



# VISUAL STORY

## WHAT YOU MIGHT SEE

When you arrive at the entrance you should go up the ramp to the right of the two main glass doors. There will be a barrier across the top of the ramp if other people are being shown to the start of the experience. When it is your turn to be shown in, a member of staff in uniform will greet you and check your ticket or if there is availability they will allow you to buy a ticket. They will look similar to the one in the photo to the right. Any members of staff who work at The Hole in Wand should be in the same uniform.



The member of staff will show you to admissions where you can pick your dragon egg and also borrow one of our Sensory bags if you would like to. This is the golf ball that you will use and is available in 4 colours; Red, Green, Blue and Yellow. You can purchase a quill and a guidebook to use as your pen and scorecard or you will be given a pen and a paper scorecard if you prefer. Throughout the course you will hear magical music playing.



Once you have picked up your dragon egg you will either be taken to one of the benches to wait for your photo or to the photo area and a member of staff will test if you are magical, using the magic meter. It is a glass vial of coloured liquid and if the liquid moves around inside then it shows that you are magical. You will also pick your wand which is your golf club to use on your visit. They will then explain that you are looking for the gargoyle; Grobblenook as you move around the course and you should also look out for the letter clues at each hole. You can then choose a board with some funny phrases on to use in your photo and have your photo taken to buy at the end. There is a flash on the camera. If you don't want to have your photo taken then you can skip this part by speaking with the staff member.



The photo area







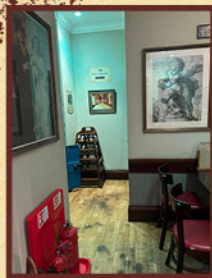
## HOLE 1

A member of staff will then take you to the first hole and they will explain how to move around the course and how you spot where to start at each hole using the helping hands. You might have to wait a little while before you start the next hole to give visitors in front the time to have their turn.

Hole one is called 'The Wizards Gathering' and it looks like a table set out with some tankards on it like the photo to the right. You drop your golf ball into one of the tankards and it will roll down on to the course. One of the tankards places your ball in a harder starting place than the other.



The toilets are to the left of hole one through to the tavern seating area and they are accessible. There are also lockers in this area too.



**HOLE 2** is called 'The Secret Store Room' and is in a small narrow area off to the left side of hole one. It is set out like a store room. The ball can be a tiny bit noisy in this hole when it rolls round the wooden loop.



When you have finished hole 2 you need to go upstairs to find hole 3. You should keep to the left on your way up the stairs as people may be on their way down.



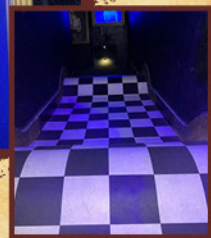
**HOLE 3** is called 'The Potions Cauldron' and is a large cauldron which looks like it has green slimy liquid spilling out of it. You should put the ball down the pipe to start at this hole. It will make a clink along the sides of the pipe as it drops but it isn't too noisy.

**HOLE 4** is called 'The De Molay Gallery' and it is made to look like the roof of a building. You need to get the ball over the roof of the building to get it in the hole. This one can be a little noisy as it hits the sides as it rolls down.





**HOLE 5** is called 'The Path of Darkness' and it is in a dark narrow tunnel with an uneven floor and it is lit up with fluorescent lighting which glows. There are some portraits on the walls and mirrors but there isn't anything in there that will move or make you jump it is just for a spooky effect. There is a hooded figure at the end above where the hole is lit up. If you want to skip this hole then you can walk back round past hole 3 to 5 and go to the door that says 7 on it. If other members of your group have decided to do the hole then they will meet you at door 7 when they have finished hole 6.



**HOLE 6** is called 'The Forest Awakens' and it is in a cold room with green lighting. The last 4 holes are slightly darker than the other holes. It looks like a forest with a snake coiled round on the floor. You place your ball on the dot on the floor and you need to get it round the snake. Once you have finished that hole then you make your way through the door to the left of the snake.

**HOLE 7** is called 'The Potting Shed' and also has green lighting. To start you drop your ball into the font which looks like a sink. It will come out of the bottom and wherever it stops becomes your starting point. You have to get the ball into the crate.



**HOLE 8** is called 'The Champions Portal' and it has a blue light which glows in a circular movement in and arch over the middle of the room. The ball may make a small noise as it hits the pipes if you don't get it straight through the middle of them.

**HOLE 9** is called 'The Tunnel of Truth' and it is in a room with blue lighting. You can hear Grobblenook talking as you play your round and you have to get the ball into the drain below Grobblenook. The ball won't come back once you have got it in to the hole as this is the last hole. The magical music still plays in this room along with the talking. There is a fire lit up which you can crawl through to exit and there is also a screen to the left as you walk in which looks like a pool of water. There will be a flash when your photo is taken on this hole. If you don't want to exit through the fireplace then you can use the door to the left of Grobblenook. The lights dim at the end of the sequence. You should try and remember to add up your scorecard before you go back downstairs.





When you leave this hole you need to go back down the stairs where you came up, keeping to the left again as other people may be on their way up. You take your scorecard to the wooden desk opposite the stairs, where a member of staff will greet you. They will take your scorecard and exchange it for a potion and if you have got a hole in one they will also give you a badge. If you have had your photo taken at the beginning, you will be able to view it here and buy a print or one of our other photo gifts to take as a souvenir of your visit.



#### WHAT YOU MIGHT HEAR

Magical music  
People talking  
People laughing and enjoying themselves  
People cheering  
Golf balls dropping and rolling around each course  
Bottles clinking as they restock the shop

#### WHAT YOU MIGHT SMELL

Bubblegum  
A woody forest smell  
Coffee from the tavern

#### WHAT YOU MIGHT TOUCH

The replica scenery  
Your golf ball (We call these Dragon Eggs)  
Your golf club (We call these wands)

