

Blue Booklet

A resource for guests with cognitive disabilities including
Autism Spectrum Disorder (ASD) and their companions.



This guide was compiled in consultation with experts on Autism Spectrum Disorder based on a comprehensive survey of the Disneyland® Paris site, its attractions and restaurants. It is designed to help you plan your visit and make the most of your trip to Disneyland Paris in the best possible conditions.

The information printed in this guide is correct at the date of publication.

Some attractions, experiences, shows and events may not be available or may be changed to ensure application of health and safety measures and recommendations issued by the public authorities. Check for the latest updates on DisneylandParis.com site or our mobile app.



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Practical information

Preparing your visit to Disneyland® Paris in advance will help make your experience a successful adventure.

The sensory stimulation in our Disney® Parks will include sights, sounds and smells as well as crowds.

Planning the attractions you want to experience and anticipating waiting times will help make your visit more enjoyable.

Planning your day and identifying practical services.

This guide suggests handy tips and presents the sensory level of the various activities (pages 20 to 60) to make your visit as easy as possible. It is an **essential complement to the Accessibility Guide and Accessibility Maps.**



PREPARING YOUR VISIT

You can find all information:

- On our website **DisneylandParis.com**
- Calling our call centre in France: **0825 954 528**
  (calls cost €0.15 per minute plus your phone company's access charge).
  Group reservations: **+33 (0)1 60 30 30 00**
- In the **Accessibility Guide:**
  provides an overview of the services available to guests with special needs
- In the **Accessibility Maps** where you will find specific information about each attraction including the access and evacuation conditions.
- In this **guide providing the sensory levels of our attractions and restaurants and how to access and evacuate them**.

N.B. All of these documents can be downloaded from the DisneylandParis.com website

Preparing your visit

This guide will help you identify the attractions and shows you want to experience.
You may want to use the map to plan your visit. This will allow you to anticipate the time you spend moving around and waiting in line so you can be better prepared.

Practical information

Choosing a meeting location if you are separated

We strongly recommend choosing a point on the map where everyone in your party knows where to meet should they become separated.

As a reminder, some guests with cognitive disabilities including Autism Spectrum Disorder manage their disability in the following ways:

- By depending on the knowledge of the places they visit
- By mastering the activity they are performing
- By limiting social interaction
- By controlling their multi-sensory environment

These are all very difficult to find in a theme park due to the following experiences, present throughout a visit to Disneyland® Paris:
Crowds, noise, new environments, excitement and intense sensory stimulation...

In these conditions, we strongly recommend that guests with a cognitive disability including Autism Spectrum Disorder be accompanied and request a Priority Card on their first visit.

If after this first experience the guest feels they can manage their disability without being accompanied, they can decide to no longer request a Priority Card and enjoy the Disney® Parks in complete autonomy.

A companion is advised

For your first visit, we recommend you bring a companion to:

- Help the disabled guest choose the most suitable attractions
- Stay with the disabled guest on the attraction
- Follow the boarding instructions given by the Cast Member running the attraction
- Assist with transfers, boarding and alighting
- Pass on any messages and safety instructions, both written and verbal, given by Disneyland® Paris
- Offer reassurance, as and when required
- Assist the disabled guest in the event the attraction is evacuated

TOP TIP: Please refer to **page 22** of the **Disney® Parks Accessibility Guide**



Practical information

WHAT TO BRING:

Your companion's contact information:

Disneyland® Paris can provide you with **a bracelet** to include the following information:

- The name of the child or adult guest with disabilities
- The name of the companion
- The companion's phone number



Available from:

- Counter 2 at Disneyland® Park
- Counter 1 at Walt Disney Studios® Park
- Studio Services
- City Hall
- The Concierge or Reception of your Disney® Hotel

Ear plugs or noise-cancelling headphones:

Disney® Parks can be very noisy including announcements on loud speakers, fireworks and sounds made by the attractions. On fast rides, the sounds from fellow riders may be scary.

Sunglasses:

Wearing sunglasses can help to reduce visual stimulation even when the sun is not shining.

A favourite device or activity:

Waiting lines can be long, so we recommend bringing:

- A computer tablet or mobile device
- A video game
- Books
- Or anything else constructive you feel might distract their attention in a stressful environment

WHO TO ASK FOR HELP IN THE DISNEY® PARKS?

Disneyland Paris employees are there to give you help and information. They are called Cast Members.



Cast Members are easily identified by their nametags. All Cast Members wear costumes, although they change from one world to another.

In the Disney® Parks, you can also speak to Cast Members wearing a jacket with the "information" logo .



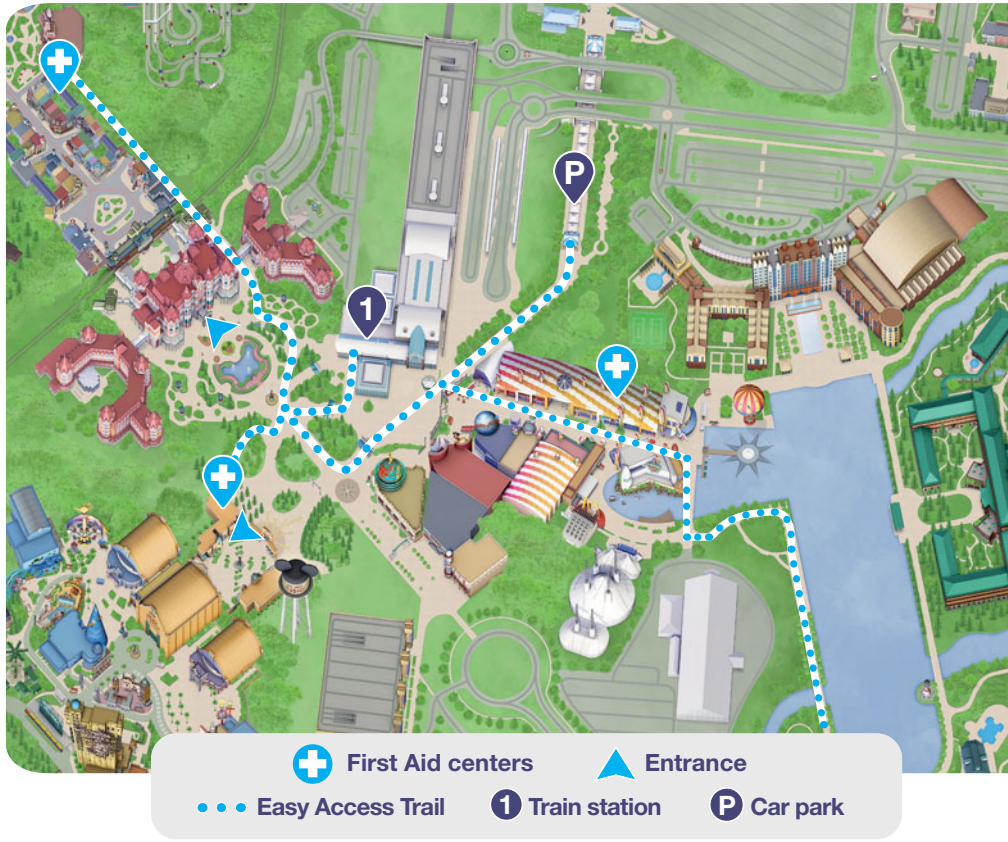
NEED A BREAK?

If you or any member of your party need a break, you can find an area to relax in any of our First Aid centers located in our Disney® Parks or in Disney Village®, indicated on this map.

There are also quieter areas in each land within our Disney Parks. Ask a Cast Member to direct you towards the nearest area to relax.

The area around the Lake Disney®, in the Disney Village towards the Disney® Hotels, is calm during the day. The walkway is lined with benches.

You can leave and re-enter Disney Parks as many times as you like during the day simply by scanning your ticket at the Disney Parks entrance.



IF YOU GET LOST

Assemble at the arranged meeting point (see page 6) and/or find a Cast Member to assist you. Give them the contact information of your companion or show your bracelet (see page 8). The Cast Member will reunite you.

