

Watermouth Family Theme Park & Castle

Wheelchair Guide

Welcome! To help you enjoy your visit, we've created this wheelchair guide for the castle and gardens.

⚠ Important: We recommend that all outside attractions are first checked by a member of your party to ensure they are suitable for your wheelchair. Most paths in the park are tarmac or concrete.

Signs to Follow - Throughout your visit, look out for the numbered SIGN markers:

SIGN 1 - These numbered signs will guide you during your visit.

SIGN 2

- You have now seen everything on this level of the castle.
- Go through this door to return to the main hall (please close the door behind you).
- Proceed to the main entrance where a staff member can advise your next route.

SIGN 3

- Proceed through the archway and across the yard until you reach the black gate.
- ⚠ Be aware: castle residents may drive cars across the yard.

SIGN 4

Here you have a choice:

- Left path → Gardens and outside attractions.
- Right path → Courtyard Café, gift shop, fountain show, and dungeons.

SIGN 5

- Through the arch and turn left → Café, coach park, and exit.
- Straight ahead → Gift shop, fountain show, toilets, or dungeons.

SIGN 6

- A ramp is available to enter the gift shop.
- Please ask a staff member if you need assistance.

SIGN 7

- To view the fountain show, unhook the ramp to your left (by the first step).
- Enter the balcony on your right.
- Exit via the same ramp.

SIGN 8

- To view the dungeons, enter the door underneath SIGN 8.

- Turn left and go through the door marked “Way Out.”
- Follow the route through the dungeons until you return to your starting point.

 Note:

- Wheelchairs wider than 66cm (26 inches) will not fit.
- A yellow marker on the entrance floor shows the maximum width.

SIGN 9

- This is the Courtyard Café.
- Please order at the counter. Food will be delivered to your table.

SIGN 10

- This is the exit gate to the car park and coach park.
- We recommend waiting by the lake (turn left once through the gates) to be collected.
- Drivers can use the steps on the right to return to the car park, then drive down to collect everyone.

SIGN 11

- Take the ramp and follow the top path to the gardens and outside attractions.

SIGN 12

- Go through the black gates, across the yard, and out through the arch to access the car parks.

SIGN 13

- Gnomeland / Soft Ball Shooting Cannons are to your left.
- Wheelchair access is possible, though there are some hills.
- You will exit the same way you entered.

SIGN 14

- You are now in the middle of Merry-Go-Land.
- Use the castle map to locate attractions.
-  Some paths have steep hills and steps – we recommend someone in your party checks ahead first.

Important Notes -  No ramp access to the maze.  The hill to the Toboggan Ride is very steep at the top.  The golf course has steps (approx. halfway up) and no ramps.