clearly marked with signage and braille labels on the doors. Inside the restrooms visitors will find wheelchair accessible stalls with grab bars, providing comfort and safety for individuals with mobility aids. The sinks, hand dryers, and paper towel dispensers are appropriately positioned at accessible heights to ensure a comfortable.

Accessible change-room behind the main bathroom facilities at the front archway



Western area bathroom facilities



Main Street facilities (behind the ice-cream parlour)



Ricks Courtyard bathroom facilities



SOUNDS

1. Nearby amusement device sounds (rollercoasters)
2. Flushing water
3. Running water
4. Hand dryer
5. Crumpling paper
6. Bowel movements
7. Opening and closing doors

SMELLS

1. Bathroom smells
2. Recycled air
3. Cleaning products
4. Body odour

FEEL

1. Braille labels (located on the doors)
2. Body and bowel movements
3. Body anxiety
4. Splashing water
5. Relief
6. Warm, dry and cool air flow
7. Textured floor surface
8. Queuing

SIGHT

1. Bright lights
2. Glare
3. Reflective surfaces
4. Mirror
5. Splashing water
6. Crowds (occasional)

4. Entry within Fright Night Mazes

A. DCEASED MAZE

The entry for DCeased maze is via the concrete pathway down the side of Dirty Harry Bar and leads into the asphalt Hollywood Stunt Driver set via a removable steel ramp. Surfaces within the maze are smooth and it is accessible to all guests using mobility devices. This maze features many special effects and horror versions of the DC universe characters.

(This location makes use of visual and audio effects, including strobe lights and may not be suitable for guests with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders and high blood pressure.)

SOUNDS

1. Atmospheric scary music
2. People talking, laughing and screaming
3. Distant sound of amusement devices (roller coasters)
4. Footsteps (walking and shuffling on concrete)
5. Instructional voices
6. Crowds (waiting)



SMELLS

1. Controlled air environment (maze)
2. Industrial building odours
3. Body odours – close proximity
4. Smoke and fog machines



FEEL

1. Doubt and uncertainty of location
2. Confined space anxiety
3. Changing floor texture
4. Elevate heart rate
5. Excitement and anticipation
6. Close personal proximity
7. Crowd anxiety
8. Queuing



SIGHT

1. Crowds of people
2. Contrasting colours
3. Information signs
4. Staff directing guests
5. Enclosed space
6. Thematic lighting and strobes or lasers
7. Atmospheric effects (smoke and fog)
8. Scare actors and/or performers
9. Building structures
10. Moving props and visuals

B. THE CONJURING MAZE

Access to this maze is via the main queue entry which has a mixed surface of compacted gravel and concrete pathways. The maze floor is smooth and may include concrete, metal and plywood. This maze is accessible to a range of mobility devices; guests using mobility devices should visit Guest Services prior to visiting attractions for detailed information. This maze features ghosts and horror characters from The Conjuring Universe.

As guests walk through the maze's horror scenes, they are enveloped in visual and audio effects, including thematic and strobe lighting.

(It's important to note that due to these effects, the maze may not be suitable for individuals with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders, or high blood pressure.)

SOUNDS

1. Footsteps (walking and shuffling on gravel and concrete)
2. People talking, laughing, and screaming
3. Distant sound of amusement devices (roller coasters)
4. Instructional and amplified voices
5. Atmospheric music (relating to maze theme)
6. Crowds (waiting)
7. Ambient noise effects (rustling, banging)

SMELLS

1. Controlled air environment (maze)
2. Industrial building odours
3. Smoke and fog machines
4. Body odours – close proximity
5. External weather conditions
6. Artificial smells (relating to maze theme)

FEEL

1. Excitement and anticipation
2. Changing floor textures
3. Walking and movement
4. Uncertainty
5. Personal interaction response
6. Shared personal space
7. Crowd anxiety
8. Queueing

SIGHT

1. Scare actors and/or performers
2. Moving props and visuals
3. Thematic lighting and strobes
4. Building structures
5. People queuing
6. Information signs
7. Enclosed space (maze)
8. Staff directing guests
9. Atmospheric effects



C. DEATH ROW

Access to this maze is via the main queue entry which has a mixed surface of compacted gravel and concrete pathways. The maze floor is smooth and may include concrete, metal and plywood. This maze has limited accessibility for some mobility devices; guests using mobility devices should visit Guest Services prior to visiting attractions for detailed information. This maze features prison themes.

(Those with vertigo, epilepsy, seizures, claustrophobia, heart disorders, or high blood pressure should be cautious, as this may not be suitable for some guests.)