There are also two lost children/persons with special needs locations

- Baby Care Center / Coin bébés in Disneyland® Park, located between *Plaza Gardens Restaurant* and the First Aid center.
- Baby Care / Coin bébés in Walt Disney Studios® Park: at the entrance, next to Studio Services.

Adults who are lost will be escorted to a waiting area.

Lost children can wait in a room with games, soft toys and videos to keep them entertained until they are collected by a family member or companion.



TOILETS

There are toilet facilities in each Disney® Park. Toilets are indicated on the Disney Park maps.

Each toilet facility has a larger cubicle should you need assistance (indicated by a wheelchair symbol).

Our toilets are equipped with flashing beacons that will be activated in the event of an evacuation.

If you need changing facilities for an adult or child (over 3 years of age), please go to the First Aid Centre located in our Disney® Parks (see map page 10).

GETTING TO DISNEYLAND® PARIS

If coming on public transport by RER or SNCF train:

Exit the station and head to the bag check (security check) of the Disney® Park you are visiting.
Designated queues for guests with disabilities and/or special needs are indicated by the ♿ symbol.

By train: save time with Disney Express (paid service).
Collect your room number and key. Upon arrival at Marne-la-Vallée/Chessy train station, simply drop off your luggage at the Disney Express desk and you can head straight to the Disney Parks without checking in to your Disney® Hotel.
To add Disney Express to your booking, contact our Guest Relations Team on +33 (0)1 60 30 30 30.

From our Disney Hotels:

Disneyland® Paris has a free shuttle service serving the Disney® Parks and the Disney® Hotels (with the exception of Disney's Davy Crockett Ranch).

Disney Park entrances and exits are very busy during opening and closing times and the parade.

GETTING TO DISNEYLAND® PARIS

If you come by car

AT the motorway exit: follow the signs for Disneyland® Paris until you reach the car park toll. The entrance is likely to be busy at Disney Park opening times.

At the toll: if you have a current and valid Blue Badge or European disabled parking card, find a Cast Member and show them your document to receive a reserved parking space (subject to availability).

The car park is big. To help you find your way, each row has its own totem pole with a Disney Character and a number (see example on the right).
We recommend you write down or take a photo of your parking space to find your vehicle later more easily.

To reach the Disney® Parks and Disney Village®, you can use the moving walkways provided (pushchairs and wheelchairs not permitted) or walk.
Music and audio messages are played along this path.
Depending on what time you arrive, there may be crowds.
You might also pass members of the Vigipirate security team.



The car park is covered by a solar panelled roof that may cause a feeling of confinement.

SECURITY MEASURES AT DISNEYLAND® PARIS

For everyone's safety, Disney® Parks reserve the right to inspect bags and luggage before entry. Bear in mind that there may be crowds and a long wait for bag checks.
Designated queues for guests with disabilities and/or special needs are indicated by the ♿ symbol.

You may encounter security Cast Members patrolling with dogs or on horses.

You will be required to pass through a scanner like you find in airports that emit noise and flashing lights.
All bags and suitcases as well as personal items must be placed on the conveyor belt without exception.
You will be separated from your personal items during the security check. Don't worry, it won't take long.

PURCHASING TICKETS & RECEIVING A PRIORITY CARD

At the entrance to each Disney® Park, there are counters to welcome guests with disabilities and/or special needs.

There you can:

- Purchase your ticket
- Obtain your Priority Card on presentation of official document recognising the guest's disability.
  To receive a Priority Card, you will be asked to answer an autonomy questionnaire, either unaided or with the help of a companion.

TOP TIP: You can request your Priority Card online before your visit on our website **disneylandparis.com**

You must show this card to Cast Members to **receive priority access.**

You can use the card at the following facilities:

- Attractions
- Shows
- Meet 'n' Greets with Disney Characters
- Restaurants
- Shops
- Information desks
- Concierges and receptions in Disney® Hotels

The Priority Card grants priority access to attractions, although access is not immediate. Please speak with one of our Cast Members.

Your arrival in Disneyland® Paris

Disneyland® Park:
Head to the Disneyland Park entrance and go to Counter 2

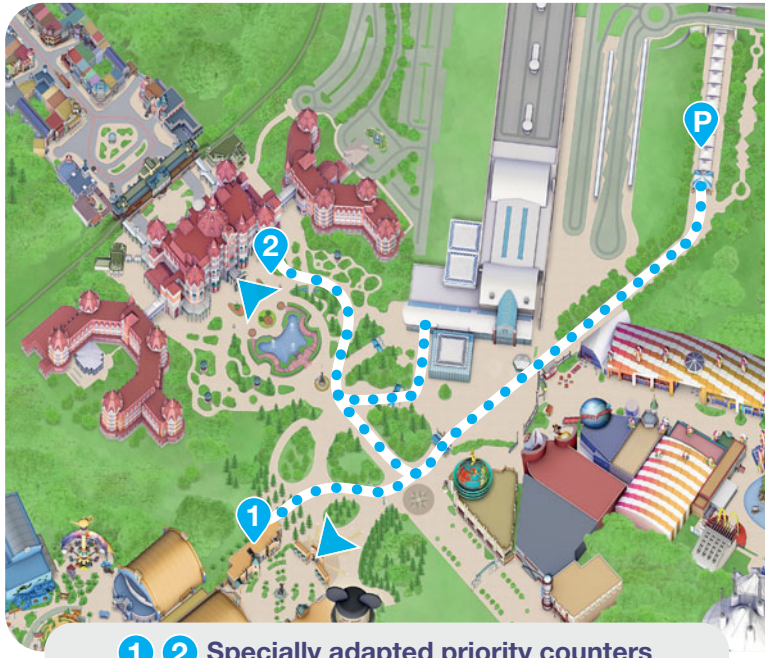
Walt Disney Studios® Park:
Head to the Walt Disney Studios Park entrance and go to Counter 1

Disney® Hotels:
Receptions and Concierges

The waiting time can vary at cash desks.

The ticketing area can be noisy. It can be crowded too.
Music is played constantly.

With your tickets in hand, you can proceed to the entrance gates/ turnstiles to enter our two Disney® Parks.



DISNEY CHARACTER MEET 'N' GREETS & SHOWS

Meet 'n' Greets with Disney Characters

Many of our shows and parades feature Disney Characters.
You can also share a magical moment with them at the Meet 'n' Greet locations. Take a look at the **mobile app*** for further details.

Some Disney Characters may frighten guests due to their size, texture, voice or shape. Characters are not permitted to pick up guests.

For an even more magical experience, a timed reservation system may be implemented to handle high demand for access to certain Disney Meet 'n' Greet locations. Please speak with a Cast Member.

You may be asked to wait in line. It may be crowded too.

TOP TIP: Download the free official Disneyland® Paris app for iPhone® and Android® **to find out the locations and times of Disney Character Meet 'n' Greets.**

*Disney Characters may vary depending on the day of your visit.

DISNEY CHARACTER MEET 'N' GREETS & SHOWS

Shows and parades

Nighttime show : delight in a sparkling evening show that brings the *Sleeping Beauty Castle* to life with sound, light, pyrotechnics and water projections. There is no risk of being splashed during the show.

Parade: watch a colourful parade with a procession of floats and lots of your favourite Disney Characters.

