



Resort Sensory Guide

A resource for guests with cognitive disabilities including autism spectrum disorder (ASD).

TABLE OF CONTENTS

Sensory Level Summary	Page 2 – 3
Resort Amenities.	Page 4 – 5
Park Points of Interest	Page 6
Park Attractions	Page 7 – 15
Park Map	Page 16 – 17
Park Attractions <i>continued</i>	Page 18 – 24
Hotel Points of Interest	Page 25
LEGOLAND® Hotel	Page 26 – 27
IBCCES.	Page 28

SENSORY LEVEL SUMMARY

SENSORY LEVEL SUMMARY

ATTRACTION	TOUCH	TASTE	SOUND	SIGHT	SMELL
PARK					
Brick Party	2	0	3	4	1
Build + Test	3	0	5	3	1
DJ Dizzy's Disco Spin	4	0	3	3	1
LEGO® Creative Workshop	3	0	4	4	1
DUPLO® Express	1	0	4	2	1
Stepping Tones	1	0	2	1	1
LEGO® Factory Adventure Ride	4	0	8	9	3
Jay's Gravity Force Trainer	3	0	3	3	1
LEGO® NINJAGO® The Ride	6	0	8	8	1
Ninja Training Camp	5	0	3	4	1
LEGOLAND® Theater	3	1	4	4	1
Merlin's Flying Machines	3	0	2	2	1
Dragon's Apprentice	4	0	3	3	1
The Dragon	6	0	4	6	1
Tower Climb Tournament	4	0	3	3	1
Builder's Guild	3	0	3	2	1

ATTRACTION	TOUCH	TASTE	SOUND	SIGHT	SMELL
PARK					
City Police Build Experience	3	0	2	2	1
Junior Driving School	2	0	2	2	1
Driving School	2	0	2	2	1
The Wharf	5	0	2	2	1
Coast Guard Academy	1	0	1	1	1
Palace 4D Cinema	9	2	9	9	2
Fire Academy	3	1	4	4	1
Anchors Away!	3	0	4	4	1
Splash Battle	6	2	2	5	1
Shiver Me Bricks	5	0	2	3	1
Rogue Riders	4	0	3	3	1
MINILAND	1	0	2	1	1
HOTEL					
Guest Rooms	3	0	1	4	1
Play Area	4	0	4	3	1
Outdoor Pool	4	2	3	2	2

RESORT AMENITIES

GUEST SERVICES

Guest Services is located behind the ticket turnstiles on the right-hand side. Please visit Guest Services for assistance with Annual Pass Memberships, Accessibility information, Ticket Upgrades, Lost & Found, and any other needs during your visit.

QUIET ROOMS

A private space in our DUPLO® Family Care, in LEGO® CITY, includes hands-on, sensory-stimulating activities designed for children on the autism spectrum. *DUPLO® Family Care presented by Crystal Run Health Care.*

RESTROOMS

Restrooms are available throughout the Theme Park, including companion restrooms and adult changing tables in select locations found at: DUPLO® Family Care, First Aid in LEGO® CITY and First Aid on Brick Street. Please check the park map or ask a Model Citizen (employee) to find the closest locations.

FIRST AID

Safety is our top priority! We have two First Aid facilities, staffed with professional paramedics, on site to assist you during your visit. Visit First Aid in LEGO® CITY behind DUPLO® Family Care or on Brick Street next to the Photo Shop. If you have any questions or need special assistance, ask any Model Citizen or stop by Guest Services inside the main entrance of the park.

PARKING

Parking can be purchased online in advance, at the Ticket Windows, or at the tollbooths upon exiting the park. For ease of exit, we highly recommend pre-purchasing. Toll and ticket booths open approximately 30 minutes prior to Park opening. Disability parking is near the guest entrance.

DINING

Guests looking for a quieter dining environment are encouraged to visit meal facilities during non-peak hours (11AM-12PM or 2PM-5PM) or ahead of typical mealtimes. There is outdoor and indoor dining available, dependent on location. Each of our food locations has sound, smells and crowds throughout the day. Non-verbal menus are available for guests when requested at all restaurants. Please visit our website or Mobile App to view the menus of our restaurants.

