



VISUAL STORY

WHAT YOU MIGHT SEE

When you arrive at the entrance on the Blackpool promenade you will go through the door underneath the big screen showing you a glimpse of what you can see and experience inside the magical golf. Make your way up the stairs and through a doorway on your right. A sign points you in the right direction saying 'Wizard Check in this way'. The queue to the left is priority check in (online bookings) and the queue to the right is to purchase tickets. When it is your turn to be shown in, a member of staff in uniform will greet you and check your ticket if booked online or allow you to purchase if there is availability. They will look similar to the person in the photo to the right. If there is no queue then go straight to the desk. The venue is quite dark and atmospheric and your eyes will take a moment to adjust. There is low level blue lighting throughout the first part of the course.



The member of staff will take you through the ticket options and take your payment if needed. They will then test to see how magical you are using the magic meter. Then they will let you pick your dragon egg. This is the golf ball that you will use and is available in 4 colours; Red, Green, Blue and Yellow. You can buy a quill and a guidebook to use as your pen and scorecard or if not you will be given a pen and a paper scorecard complimentary. Throughout the course you will hear magical music playing.



Once you have picked up your dragon egg you will be taken to the photo area. This area is themed like a forest. Once you have had your photo taken (twice as two backgrounds) you will also pick your wand and they will explain what magical powers each wand has. This is your golf club to use on your visit. They will then explain that you are completing 'The Wizards Quest' 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.



The photo area

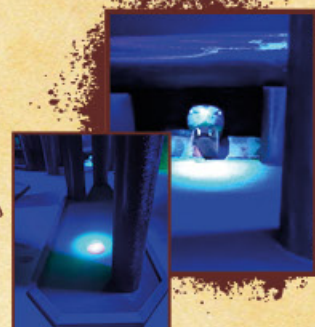




HOLE 1

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. 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. It will be explained that each hole has a riddle to follow to help you find the secret word. Hole 1 is 'Meet the Pixies' the hole is next to the Pixies house and is up a slight slope.

HOLE 2 Hole 2 is called 'Serpents Venom' you will need to get the ball through the trees and into the hole which is under the serpents' head. The course is flat on this hole and the serpent isn't real.



The accessible toilet is to the left as you finish hole 2. The toilets are also themed like the rest of the venue. They are well lit. There are 2 benches to the right of the toilet if you need a seat while you are waiting for the next hole. The toilet does have hand dryers but you would be the only person in the toilet so you could choose if you wanted to use them or not.

Opposite the toilets we have a room to host birthday parties. This room would not be used unless you were coming for a birthday party. It is themed like an old room with portraits on the walls. There are seats around the edge and a large table in the middle. The lighting levels are quite low in the room but can be turned up at your request. For more information on hosting a birthday party at The Hole in Wand then see our website at www.theholeinwand.com/blackpool/birthday-parties



HOLE 3 is called 'Tears of a Wizard'. The hole is in a fireplace and to get to the hole you have to get the ball over the uneven flooring. The lighting has a red glow in this hole. There is a chair in the right corner of the room and paintings on the wall. With candles on the fireplace.

HOLE 4 is opposite and to the right as you exit hole 3. The lighting is blue again for this hole as it is back into the main room. This hole is called 'Unicorns Essence'. The hole is in the center of the pond. You can hit the ball up either side and it should roll into the hole. There is a statue of a woman over the pond with some plants along the sides.



HOLE 5 is called 'Basilisks Blood' and it looks like a train track you have to get it through the center of the tracks and into the hole which is located inside the crate. You will see a pile of crates at the end sat on the potions express train. There are two ways to get to the next hole either via the stairs from Hole 5 or the stairs near the entrance to 'The Potions Cauldron' next to the sign with locations on.



Wand parking



HOLE 6 starts next to the potions express with the crates on. There are some more crates on this hole and you need to get the ball down the left side of them to the hole. The hole is on a slope upwards.

HOLE 7 is called the Potions Cauldron. This room has a red glow to it. From the outside it is set up to look similar to the shop we have in York. Look for the hints on the wall. It give you a huge clue as to how to do get a hole in one. Although you do need to aim well at the cauldron. Behind the cauldron is a book case.



HOLE 8 glows blue and the hole is highlighted with a pink glowing light. The name of the hole is Dead End Alley. There is laundry hung up on a washing line and the hole is in the laundry basket at the back. There is a barrel at the front to the left.

Opposite hole 8 there is a penny press and a bench. You can have a seat if you need to wait for the final hole or have a penny pressed.



HOLE 9 is 'The Hole In Wand' and this hole decides if you are good or evil. You have to get the ball up a slope to get your shot into one of the holes. Either of them will finish the game and a bell will ring when you get the ball in. There is counter behind the hole and this is where you exchange your scores for a potion and you can buy the photo that you had taken at the beginning of the course. If you got a hole in one then you will also get a badge for that. You leave that hole through the door on the course.



The final part of the venue is the gift shop where you can buy some Magical drinks or some sweet treats and gifts as a souvenir. There are some shelving units filled with exciting magical products and a small area of seating. This will take you out on to another street. You don't exit through the same door which you came in from unless you are unable to use the stairs for any reason. Then you would come through this door.



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

A woody forest
A train station
A Victorian street
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)
Your feather pen and scorecard or paper and pencil