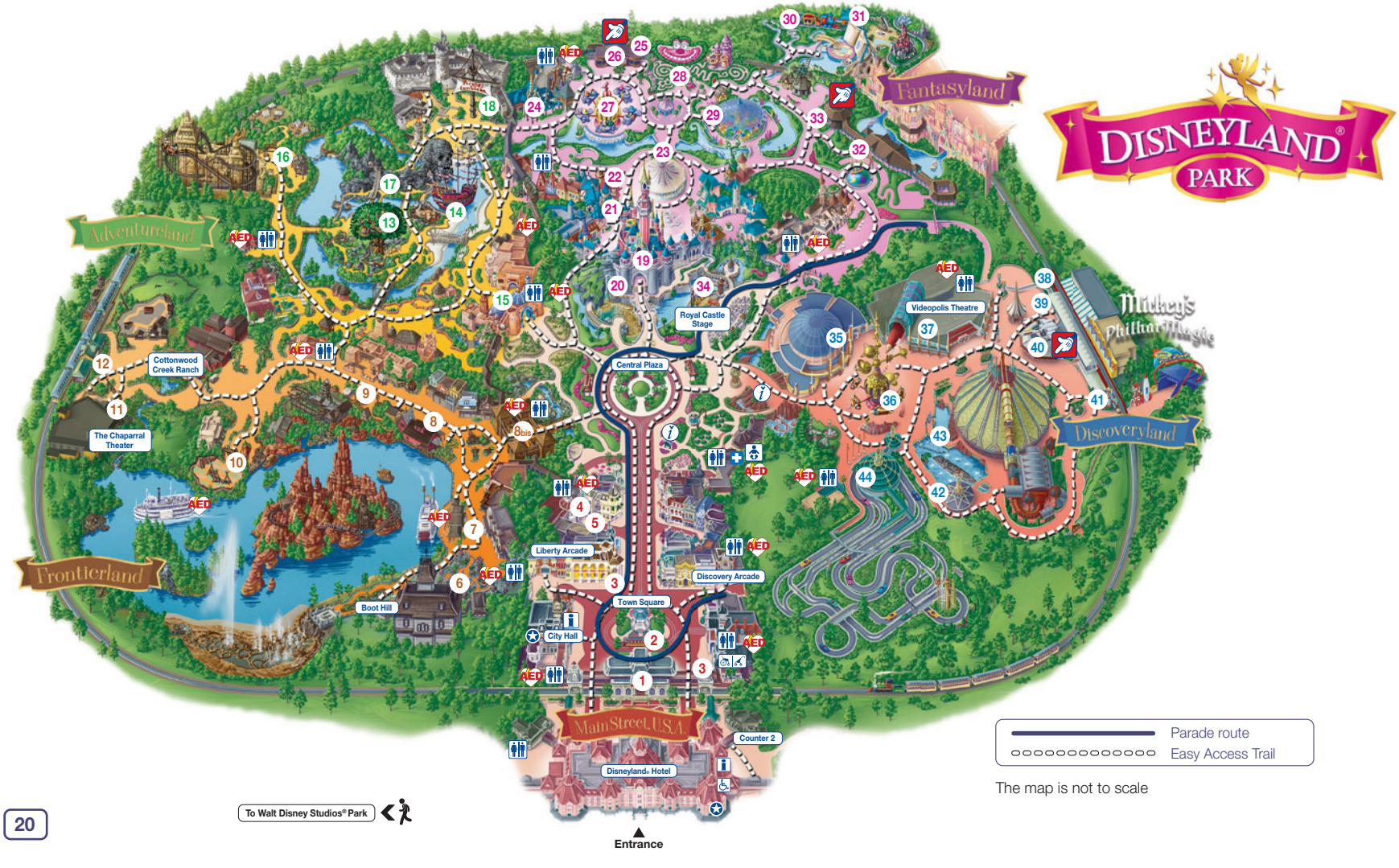
Priority Access Card holders can access specially designated areas to watch our outside shows. Please make yourself known to a Cast Member who will escort you.

Theatres:
There is a varied programme of exciting shows on different themes with sensory experiences of varying levels of intensity. Please refer to the sensory levels further on in this guide to check the suitability.

Important! Our shows are loud and crowded with lots of flashing lights.
Some theatres are plunged into darkness before the show starts. Shows offer a range of different sensory experiences: bright lights, pyrotechnics, strobe light effects, loud music, smoke or special effects.

Our shows and parades vary by season. Take a look at the **mobile app** for further details.

Activities in Disneyland® Paris



KEY TO SYMBOLS

List of symbols used in this map.

- Counter 2 / City Hall
  Disney® Parks Information Office
  Accessibility information point (Access Cards)
- Information board
  Attraction queuing times
- Guest Relations
- First Aid and Special Needs
- 1 Attractions (Main Street, U.S.A.®)
- 6 Attractions (Frontierland®)
- 13 Attractions (Adventureland®)
- 19 Attractions (Fantasyland®)
- 35 Attractions (Discoveryland)
- AED Automated External Defibrillator
- Accessible toilets for guest with disabilities
- Baby Care Center
  Lost Children
- Disney Characters Meet 'n' Greet location

ATTRACTION SENSORY LEVELS

We strongly recommend you taking a look at the Accessibility Guide (pages 18 to 20) and Accessibility Maps as well as the sensory levels of the attractions on the following pages.

Certain attractions are subject to specific access restrictions to guarantee your safety. It is highly recommended to prepare your trip in advance to avoid frustration and help you have a safe and magical visit.

A Priority Card is available to access attractions and shows (see the Disney® Parks Accessibility Guide, pages 14 to 17, on how to obtain your card). Simply show your card to the Cast Member at the attraction entrance who will guide you to the specially adapted entrance to reduce your waiting time and avoid the queues that can be stressful.

For safety reasons, at certain attractions the number of guests who can go on at once is limited, based on their level of independence, so waiting time is expected.

A chart of sensory levels for the attractions at each Disney Park is shown below.

These levels are for information only and have been assessed by Autism Spectrum Disorder experts.

KEY TO LEVELS CHARTS

List of symbols used for the attraction and show sensory levels.

 Olfactory stimulation

 Visual stimulation

 Auditory stimulation

 Motion

 Splash risk

 Elements of surprise

 Size restriction

 Lift

 Strobe light effect / Flash photography

 Single Rider

1 Low sensory stimulation

2 Medium sensory stimulation

3 High sensory stimulation

4 Very high sensory stimulation

KEY TO LEVELS CHARTS

List of symbols used for the attraction and show sensory levels.

WARNING! PHYSICAL RESTRICTIONS

For your safety, you should be in good health and free from high blood pressure, heart, back or neck problems, motion sickness, or other conditions or disabilities that could be aggravated by this adventure. Expectant mothers may not ride.

N.B. Seat configuration and attraction safety systems may prevent guests of certain body shapes or sizes from participating. Guests must have sufficient upper body strength to hold themselves in the appropriate position in all attraction vehicles. Please note that most attractions, shows and events are not recommended for children under 1 year old. The use of lighting effects such as flashing and strobe lights may cause issues for photosensitive people. Please follow the instructions of Disneyland® Paris employees and obey the Internal Disney® Park Rules and Regulations. Before your visit, we encourage you to review these rules on our website at the following address: https://www.DisneylandParis.com/fr-fr/legal/reglement-interieur/. These rules are also posted at the entrance to Disney Parks. You must wear appropriate clothing. For all additional information, please refer to Disney Parks' Internal Park Rules and Regulations.

Main Street U.S.A.®

1. Disneyland® Railroad - Main Street Station | **Duration:** About 30 minutes for the full tour. Embark on a relaxing tour of the magical lands of Disneyland® Park onboard a steam-powered train. Station stops: Frontierland Depot, Fantasyland Station, Discoveryland Station, Main Street Station. **Notes:** Soundscapes, breeze, journey through diverse landscapes and vegetation. Risk of jolts. Journey includes two tunnels (very dark areas).			1	1		1	
2. Horse-Drawn Streetcars | **Duration:** About 7 minutes. Animal lovers will surely enjoy riding on Main Street in an early 20th century tramway drawn by breathtaking horses. Timetables can be viewed on site or on the mobile app.							
3. Main Street Vehicles *Presented by Hertz* Take a seat in a police car or fire engine. **Notes:** Chance of encountering horses. Timetables can be viewed on site or on the mobile app.							
4. Statue of Liberty Tableau Gallery commemorating the Statue of Liberty. **Notes:** Music playing. The gallery is very dark.		1	2				
5. Dapper Dan's Hair Cuts *(additional charge)* Old-fashioned hair cuts and barber shop.							