ALLERGY FRIENDLY

LEGOLAND® New York Resort is able to accommodate many allergies, including milk, eggs, wheat, soybean, peanuts, tree nuts and fish. Please visit our website or Mobile App to view the menus of our restaurants. Ingredient lists are available in each location upon request—please ask a Model Citizen. Please speak to a member of our staff about ingredients in your meal before ordering. Staff may not be able to offer specific advice or make recommendations beyond the 9 common allergen groups. Please be aware that although every care is taken to prevent cross contamination, foods containing allergens including nuts and gluten are handled in the kitchen/food outlet.

RESORT AMENITIES

RIDE ACCESSIBILITY PROGRAM

LEGOLAND® New York Resort shops, restaurants, show venues and the majority of our rides and attractions are ADA accessible to guests who use wheelchairs or are in need of special services. Please view our Accessibility Guide at [LEGOLAND.com/New-York](https://www.legoland.com/new-york) to use in addition to our Park Map on your visit to ensure your safety and enjoyment.

Guests who are unable to access the ride through the standard queue can request an Assisted Access Pass at Guest Services. The Pass is designed to provide an alternative option to access our rides for guests with physical and cognitive disabilities. Visit Guest Services for more information.

DUPLO® FAMILY CARE

DUPLO® Family Care is located in LEGO® CITY next to Brickolini's Pizza Pasta. This facility is great for taking a break and includes private rooms for nursing mothers, baby changing areas, quiet rooms and a companion restroom. This area is a place to relax and is typically a little less busy. *DUPLO® Family Care presented by Crystal Run Health Care.*

FOOD POLICY

Outside coolers, food and beverages may be brought into the park under certain guidelines (see below). Alcohol may not be brought onto LEGOLAND® New York Resort property. Acceptable items:

- Bottled water
- Small snacks that do not require heating
- Any food required for medical purposes and medically-indicated nutritional supplements
- Any food required for special dietary needs
- Baby food/baby formula
- Soft-sided insulated bags no larger than 8.5" wide x 6" high x 6" deep

WATER STATIONS

There are over 15 refillable water station throughout the park for guests to use cups or refillable water bottles.

WHEELCHAIRS AND STROLLERS

Guests are welcome to bring their own strollers and/or wheelchairs into the park. For those who do not bring one or are in need of one during their visit, please visit Mini Market on Brick Street to rent strollers, wheelchairs, and ECVs, which are available for rent on a first-come, first-served basis.

PARK POINTS OF INTEREST

BRICK STREET

In addition to our Attractions and Rides, there are other points of interest that are available in the Park for our guests to interact with.

ENTERTAINMENT

It wouldn't be a day out in the park without shows and characters meet & greets! Our shows and events in the park have specific signage for each show including a description, showtimes, and sensory information. In general, most shows include music, additional lights, performers and guest interactions. Additional features of shows may include water effects, smoke, sound effects, and/or airborne theatrical effects. Visit stage locations throughout the park or our Mobile App to learn more. Our characters are waiting to meet you! To find character locations or meet & greet times, please check our Mobile App.

LEGO® MODELS

There are interactive LEGO® models and characters throughout the park that spontaneously speak or make sound effects.

RETAIL SHOPS

Our Resort is full of fun retail spaces for guests to purchase their favorite LEGO® sets, LEGOLAND® apparel and more. We recommend exploring the stores early on in your visit as most guests tend to shop at the end of their visit.

NATURE TRAIL

The Nature Trail is a path from LEGO® NINJAGO® to LEGO® Castle where you can find LEGO® models throughout your walk. The Nature Maze is found on this path and is an outdoor hedge maze where guests are free to roam through and look for LEGO® models and characters throughout.

BUILDING AREAS

It wouldn't be LEGOLAND® without LEGO® bricks! There are many free build areas throughout the park where guests can play and build with a variety of LEGO® bricks.

GAMES BOOTH

A variety of different game booths are available for an additional fee. Games booths are found in LEGO® NINJAGO®, LEGO® Castle, LEGO® City, and LEGO® Pirates. Each game is different and descriptions are provided at each location.

SEASONAL EVENTS

Seasonal, themed events are held throughout the year including LEGO® NINJAGO® Weekends, Red, White & BOOM!, Brick-or-Treat, and Holiday Bricktacular. To find out more about these events, please visit our website for event details.