SOUNDS

1. Atmospheric music (relating to maze theme)
2. Distant sound of amusement devices (roller coasters)
3. People talking, laughing and screaming
4. Crowds (waiting)
5. Instructional and amplified voices
6. Footsteps (walking and shuffling on different floor surfaces)

SMELLS

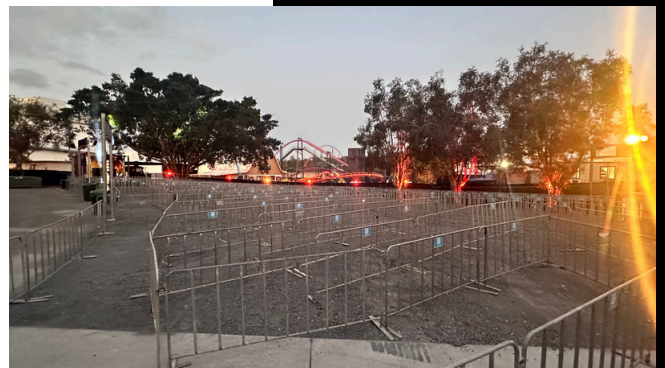
1. Artificial smells (relating to maze theme)
2. Body odours – close proximity
3. Controlled air environment (maze)
4. Smoke and fog machines

FEEL

1. Crowd anxiety
2. Elevated heart rate
3. Personal interaction response
4. Uncertainty
5. Anticipation and excitement
6. Shared personal space
7. Changing floor textures
8. Physical exertion

SIGHT

1. Darkness
2. Scare actors and/or performers
3. Crowds
4. People queuing
5. Information signs
6. Enclosed space (maze)
7. Staff directing guests
8. Atmospheric effects
9. Moving props and visuals
10. Thematic lighting and strobes
11. Contrasting colours



D. CIRCURSE MAZE

Access to this maze is via the main queue entry which has a mixed surface of compacted gravel and concrete pathways. The maze floor is smooth and may include concrete, metal and plywood. This maze is accessible to a range of mobility devices; guests using mobility devices should visit Guest Services prior to visiting attractions for detailed information. This maze features clown and circus themes.

(While it promises thrills it's important to note that due to its effects the maze may not be suitable for guests with vertigo, epilepsy, seizures, claustrophobia, heart disorders, or high blood pressure.)

SOUNDS

1. Footsteps (walking and shuffling on gravel and concrete)
2. People talking, laughing and screaming
3. Distant sound of amusement devices (roller coasters)
4. Instructional and amplified voices
5. Atmospheric music (relating to maze theme)
6. Crowds (waiting)
7. Ambient noise effects (rustling, banging)

SMELLS

1. Controlled air environment (maze)
2. Industrial building odours
3. Smoke and fog machines
4. Body odours – close proximity
5. External weather conditions
6. Artificial smells (relating to maze theme)

FEEL

1. Doubt and uncertainty of location
2. Confined space anxiety
3. Changing floor texture
4. Elevate heart rate
5. Excitement and anticipation
6. Close personal proximity
7. Crowd anxiety
8. Queuing

SIGHT

1. Crowds of people
2. Contrasting colours
3. Information signs
4. Staff directing guests
5. Enclosed space
6. Thematic lighting and strobes
7. Atmospheric effects
8. Scare actors and/or performers
9. Building structures
10. Moving props and visuals



E. HELLSHIP MAZE

Access to this maze is via the main queue entry which has a mixed surface of compacted gravel and concrete pathways. The maze floor is smooth and may include concrete, metal and plywood. This maze is accessible to a range of mobility devices; guests using mobility devices should visit Guest Services prior to visiting attractions for detailed information. This maze features underwater themes.

(Please note this intense journey may not be suitable for individuals with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders, or high blood pressure.)

SOUNDS

1. Atmospheric scary themed music and effects
2. People talking, laughing and screaming
3. Distant sound of amusement devices (roller coasters)
4. Footsteps (walking and shuffling on concrete)
5. Instructional voices
6. Crowds (waiting)

SMELLS

1. Controlled air environment (maze)
2. Industrial building odours
3. Artificial smells (relating to maze theme)
4. Body odours – close proximity
5. Smoke and fog machines

FEEL

1. Excitement and anticipation
2. Changing floor textures
3. Walking and movement
4. Uncertainty
5. Personal interaction response
6. Shared personal space
7. Crowd anxiety
8. Queueing
9. Confined space anxiety
10. Elevate heart rate
11. Vibrating floor beneath feet (bonus room)

SIGHT

1. Darkness
2. Scare actors and/or performers
3. Crowds
4. People queuing
5. Information signs
6. Enclosed space (maze)
7. Staff directing guests
8. Atmospheric effects
9. Moving props and visuals
10. Thematic lighting and lasers
11. Contrasting colours
12. Building structures