Frontierland®

6. Phantom Manor | **Duration:** About 7 minutes. Discover the phantoms and the mystery of the bride haunting this manor. **Notes:** Guided vehicles travelling in the dark. Mind the moving walkway when boarding and alighting. Attraction may frighten younger guests. Very dark areas. **Level 1 feeling of confinement.**		3 Darkness	4 Noise 3 Volume	1 Jolts		2	
7. Thunder Mesa Riverboat Landing | **Duration:** About 15 minutes. Enjoy a leisurely cruise through the American Far West. **Notes: In the event of evacuation, guests will be transferred on to barges or other floating vessel.** Musical atmosphere.			2 Close proximity to Big Thunder Mountain				
8. Rustler Roundup Shootin' Gallery *(additional charge)* Compete against the best shooters in the West. Shooting range.			1				
8a. Legends of the Wild West Stroll through the heart of the Wild West in a pioneer fort. **Notes:** There are some dark areas on the stairs (going up and down). One-way flow. Narrow areas.							
9. Big Thunder Mountain | **Duration:** About 5 minutes. Explore the mine aboard a crazy train car, with dramatic dips and tight turns. **Notes:** The darkness is sometimes accompanied by intense movements. Attraction with significant sound levels. Flash photography. Attraction may frighten younger guests.		3 Darkness	4 Noise 3 Volume	3 Jolts, speed, elevator effects	1	1	**Min. height:** 1m02
10. Frontierland Playground Play area for budding buccaneers aged 4-8. **Notes:** Weather permitting.							
11. Frontierland® Theater Check the hours in **mobile app**.		1 Darkness					
12. Disneyland® Railroad - Frontierland Depot | **Duration:** About 30 minutes for the full tour. Embark on a relaxing tour of the magical lands of Disneyland® Park onboard a steam-powered train. Station stops: Fantasyland Station, Discoveryland Station, Main Street Station, Frontierland Depot. **Notes:** Soundscapes, breeze, journey through diverse landscapes and vegetation. Risk of jolts. Journey includes two tunnels (very dark areas).			1	1		1	

Adventureland®

13. La Cabane des Robinson | **Duration:** About 15 minutes. Explore the Swiss Family Robinson's house perched high in a tree. **Notes:** Several steps to climb to reach the summit. Vertigo may occur.					Risk of dizziness			
14. Pirates' Beach Two play areas (slides and climbing frames) for young guests (children aged 3 to 9). **Notes:** Weather permitting.								**Max. height:** 1m40
15. Le Passage Enchanté d'Aladdin Miniature scenes telling the story of *Aladdin*. **Notes:** Very dark areas		1 Darkness						
▲ **16. Indiana Jones™ and the Temple of Peril** | **Duration:** About 5 minutes. Embark on a mine car looping at high speed. **Notes:** Sudden sharp and jerky movements. High noise level. Attraction may frighten younger guests.			4	3 Jolts 4 Speed		2		**Min. height:** 1m40
17. Adventure Isle Explore secret coves and pirate hideouts. **Notes:** World featuring caves and suspended bridges. Maze-like areas. Several steps to climb. Very dark areas, wet in parts.		2 Darkness			1			
18. Pirates of the Caribbean | **Duration:** About 10 minutes. A moving cruise with 2 water drops as a Spanish fort is under attack by pirates. **Notes:** Flash photography. Attraction may frighten younger guests. The area is very hot and humid. Chance of splashing. Attraction may frighten younger guests. **Evacuation may take a long time depending on the position of your boat.**	2 Chlorine smell	3 Darkness 2 Contrast lighting	2 Noise	2 Drops	2	2		

Fantasyland®

	19. Sleeping Beauty Castle Relive the story of *Sleeping Beauty*. Stained glass gallery.							
	20. La Tanière du Dragon *(in the cave)* Cave where the dragon lives under the *Sleeping Beauty Castle*. **Notes:** Very dark and humid area. Attraction may frighten younger guests. Theatrical smoke.	1	1	1		1	1 Moving dragon	
	21. Blanche-Neige et les Sept Nains® | **Duration:** About 5 minutes. Venture into the dark and scary forest with Snow White. **Notes:** Guided vehicles travelling in the dark. Periods of darkness, jolts and elements of surprise, musical atmosphere, sound effects. Attraction may frighten younger guests.		2		3 Jolts		2	
	22. Les Voyages de Pinocchio | **Duration:** About 5 minutes. Join Pinocchio on his exciting quest to become a real boy. **Notes:** Guided vehicles travelling in the dark. Periods of darkness, jolts and elements of surprise, musical atmosphere, sound effects. Attraction may frighten younger guests.		2		3 Jolts		2	
	23. Le Carrousel de Lancelot | **Duration:** About 3 minutes. Choose a wooden horse or a magnificent carriage on this merry-go-round.				1			
	24. Peter Pan's Flight | **Duration:** About 5 minutes. Hop onto a pirate ship and fly off on an unforgettable journey to Never Land. **Notes:** Ride goes high in the air. Dark areas. **Evacuation may take a long time depending on the position of your vehicle. Evacuation possible by ladder.**		4 Darkness	2 Loud noise	3 Jolts 2 Speed			
	25. Disneyland® Railroad - Fantasyland Station | **Duration:** About 30 minutes for the full tour. Embark on a relaxing tour of the magical lands of Disneyland ® Park onboard a steam-powered train. Station stops: Discoveryland Station, Main Street Station, Frontierland Depot and Fantasyland Station. **Notes:** Soundscapes, breeze, journey through diverse landscapes and vegetation. Risk of jolts. Journey includes two tunnels (very dark areas).			1	1		1	
	26. Meet Mickey Mouse Meet Mickey Mouse backstage for a photo shoot as he prepares for his show. Check the **mobile app** for opening hours.							

Fantasyland®

27. Dumbo the Flying Elephant | **Duration:** About 3 minutes. Travel with Dumbo through the air. Air carousel. **Notes:** The elephants move up and down.				2 Speed 2 Elevator effects			
28. Alice's Curious Labyrinth Wind your way through Wonderland's wonderful hedge maze. **Notes:** Drops of water sprinkled during the journey. Assistance recommended to prevent disorientation.					1	1	
29. Mad Hatter's Tea Cups | **Duration:** About 3 minutes. Spin, whirl, twist and twirl aboard a giant tea cup. **Notes:** Due to the centrifugal force created by the spinning cups, guests who are unable to stay in a seated position are not permitted to ride this attraction.				1 to 3 if you use the wheel			
30. Casey Jr. - le Petit Train du Cirque | **Duration:** About 3 minutes. All aboard for a fun-filled ride on Dumbo's speedy circus train. **Notes:** Soundscapes, journey through landscapes and vegetation.		1	1	1			
31. Le Pays des Contes de Fées | **Duration:** About 5 minutes. Enjoy a tranquil cruise through miniature scenes from favourite fairytales. **Notes:** Musical atmosphere. Significant difference in level between the dock and the boat.	1 Chlorine smell	1 Darkness					
32. "it's a small world" | **Duration:** About 10 minutes. Join the happiest cruise that ever sailed around the world. Float past dolls wearing costumes from around the world. **Notes:** Brightly lit attraction with vivid colours. Intense visual stimulation.	1 Bleach smell	4					
33. Princess Pavilion Meet and greet one of your favourite Disney Princesses in her castle. Check the **mobile app** for opening hours.							
34. Royal Castle Stage Performance stage. Check the hours in **mobile app**.							