WATER PLAYGROUND – OPEN SEASONALLY

Need to cool off? This oasis features awesome water slides, a cascading splash with 318 gallons of refreshing water, and build your own LEGO® boat to float and race. Check our website for opening and closing dates.

QUESTIONS?

If you have a question before, during or after your visit, contact us at LLNY.Experience@LEGOLAND.com



Brick Party

ATTRACTION SUMMARY

A celebration of all the amazing creations you can make with LEGO® bricks – who says a carousel has to have horses? Grab a motorcycle, mount a tiger, or hop on a DUPLO® chicken – giraffe and go for a wild ride!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	3	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit still on a variety of moving and non moving figures or benches while rotating in a circular motion
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Bright colors/lights
- Ride rotates and spins slowly
- Certain seats move in up/down or rocking motion
- Low impact on Smell



Build + Test

ATTRACTION SUMMARY

The most incredible place to build anything you can think of, and test it to make it even better! Build a car and race it! Stack a skyscraper and shake it! Send your bricks flying through the skies, swimming through the oceans, and more!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	5	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Play at your own pace
- Opportunity to build and interact with a variety of play spaces
- May be in close proximity to other guests
- One of the activities has a button activated vibration feature
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- If crowded, space can be loud/sound echoes
- Indoors/overhead lighting some natural lighting
- Some bright colors/lights
- Many self guided activities happening at once
- Low impact on Smell



DJ's Dizzy Disco Spin

ATTRACTION SUMMARY

DJ's Dizzy Disco Spin is where it's you versus the centrifugal forces that'll get you spinning with excitement. LEGOLAND® characters and wacky minifigures are throwing a party to toast creativity, and have built a fun attraction for everyone to spin around! The Minifigure DJ plays everyone's favorite tracks, and disco lights add color and sparkle. It's sure to be a real celebration!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit upright on a shared bench like seat
- Riders can somewhat adjust the experience by turning the steering wheel
- Potential for dizziness as ride spins
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Riders may get dizzy as they spin causing scenery to blur
- Ride rotates and spins
- Low impact on Smell



LEGO® Creative Workshop

ATTRACTION SUMMARY

Ready to learn advanced LEGO® techniques and become a Master Builder? Then take a themed class with a LEGOLAND® instructor! Free classes available all day long with different themes per class, but hurry, limited space available!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	4	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Opportunity to build in a guided, interactive, building experience in a classroom like setting
- Participants will be in close proximity to other guests
- Low impact on Taste
- For close proximity/shared space with other guests
- Guided activity lead by a thematic instructor
- Indoors, some natural lighting
- Some bright colors/lights
- Thematic Instructor dressed to accompany build experience
- Low impact on Smell



DUPLO® Express

ATTRACTION SUMMARY

Hop aboard the DUPLO® number train for a fun ride with playful learning.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	4	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders sit in their own train car as the train moves slowly around the track
- May be in close proximity to other guests
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experiences
- Outdoors/natural light
- Some bright colors
- Low impact on Smell



Stepping Tones

ATTRACTION SUMMARY

Jump on the colored stickers on the ground to make your own tune and bring this fountain to life!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	2	SIGHT	1	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests can step on flat ground markers to activate audio and fountain effects
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Individual instrumental tracks of musical instruments are activated as guests step and interact with ground markers
- Outdoors/natural light
- Some bright colors
- Low impact on Smell



LEGO® Factory Adventure Ride

ATTRACTION SUMMARY

Find out what it's like to be a LEGO® Minifigure on this quick moving and eventful experience. You'll be magically shrunk to miniature size and be right in the action of LEGO® bricks being created!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	8	SIGHT	9	SMELL	3
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit upright on bench like seating with a lap bar and may be in close proximity to other guests
- Ride Vehicles move, turn, spin, and tilt, with no clear path of direction and with no warning.
- Ride utilizes heaters to cause temperature changes during the ride
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and sound are heavily featured as part of this attraction
- Queue features lights, music, and TV screens
- Ride utilizes strobe lights, bright lights, colors, fog effect, engaging visuals that stimulate the sensation of movement, and graphics
- Transitions/ contrast between bright light and complete darkness
- Fog effects contain scents