5. Moving between the Rides and Mazes

Pathways between the precincts are smooth with a mix of asphalt and concrete. Guests using mobility devices are encouraged to access the maze precinct via the pathway along Wild West Falls. There is an additional pathway to the maze precinct via the back of Doomed precinct, however this has steep incline and is not suitable for mobility devices

Thematic lighting, smoke machines, and sound systems will be used to enhance the experience. *(This location makes use of visual and audio effects, including strobe lights and may not be suitable for guests with a history of vertigo, epilepsy, seizures, claustrophobia, heart disorders and high blood pressure.)*

SOUNDS

1. Distant screams from maze goers
2. Atmospheric scary music
3. Distant sounds of amusement devices (roller coasters)
4. Rustling of leaves and trees
5. Footsteps (walking and shuffling on different concrete floor surfaces)
6. Crowds (walking)
7. External weather conditions

SMELLS

1. External weather conditions
2. Outdoor air
3. Body odour- close proximity
4. Smoke and fog machines
5. Distant food smells

FEEL

1. Walking and moving
2. Elevated heart rate (walking)
3. Excitement and anticipation
4. Changing of floor surfaces
5. Physical exertion
6. Uncertainty
7. Crowd (anxiety)

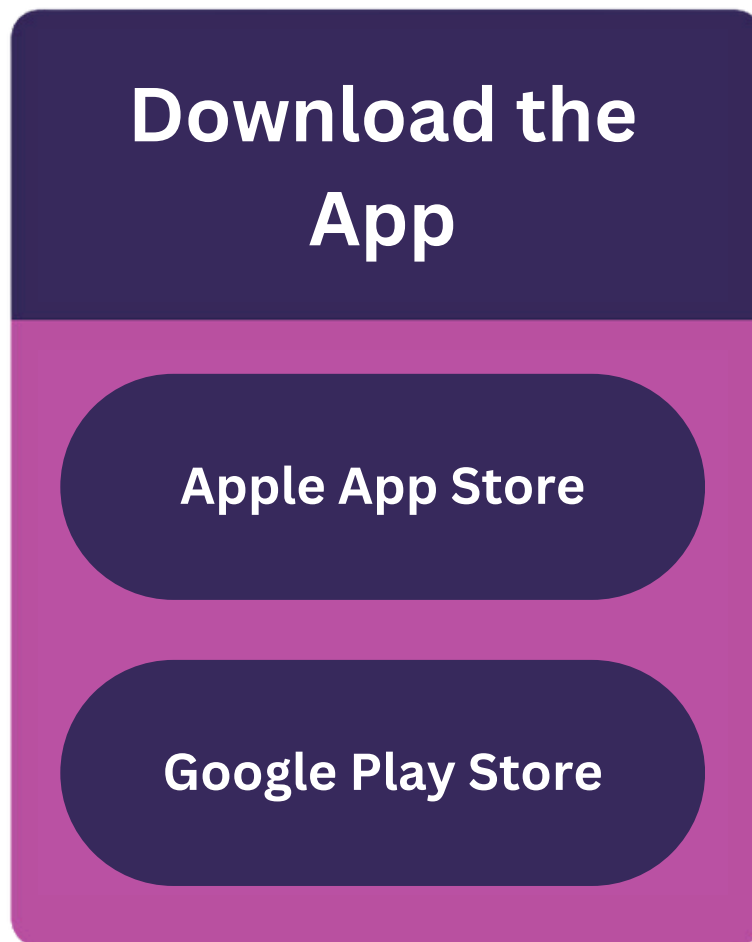
SIGHT

1. Spacious outdoor pathway
2. Large trees and bushes
3. Thematic lighting and strobes
4. Crowds
5. Building structures
6. Excited and nervous guests
7. Scare actors and/or performers
8. Darkness
9. Information signage



6. Fright Night 'Safe Zones'

If you find yourself needing a break from the scares or need to catch your breath and regroup, you can head to one of the designated 'safe zones' which are free of scare performers. These are located near the Fountain of Fame, DC Rivals HyperCoaster, Superman Escape, Gotham City Cafe and Dirty Harry Bar & Grill. You can view these locations on the Village Roadshow Theme Parks App.



SOUNDS

1. Music
2. Low level voices
3. Ambient sounds (rustling of trees)
4. Distant sound from Amusement devices & mazes
5. People talking
6. External weather conditions
7. Footsteps (walking and shuffling on different floor surfaces)

SMELLS

1. External weather conditions
2. Outdoor air
3. Clean and fresh scents from nearby plants or trees
4. Subtle aromas from nearby food

FEEL

1. Calm
2. Reducing anxiety
3. Slowing heart rate
4. Sense of safety and security
5. Peaceful environment

SIGHT

1. People relaxing and/or sitting
2. External weather conditions
3. Open space
4. People walking and moving
5. Information signage
6. Building structures
7. Large trees and greenery