Discoveryland

35. Buzz Lightyear Laser Blast | **Duration:** About 5 minutes. Blast off into space and help Buzz save the world of toys with your laser gun. **Notes:** Be careful of the moving walkway when embarking and alighting and the strobe light effects. The lever is very sensitive and can cause sudden sharp movements. *Buzz Lightyear Laser Blast is inspired by the Disney•Pixar film Toy Story 2*		1	1 Noise 3 Volume	1		
36. Orbitron® (Machines Volantes) | **Duration:** About 3 minutes. Pilot your very own spaceship in this air carousel high above Discoveryland. **Notes:** Strong centrifugal force. Attraction at height (about 5 metres).				2 Elevator effects 3 Speed		
37. Videopolis® Theatre Performance stage. Check the hours in **mobile app**.						
38. Disneyland® Railroad - Discoveryland Station | **Duration:** About 30 minutes for the full tour. Embark on a relaxing tour of the magical lands of Disneyland® Park onboard a steam-powered train. Station stops: Main Street Station, Frontierland Depot, Fantasyland Station, Discoveryland Station. **Notes:** Soundscapes, breeze, journey through diverse landscapes and vegetation. Risk of jolts on the train. Journey includes two dark tunnels.			1	1		1	
39. Star Tours: The Adventures Continue | **Duration:** About 7 minutes. Embark on the Starspeeder and lift off to the Moon of Endor. Simulator inspired by the *Star Wars™* films. **Notes:** Attraction with very dark areas. 3D film (use of 3D glasses). Sensations of claustrophobia. Sudden sharp and jerky movements. Loud sounds. Attraction may frighten younger guests. Individuals prone to motion-sickness should not take part in this ride.		1 Darkness, bright lights	3 Volume, loud noise	3 Jolts 3 Speed 2 Elevator effects		2	Min. height: 1m02

Discoveryland

40. Starport An Encounter with Darth Vador for a photo shoot. Check the hours in **mobile app**. **Notes:** Attraction may frighten younger guests.		3 Darkness				1	
41. Mickey and his Orchestre PhilarMagique - Discoveryland Theatre | Screening every 10 min. Check the times in **mobile app.** **Notes:** Puffs of air on the face at certain moments.		3 Darkness 2 Bright contrast lighting	2 Volume 3 Loud noise	2 Jolts		3	
42. Les Mystères du Nautilus | **Duration:** About 5 minutes. Visit Captain Nemo's submarine. **Notes:** Music playing. Very dark areas. One scene may frighten younger guests. Grids in the ground may cause fear of falling.		4				2	
43. Star WarsTM Hyperspace Mountain | **Duration:** About 5 minutes. Take off on an epic journey into the edge of the universe on this high-speed roller coaster. **Notes:** Very dark areas. Strobe light effects. Attraction may frighten younger guests. Watch your balance when leaving the ride. Very limited space in the ship.		4 Darkness, flashing lights, strobe light effects.	4	4 Jolts, speed		2	**Min. height:** 1m20
44. Autopia® | **Duration:** About 7 minutes. Drive a car of the future from the 1950s. **Notes:** The Autopia cars are driven by visitors, risk of strong jolts.				2			**Minimum height to drive unaccompanied:** 1m32 **Minimum height to drive accompanied:** 83cm

Ride evacuation conditions

Main Street U.S.A.®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
1. Disneyland® Railroad - Main Street Station	2	2			3	3	3	3
2. Horse-Drawn Streetcars	1	1			1	1	1	1
3. Main Street Vehicles	1	1			1	1	1	1
4. Statue of Liberty Tableau	1	1			1	3	1	1
5. Dapper Dan's Hair Cuts	1	1			1	1	1	1

Frontierland®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
6. Phantom Manor	1	2			2	2	2	2
7. Thunder Mesa Riverboat Landing	3	1	2	3	1	1	1	3
8. Rustler Roundup Shootin' Gallery	1	1			1	1	1	1
8a. Legends of the Wild West	1	1			1	1	1	1
9. Big Thunder Mountain	3	3			3	3	2	3

1 **Easy evacuation conditions**, no difficulty in getting out of the vehicle. Few steps, only a short distance to the exit, in open, well-lit areas.

2 **Evacuation conditions include several dark, narrow passages and flights of stairs to reach the attraction entrance.** You are able to alight the vehicle throughout the attraction journey.

3 **Evacuation conditions may be complicated.** It may be difficult to get out of the vehicle (platform, boat, ladder, etc. required). Long distances to reach the exit, steps, in dark, narrow areas.

Ride evacuation conditions

Frontierland®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
10. Frontierland Playground	1	1			1	1	1	1
11. Frontierland® Theater	1	1			1	1	1	1
12. Disneyland® Railroad - Frontierland Depot	2	2			3	3	3	3

Adventureland®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
13. La Cabane des Robinson	1	1			1	1	1	1
14. Pirates' Beach	1	1			1	1	1	1
15. Le Passage Enchanté d'Aladdin	1	1			1	1	1	1
16. Indiana Jones™ et le Temple du Péril	3	2			2	3	2	3
17. Adventure Isle	1	2			1	2	1	2
18. Pirates of the Caribbean	3	2		3	3	2	2	3

Ride evacuation conditions

Fantasyland®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
19. Sleeping Beauty Castle	1	1			1	1	1	1
20. La Tanière du Dragon *(in the cave)*	1	1			1	3	1	1
21. Blanche-Neige et les Sept Nains®	1	1			1	1	1	1
22. Les Voyages de Pinocchio	1	1			1	1	1	1
23. Le Carrousel de Lancelot	1	1			1	1	1	1
24. Peter Pan's Flight	3	3	3	3	2	1	2	3
25. Disneyland® Railroad - Fantasyland Station	2	2			3	3	3	3
26. Meet Mickey Mouse	1	1			1	1	1	1
27. Dumbo the Flying Elephant	1	1			1	1	1	1
28. Alice's Curious Labyrinth	1	1			1	1	1	1
29. Mad Hatter's Tea Cups	1	1			1	1	1	1
30. Casey Jr. - le Petit Train du Cirque	3	1	3		2	1	2	3
31. Le Pays des Contes de Fées	3	2		3	3	1	2	3
32. "it's a small world"	1	1			3	1	1	2
33. Princess Pavilion	1	1			1	1	1	1
34. Royal Castle Stage	1	1			1	1	1	1

Ride evacuation conditions

Discoveryland	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
35. Buzz Lightyear Laser Blast	1	1			2	1	1	1
36. Orbitron® (Machines Volantes)	1	1			1	1	1	1
37. Videopolis® Theatre	1	1			1	1	1	1
38. Disneyland® Railroad - Discoveryland Station	2	2			3	3	3	3
39. Star Tours : l'Aventure Continue	1	1			1	1	1	1
40. Starport	1	1			1	1	1	1
41. Mickey and his Orchestre PhilarMagique	1	1			1	1	1	1
42. Les Mystères du Nautilus	1	1			1	1	1	1
43. Star Wars™ Hyper Space Mountain	3	3		3	3	1	3	3
44. Autopia®	1	1			3	1	1	2

1 **Easy evacuation conditions**, no difficulty in getting out of the vehicle. Few steps, only a short distance to the exit, in open, well-lit areas.

2 **Evacuation conditions include several dark, narrow passages and flights of stairs to reach the attraction entrance.** You are able to alight the vehicle throughout the attraction journey.

3 **Evacuation conditions may be complicated.** It may be difficult to get out of the vehicle (platform, boat, ladder, etc. required). Long distances to reach the exit, steps, in dark, narrow areas.

Activities in Disneyland® Paris



KEY TO SYMBOLS

List of symbols used in this map.

- Counter 1 / Studio Services
  Disney® Parks Information Office.
  Accessibility information point (Access Cards)
- Information board
  Attraction queuing times
- Guest Relations
- First Aid and Special Needs
- 1 Attractions (Front Lot)
- 2 Attractions (Production Courtyard®)
- 6 Attractions (Toon Studio®)
- 10 Attractions (Worlds of Pixar)
- 13 Attractions (Toy Story Playland)
- 16 Attractions (MARVEL Avengers Campus)
- AED Automated External Defibrillator
- Accessible toilets for guest with disabilities
- Baby Care Center
  Lost Children

KEY TO LEVELS CHARTS

List of symbols used for the attraction and show sensory levels.

 Olfactory stimulation

 Visual stimulation

 Auditory stimulation

 Motion

 Splash risk

 Elements of surprise

 Size restriction

 Lift

 Strobe light effect / Flash photography

 Single Rider

1 Low sensory stimulation

2 Medium sensory stimulation

3 High sensory stimulation

4 Very high sensory stimulation

WARNING! PHYSICAL RESTRICTIONS

For your safety, you should be in good health and free from high blood pressure, heart, back or neck problems, motion sickness, or other conditions or disabilities that could be aggravated by this adventure. Expectant mothers may not ride.