Jay's Gravity Force Trainer

ATTRACTION SUMMARY

Whether you're driving a high-tech LEGO® NINJAGO® vehicle, or whirling inside a Spinjitzu vortex, you'll need to be ready to handle high speeds and G Forces if you want to be a true Ninja! Jay has built a special training machine just for this purpose! Hop in and experience the sensation of moving at the speed of Spinjitzu!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit upright with lap bar
- Ride rotates quickly in a circular motion
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Riders may get dizzy as ride moves quickly in a circular motion causing scenery to blur
- Low impact on Smell



LEGO® NINJAGO® The Ride

ATTRACTION SUMMARY

Journey into the Monastery, where Master Wu teaches you the powers of the elements. It starts with a series of amazing illusions for practice – until the Great Devourer breaks through and you must fight to save the World of LEGO® NINJAGO® in this interactive 3D ride!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	6	TASTE	0	SOUND	8	SIGHT	8	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Ride is an interactive shooting experience where riders must sit upright on a shared bench-like seat with a lap bar while wearing 3D glasses
- Ride vehicles follow track and rotate to face projected screens
- Heaters and fans are used to cause temperature changes and simulate wind
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and sound are heavily featured as part of this attraction
- Queue features light, music and TV screens
- Strobe lights, bright lights, transitions between bright light and darkness, colors, fog effects, engaging visuals and graphics used as part of 3D experience
- Ride vehicles have doors that may make some guests feel claustrophobic
- Low impact on Smell



Ninja Training Camp

ATTRACTION SUMMARY

Think, move and train like a ninja. Do you have what it takes to master the art of Spinjitzu? Hone your skills across a series of free play activities, including... Spinners, Climbing Wall, and Reatrix.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	0	SOUND	3	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests can climb, slide, jump, run, and play on variety of play structures
- Guests must be able to grip/hold to participate in spinners or climb on climbing structures
- Activities include playing interactive, physical, multiplayer activities
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- One of the activities features lights and sounds
- Outdoor space may become noisy if crowded
- Outdoors/natural lighting
- Some activities involving spinning, which may make some guests dizzy
- Includes an activity that features confined spaces, as well as can challenge one's sense of proprioception
- Low impact on Smell



LEGOLAND® Theater

ATTRACTION SUMMARY

Lights, camera, action! The LEGOLAND® Theater is our outdoor, covered amphitheater featuring interactive and unique shows.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	1	SOUND	4	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests sit and watch a show
- Stadium style bench seating
- May be in close proximity to other guests
- Potential to get wet
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loud sound are featured as part of show
- Outdoors/natural lighting
- Effects may include theatrical fog, and flashing lights
- Low impact on Smell



Merlin's Flying Machines

ATTRACTION SUMMARY

The Wizard has devised a new magical contraption to fly above the Kingdom and help defend it. But he needs your strength to help power it and test it out! Hop aboard and see how fast you can pedal and how high you can get the Wizard's magical machines to fly!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders sit upright with a seat belt
- Riders can somewhat adjust the experience by pedaling faster to increase height
- Ride moves up and down and in a circular motion
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Low impact on Smell



Dragon's Apprentice

ATTRACTION SUMMARY

A new flock of baby dragons has hatched, and your help is needed to train them into being good dragons for the kingdom! Climb aboard this mini coaster and learn what it's like to soar on the back of a dragon!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit upright with a lap bar
- Thrilling sensations as ride dips and turns
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Bright colors
- Changing views as ride moves along the track
- Low impact on Smell



The Dragon

ATTRACTION SUMMARY

The red knights have broken into the castle and stolen the good wizard's staff! The King and Queen need you to chase the red wizard & his red dragon out of the castle, and reclaim the staff! Hop on The Dragon roller coaster and accept the challenge!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	6	TASTE	0	SOUND	4	SIGHT	6	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit upright with lap bar
- Riders may feel a sense of weightlessness or other thrilling sensations as ride speeds, drops and turns
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and sound are heavily featured as part of this attraction
- Bright colors/lights
- Transition from darkness to natural light
- Scenery rushes by as coaster dips and moves along track
- Colored strobe lights are featured as part of attraction
- Low impact on Smell