N.B. Seat configuration and attraction safety systems may prevent guests of certain body shapes or sizes from participating. Guests must have sufficient upper body strength to hold themselves in the appropriate position in all attraction vehicles. Please note that most attractions, shows and events are not recommended for children under 1 year old. The use of lighting effects such as flashing and strobe lights may cause issues for photosensitive people. Please follow the instructions of Disneyland® Paris employees and obey the Internal Disney® Park Rules and Regulations. Before your visit, we encourage you to review these rules on our website at the following address: https://www.DisneylandParis.com/fr-fr/legal/reglement-interieur/. These rules are also posted at the entrance to Disney Parks. You must wear appropriate clothing. For all additional information, please refer to Disney Parks' Internal Park Rules and Regulations.

Front Lot

1. Disney Studio 1 Experience the atmosphere of a film set.	2	1 Darkness	2				

Production Courtyard®

2. Studio Theater | **Duration:** About 30 minutes. Performance stage. Check the hours in **mobile app**. **Note:** Intense visual effects with bright lights in darkness from the entrance. Important: the walkway into the theatre has a low ceiling.		1 Darkness					
8. Stitch Live! | **Duration:** About 15 minutes. Interactive show with Stitch. Check the hours in **mobile app**. Languages can be consulted on site. **Note:** In the first phase of the show, all people are gathered in one place with a high degree of crowding.		1 Darkness	2 Volume				
9. Studio D | **Duration:** About 30 minutes. Performance stage. Check the hours in **mobile app**.							
10. The Twilight Zone Tower of Terror™ | **Duration:** About 5 minutes. Drop in if you dare aboard a travelling elevator. **Notes:** Flash photography. Attraction strongly discouraged for people sensitive to dizziness and fear of heights. Attraction may frighten younger guests. *The Twilight Zone Tower of Terror™* is inspired by *The Twilight Zone®*, registered trademark of *CBS, Inc.* All rights reserved.		3 Darkness	3 Loud noise	4 Elevator effect		4	**Min. height:** 1m02

Toon Studio®

6. Animagique® Theater | **Duration:** About 20 minutes. Performance stage. Check the hours in **mobile app**.		Darkness 1					
7. Les Tapis Volants - Flying Carpets Over Agrabah® | **Duration:** About 3 minutes. Grab on to a flying carpet and take to the sky as an extra in the Genie's new film. **Notes:** Air carousel. The carpets move up and down and tilt forwards and backwards.			1	2 Elevator effect			
8. Animation Celebration | **Duration:** About 30 minutes. Interactive show with Anna, Elsa and friends. Check the hours in **mobile app**.		2	2			1	

Worlds of Pixar

9. Cars Quatre Roues Rallye | **Duration:** About 3 minutes. Ride a vehicle inspired by the film *Cars*. **Notes:** Centrifugal force created by the rotating vehicles. *Cars Quatre Roues Rallye is inspired by the Disney•Pixar film **Cars***			1	2 Jolts, speed			
10. Crush's Coaster® | **Duration:** About 5 minutes. Board a spinning turtle shell with dramatic dips and tight turns. **Notes:** Soundscapes and musical atmosphere. Dim lighting. Attraction may frighten younger guests. *Crush's Coaster® is inspired by the Disney•Pixar film Finding Nemo*		4 Darkness 2 Bright lights	3 Volume	4 Jolts, speed, elevator effects		4	**Min. height:** 1m07
11. Ratatouille : l'Aventure Totalement Toquée de Rémy | **Duration:** About 5 minutes. Follow Remy in a unique adventure. **Notes** Strong physical sensation, chance of dizziness. Screening and use of 3D glasses. *Ratatouille: The Adventure is inspired by the Disney•Pixar film Ratatouille. Presented by Crédit Mutuel*	2	1 Darkness 3 3D effect	2 Noise and volume	2 Jolts 1 Speed 2 Elevator effects	1	2	
12. Cars ROAD TRIP | **Duration:** About 7 minutes. Take an iconic road trip on the legendary Route 66. **Note:** Contains spectacular moments with staged water drops and flames that can be overwhelming. *Inspired by the film Disney•Pixar film Cars.*	1	4	3	3	2	4	

Toy Story Playland

13. Toy Soldiers Parachute Drop | **Duration:** About 3 minutes.
Board a parachute suspended 28 metres in the air with the soldiers from *Toy Story*.

Toy Story Playland is inspired by the Disney•Pixar film Toy Story

- Ears: 2
- Body: 3 Sensation of dizziness; 3 Feet off the ground
- Min. height: 81cm

14. Slinky Dog Zigzag Spin | **Duration:** About 3 minutes.
Hop on this ride for loopy laps.
Notes: The baskets move fast around a circular arm.
The centrifugal force can vary between 1 and 2.

Slinky® Zig Zag is a registered trademark of Poof-Slinky, Inc.

- Ears: 1
- Body: 1 Speed; 1 Elevator effects



15. RC Racer | **Duration:** About 3 minutes.
Travel at dizzying speed in Andy's favourite racing car.
Notes: Chance of dizziness. Attraction may frighten younger guests

Hot Wheels® is a registered trademark of Mattel, Inc. Use of the Hot Wheels® brand and Track authorised ©2009 Mattel, Inc. All rights reserved.

- Ears: 4 Screams; 2 Volume
- Body: 3
- Min. height: 1m20

MARVEL Avengers campus



16. Avengers Assemble: Flight Force | **Duration:** About 3 minutes.
Team up with Iron Man and Captain Marvel and help them save the world from an intergalactic threat.
Notes: Very dark areas. Strobe light effects.
Attraction may frighten younger guests.
Watch your balance when leaving the ride. Very limited space in the ship.

- Eyes: 4 Darkness, Strobe light effects
- Ears: 4
- Body: 4 Speed
- Fireworks: 2
- Min. height: 1m20



17. Spider-Man W.E.B Adventure | **Duration:** About 5 minutes.
Will your team's web-slinging skills catch Peter Parker's buggy Spider-Bots before they wreak total techno-havoc?
Notes: individuals prone to motion-sickness should not ride. Screening and use 3D glasses.

- Eyes: 1 Darkness; 3 3D effect
- Ears: 2 Volume
- Body: 1 Speed; 2 Jolts
- Fireworks: 2



18. Hero Training Center
Perfect your powers with a training session from Spider-Man or his fellow Avengers.
Notes: Access by reservation only.

- Eyes: 1

Ride evacuation conditions

Front Lot	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
1. Disney Studio 1	1	1			1	2	1	1

Production Courtyard®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
2. Studio Theater	1	1			1	2	1	1
8. Stitch Live!	1	1			1	2	1	1
9. Studio D	1	1			1	2	1	1
10. The Twilight Zone Tower of Terror™	1	3			3	1	1	2

1 **Easy evacuation conditions**, no difficulty in getting out of the vehicle. Few steps, only a short distance to the exit, in open, well-lit areas.

2 **Evacuation conditions include several dark, narrow passages and flights of stairs to reach the attraction entrance.** You are able to alight the vehicle throughout the attraction journey.

3 **Evacuation conditions may be complicated.** It may be difficult to get out of the vehicle (platform, boat, ladder, etc. required). Long distances to reach the exit, steps, in dark, narrow areas.

Ride evacuation conditions

Toon Studio®	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
6. Animagique® Theater	1	1			1	2	1	1
7. Les Tapis Volants - Flying Carpets Over Agrabah®	1	1			1	1	1	1
8. Animation Celebration®	1	1			1	2	1	1

Worlds of Pixar	Ease of vehicle evacuation	Steps, stairs	Ladders	Platform, boats	Distance to exit	Darkness	Passage width	
9. Cars Quatre Roues Rallye	1	1			1	1	1	1
10. Crush's Coaster®	3	3			2	2	2	3
11. Ratatouille : l'Aventure Totalement Toquée de Rémy	1	1			2	1	1	1
12. Cars ROAD TRIP	1	1			3	1	1	2

1 **Easy evacuation conditions**, no difficulty in getting out of the vehicle. Few steps, only a short distance to the exit, in open, well-lit areas.