Tower Climb Tournament

ATTRACTION SUMMARY

Great knights are always called on to climb towers – whether to help wizards and princesses or fire catapults to defend the Kingdom! But who is the GREATEST knight at climbing? Join the Tower Climb Tournament and hoist yourselves to the top of the tower – while taking aim at as many targets as you can!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders are seated with a lap bar, legs hang free
- Motions assisted by ride motors
- Must be able to grip the rope and have strength to pull the seat up
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Noise from other riders
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- View from heights as riders ascend the tower
- The ride moves slowly in circular fashion as riders move up and down
- Low impact on Smell



Builder's Guild

ATTRACTION SUMMARY

Hear ye, hear ye! The King seeks Master Builders to fortify the Kingdom and furnish his castle! Enter the Builder's Guild and help construct the castle!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	3	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests can build a variety of structures with LEGO® Bricks
- Play at your own pace
- Likely to be in close proximity with other guests
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Indoor space may get loud when busy
- Indoors/overhead lighting
- Potential for close proximity/shared space with other guests
- Some bright colors
- Low impact on Smell

BRICK STREET

- SERVICES**
- 1 Ticket Windows
 - 2 Guest Services/Lost and Found /Lost Parent
 - 3 Stroller Rental - FEE
 - 4 Photo Shop
 - 5 Portable Charging Kiosks - FEE
 - 6 Locker Rental - FEE

- RIDES & ATTRACTIONS**
- 9 Brick Party
 - 10 LEGO® Rebuild the World

- SHOWS & ENTERTAINMENT**
- 8 Brick Street Plaza

- DINING**
- 7 Brick Street Café

- SHOPPING**
- 3 Mini Market
 - 11 The BIG Shop

BRICKTOPIA

- RIDES & ATTRACTIONS**
- 12 Build + Test
 - 13 DJ's Dizzy Disco Spin
 - 14 Creative Workshop
 - 16 DUPLO® Express
 - 18 Stepping Tones
 - 20 LEGO® Factory Adventure Ride
 - 22 LEGO® DOTS

- SPECIALTY ATTRACTIONS**
- 24 Face Painting - FEE

- DINING**
- 15 The Meltdown Food Cart
 - 17 Smokey's Brick-B-Que
 - 21 What's Poppin Food Cart
 - 23 Top of the Block

- SHOPPING**
- 19 Bricktopia Bazaar

LEGO® NINJAGO® WORLD

- RIDES & ATTRACTIONS**
- 25 Jay's Gravity Force Trainer
 - 30 LEGO® NINJAGO® The Ride
 - 31 Ninja Training Camp

- SHOWS & ENTERTAINMENT**
- 29 Earth Beat

- SPECIALTY ATTRACTIONS**
- 26 Ninja Games - FEE

- DINING**
- 27 Ninja Kitchen

- SHOPPING**
- 28 Wu's Warehouse

LEGO® CASTLE

- SERVICES**
- 47 Portable Charging Kiosks - FEE
- RIDES & ATTRACTIONS**
- 34 LEGO® Friends Nature Trail
 - 35 Nature Maze
 - 37 Merlin's Flying Machines
 - 40 Dragon's Apprentice
 - 42 The Dragon
 - 44 Tower Climb Tournament
 - 45 Builders Guild

- SHOWS & ENTERTAINMENT**
- 33 LEGOLAND® Theater

- SPECIALTY ATTRACTIONS**
- 38 Castle Games - FEE
 - 39 Royal Trading Cart
 - 41 Face Painting - FEE

- DINING**
- 32 Showtime Snacks
 - 36 Wizard's Frozen Wonders
 - 43 Jester's Fare Food Cart
 - 48 Royal Feast

- SHOPPING**
- 46 The Royal Market



MINIFIGURE TRADING
Trading posts can be found in Mini Market, Creative Workshop, DUPLO® Baby Care, Smuggler's Haul, Little BIG Shop in the Hotel and Royal Trading cart (next to Dragon's Apprentice).



RIDE AND ATTRACTION GUIDELINES

Please be sure to check posted age, height and safety restrictions at each attraction or on the App. Please supervise your children at all times. Subject to change without notice.

- Indicates minimum rider height.
- Indicates maximum rider height.
- Below this height must be accompanied by a supervising companion.
- What to do when you're two!
- Supervising Companion must be at least 14 years old. Fire Academy supervising adult must be 18 years old.
- Weight restriction - See location for details.
- Area may be unavailable during school group sessions.
- Age restrictions. See locations for details.
- Reserve 'N' Ride location.