2 **Evacuation conditions include several dark, narrow passages and flights of stairs to reach the attraction entrance.** You are able to alight the vehicle throughout the attraction journey.

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Ride evacuation conditions

Toy Story Playland	Difficulté d'évacuation du véhicule	Marches, Escaliers	Echelles	Plateforme, bateaux	Distance à parcourir	Obscurité	Étroitesse des passages	
13. Toy Soldiers Parachute Drop	1	1	3		1	1	1	2
14. Slinky Dog Zigzag Spin	1	1			1	1	1	1
15. RC Racer	2	2			1	1	1	1

MARVEL Avengers campus	Difficulté d'évacuation du véhicule	Marches, Escaliers	Echelles	Plateforme, bateaux	Distance à parcourir	Obscurité	Étroitesse des passages	
16. Avengers Assemble: Flight Force	2	3			3	2	2	3
17. Spider-Man W.E.B Adventure	1	1			2	1	2	1
18. Hero Training Center	1	1			1	1	1	1

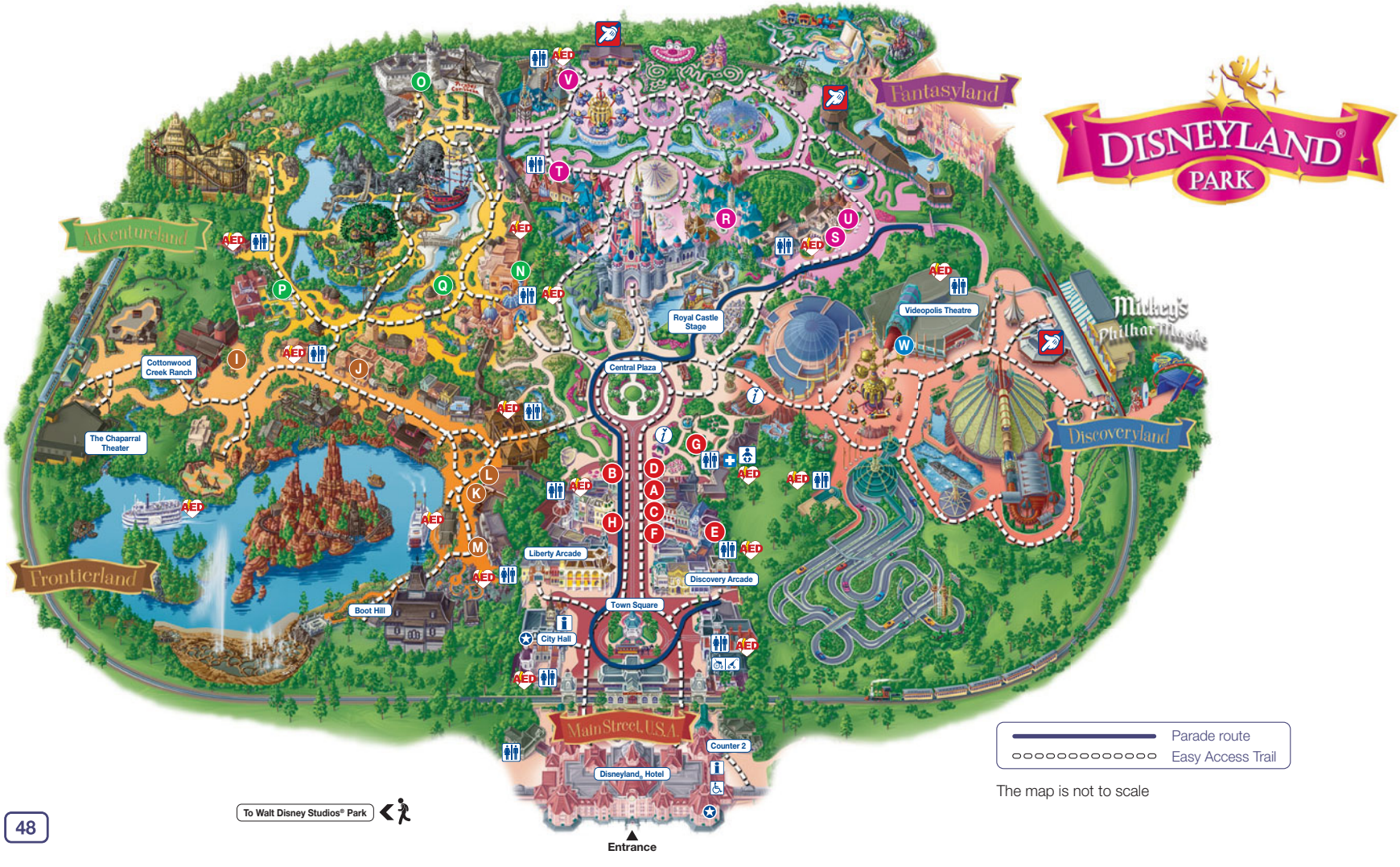
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2 **Evacuation conditions include several dark, narrow passages and flights of stairs to reach the attraction entrance.** You are able to alight the vehicle throughout the attraction journey.

3 **Evacuation conditions may be complicated.** It may be difficult to get out of the vehicle (platform, boat, ladder, etc. required). Long distances to reach the exit, steps, in dark, narrow areas.

Notes

Food services in Disneyland® Paris



KEY TO SYMBOLS

List of symbols used in this map.

- Counter 2 / City Hall
  Disney® Parks Information Office
  Accessibility information point (Access Cards)
- Information board
  Attraction queuing times
- Guest Relations
- First Aid and Special Needs
- Restaurants (Main Street, U.S.A.®)
- Restaurants (Frontierland®)
- Restaurants (Adventureland®)
- Restaurants (Fantasyland®)
- Restaurants (Discoveryland)
- Automated External Defibrillator
- Accessible toilets for guest with disabilities
- Baby Care Center
  Lost Children
- Disney Characters Meet 'n' Greet location

RESTAURANT SENSORY LEVELS

Sensory levels for the restaurants at each Disney® Park are shown below (see charts on following pages).
These levels are for information only.

TOP TIP: We would strongly advise booking in advance to be sure of getting a table at the table service restaurant of your choice.

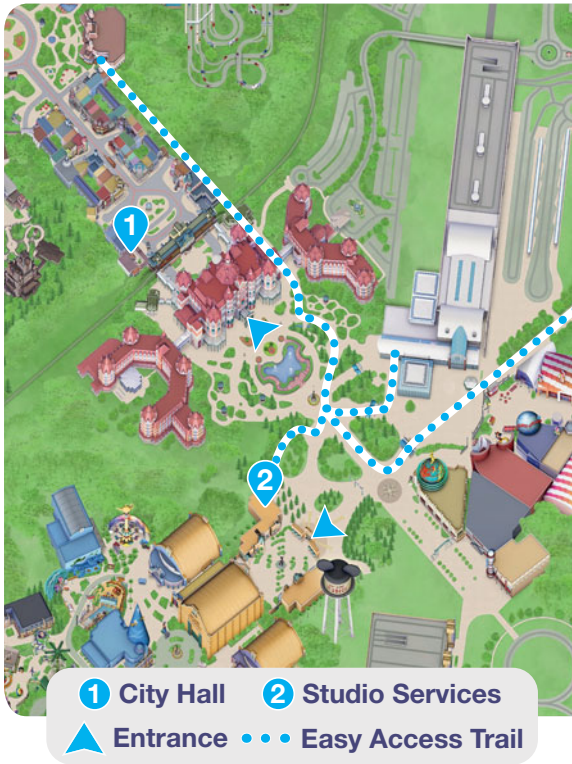
This symbol indicates which restaurants offer a reservation service.

Booking can be made up to 2 months prior to your arrival date simply by calling our Dining Reservation Service on +33 (0)1 60 30 40 50 (international call charges apply, charges may vary depending on your network provider).
You can also make a booking once you have arrived by contacting the Reception Desk at your Disney® Hotel or by going to City Hall or Studio Services. You can also book on the Disneyland® Paris app.

Remember to tell us about any special dietary requirements, allergies or restrictions at the time of booking.
Find more information on special dietary requests on our DisneylandParis.com site.

Our counter service restaurants all have specially adapted cash desks. To have priority access to waiting lines, please speak with one of our Cast Members.

All our restaurants welcome guide and assistance dogs.



KEY TO LEVELS CHARTS

List of symbols used in this map for restaurant sensory levels.


Musicians / Entertainment / Celebrations


Olfactory stimulation


Dim lighting


Sound level


Fireplace, candles


Queue


Outdoor parades (close to the parade route depending on the programme)


Low sensory stimulation


Medium sensory stimulation


High sensory stimulation


Very high sensory stimulation


Calm area available


Reservation service


Terrace

Main Street U.S.A.®

A. Cable Car Bake Shop Counter service. Pastries, continental breakfast. A traditional American bakery in the centre of old San Francisco.			2	2		3	4
B. Casey's Corner Coca-Cola Counter service. Hot dogs and fizzy drinks. Enjoy our famous hot dogs against a backdrop of baseball memorabilia.				3		4	4
C. Cookie Kitchen Counter service. Cookies, muffins and drinks.				2		2	4
D. The Gibson Girl Ice Cream Parlour BEN & JERRY'S Counter service. Ice creams and drinks. A traditional ice cream parlour from the early 20th century.				2		2	4
E. The Ice Cream Company Counter service. Ice creams, hot and cold drinks. MIKO				2		2	3
F. Market House Deli Counter service, hot and cold sandwiches and salads. An early 20th century New York-style deli.			1	3		2	3
G. Plaza Gardens Restaurant Perrier Rotisserie is their speciality. Enjoy a lavish meal with table service amid the Victorian splendour of this opulent leisure pavilion.	1			3		1	
H. Walt's – an American Restaurant American-inspired French cuisine with table service. Dine amongst a timeless backdrop of Walt's finest moments in rooms themed to reflect the six worlds of Disneyland® Park.							1

Frontierland®							
I. Cowboy Cookout Barbecue Counter service. Chicken and smoked pork ribs are the specialities at this dine-in restaurant. A big barn with a hearty American Far West welcome.	2	3	3	2	4	2	
J. Fuente del Oro Restaurante Counter service. Burritos, salads, polenta fries and slushies. The flavours and colours of the American South-West.			2	2		2	
K. Last Chance Cafe Counter service. Tex-Mex specialities. An outpost in the Old West.			1	1		2	
L. The Lucky Nugget Saloon Table service. Premium pork ribs and burgers in a theatre. An American Wild West saloon.		1	2	1		1	
M. Silver Spur Steakhouse Table service. Succulent steaks char-grilled before your very eyes. A mighty elegant restaurant in the American frontier.	1	3	2	2	Grilled meats 3	1	

Adventureland®

N. Restaurant Agrabah Café Table service and sophisticated Middle Eastern cuisine. Dine in the world of a 1001 nights.	1		3	2		1	
O. Captain Jack's - Restaurant des Pirates Table service. Creole cuisine. Feast like a pirate on a Caribbean night. Overlooks the *Pirates of the Caribbean* attraction.	1	3	4	2	1	1	
P. Colonel Hathi's Pizza Outpost Counter service. Lasagne, pizzas and pastas. A shady restaurant in the heart of the jungle with an explorers and adventure theme.				1		2	
Q. Restaurant Hakuna Matata Counter service. Chicken strips and Yassa chicken. An African savanna dining experience.			3	2		3	

Fantasyland®

R. Auberge de Cendrillon Vittel Table service. Traditional French cuisine. Fairytale dining in *Cinderella's* banquet hall.	1			1		1	
S. Pizzeria Bella Notte Counter service, lasagne, pizzas and pastas. A charming bistro with traditional Italian food in the world of *Lady and the Tramp*.			3	3		3	4
T. Au Chalet de la Marionnette Counter service. Bavarian hot dogs, roast chicken and Bratwurst. Welcome to the land of Pinocchio and Gepetto.			3	3		3	
U. Fantasia Gelati CARTE D'OR Counter service. Ice creams. Decor inspired by *Fantasia*. Open In high season only.						2	4
V. Toad Hall Restaurant Counter service. Fish & chips and chicken sandwiches. A typically British manor house.		1	2	2		2	

Discoveryland

W. Café Hyperion Coca-Cola Counter service. Specialities include burgers and mixed salads. Journey into the future in a universe from Jules Verne's imagination.	2		1	2		3	

Food services in Disneyland® Paris



KEY TO SYMBOLS

List of symbols used in this map.


Counter 1 / Studio Services
Disney® Parks Information Office.
Accessibility information point (Access Cards)


Information board
Attraction queuing times


Guest Relations


First Aid and Special Needs


Disney Characters Meet 'n' Greet location



Restaurants (Front Lot)



Restaurants (Worlds of Pixar)



Restaurants (MARVEL Avengers Campus)



Automated External Defibrillator


Accessible toilets for guest with disabilities


Baby Care Center
Lost Children

Food services in Disneyland® Paris

KEY TO LEVELS CHARTS

List of symbols used in this map for restaurant sensory levels.


Musicians / Entertainment / Celebrations


Olfactory stimulation


Dim lighting


Sound level


Fireplace, candles


Queue


Outdoor parades (close to the parade route depending on the programme)


Low sensory stimulation


Medium sensory stimulation


High sensory stimulation


Very high sensory stimulation


Calm area available


Reservation service


Terrace

Front Lot

A. Hep Cat Corner Takeaway menu. Cookies, shortbread biscuits and drinks.		1	1	3			
B. Restaurant en Coulisse Coca-Cola Counter service. Specialities include burgers and mixed salads. An eatery behind the scenes of a Hollywood film studio.		1	3	3		2	
C. Speciality Ice Cream Italian gelato to takeaway.				1			

Worlds of Pixar

D. Bistrot Chez Rémy Table service. Classic French dining. Shrink down to the size of Remy and feast on French classics including Ratatouille of course.	1		2	1		1	

MARVEL Avengers campus

E. Marvel PYM Kitchen All-you-can-eat buffet. Experimental food, oversized and mini food.			2	1		1	1
F. Stark Factory: Pizza & Pasta Counter service. Slices of pizza, fresh pasta, mixed salads.		1		2		2	1
G. Super Diner Table service. Pastrami or vegan reuben sandwich.		1		1		1	

DISNEY VILLAGE®



Close to our two Disney® Parks and Disney Village®.

You'll find:

- themed restaurants
  (table service, fast food)
- souvenir shops
- performance stages offering a variety of atmospheres

Disney Village also hosts seasonal music festivals.
A magical programme to get your groove on all year long. Catch the big screen sporting action from all over the world.

Depending on the time of day or evening, this avenue can be very noisy and densely crowded.

TOP TIP! You can make your way to our Disney® Hotels by following the walkway around Lake Disney® (benches available). Here are the journey times by foot:

- Disneyland® Hotel: **5 minutes**
- Disney's Newport Bay Club®: **15 minutes**
- Disney's Sequoia Lodge®: **15 minutes**
- Disney's Hotel Cheyenne®: **20 minutes**
- Disney's Hotel Santa Fe®: **20 minutes**

You can get to your Disney Hotel by bus by taking our free shuttles available outside Marne La Vallée/Chessy train station.

Notes

WHERE TO FIND INFORMATION

By **phone:**

United Kingdom: 3448008898
(national call rates apply. Cost may vary according to network)

International: 0033160306053
(international call rate applies. Cost may vary according to network)

Via your **travel agent**

DisneylandParis.com “Before you arrive - Accessibility and specific needs” tab

The **concierge** or **reception** of your Disney® Hotel

TOURISME & HANDICAP

RÉPUBLIQUE FRANÇAISE

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