For detailed ride restriction information visit our mobile website at LEGOLAND.com. You can also visit Guest Services for details.

- SERVICES**
- Stairs
 - Steep Hill
 - First Aid
 - Restrooms
 - Service Animal Relief
 - Coca-Cola Freestyle
 - Designated Smoking Area

Map is not to scale.

LEGO® CITY

- SERVICES**
- 65 DUPLO® Baby Care and First Aid - Presented by Crystal Run Health Care

- RIDES & ATTRACTIONS**
- 49 City Police Build Experience
 - 53 Junior Driving School (AGES 3-5)
 - 54 Driving School (AGES 6-13)
 - 57 The Wharf
 - 58 Coast Guard Academy
 - 64 Fire Academy

- SHOWS & ENTERTAINMENT**
- 52 LEGO® CITY Theater
 - 60 Palace Cinema

- SPECIALTY ATTRACTIONS**
- 51 City Games - FEE
 - 55 Drivers License Kiosk - FEE
 - 56 Caricatures - FEE
 - 59 Remote Control Cars - FEE
 - 63 Food Oasis by Grubhub
 - 67 LEGO® Build-A-Boat

- DINING**
- 50 Granny's Apple Fries
 - 61 Brickolini's Pizza & Pasta
 - 62 City Dogs
 - 66 City Scoops Ice Cream Cart

LEGO® PIRATES

- SERVICES**
- 70 Portable Charging Kiosks - FEE
 - 75 Body Dryers - FEE

- RIDES & ATTRACTIONS**
- 69 Anchors Away!
 - 73 Splash Battle
 - 74 Shiver Me Bricks
 - 76 Rogue Riders

- SHOWS & ENTERTAINMENT**
- 79 LEGO® Pirates Field

- SPECIALTY ATTRACTIONS**
- 77 Pirate Games - FEE

- DINING**
- 68 Everything Taco
 - 71 Brickbeard's Food Market
 - 72 Pirates Tavern

- SHOPPING**
- 78 Smuggler's Haul

MINILAND

- SERVICES**
- 84 Miniland Hub

- RIDES & ATTRACTIONS**
- 80 West Coast
 - 81 Las Vegas
 - 82 Middle America
 - 83 East Coast
 - 85 New York City
 - 86 Midtown
 - 87 The Bronx
 - 88 Goshen

LEGOLAND® HOTEL

- SERVICES**
- Portable Charging Kiosks - FEE

- SHOWS & ENTERTAINMENT**
- Arcade

- DINING**
- Bricks Family Restaurant
 - Sandbar
 - Skyline Café

- SHOPPING**
- Little BIG Shop





City Police Build Experience

ATTRACTION SUMMARY

Calling all officers! LEGO® City is in need of builders to enhance the city. Can we count on you to put your skills to the test?

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests can engage in a variety of hands-on building experiences with LEGO® Bricks
- Play at your own pace
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- If crowded, space can be loud
- Outdoors/natural lighting
- Potential for close proximity/shared space with other guests
- Some bright colors/lights
- Low impact on Smell



Junior Driving School

ATTRACTION SUMMARY

Does your little Driver have the need for speed? Children aged 3-5 can experience the thrill of driving, safely (and slowly), here at LEGO® City's Jr. Driving School! At the end, they'll earn their very own LEGOLAND® Driving License.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders sit upright with seat belts, and drive their own vehicles around the track
- Riders must be able to use foot pedals, and turn steering wheel
- Potential for guests to bump into one another or curb
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and Microphone are used as part of the ride experience
- Outdoors/natural lighting
- Low impact on Smell



Driving School

ATTRACTION SUMMARY

LEGO® City is a big place, and every hero needs to get around it quickly and safely! Children aged 6-13 can take a drive in the City Park, learn the rules of the road at Driving School & earn your LEGOLAND® Driving license!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders sit upright with seat belts and drive their own vehicles around the track
- Riders must be able to use foot pedals, and turn steering wheel
- Potential for guests to bump into one another or curb
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and Microphone are used as part of the ride experience
- Outdoors/natural lighting
- Low impact on Smell



The Wharf

ATTRACTION SUMMARY

Welcome aboard the Wharf playscape! Set sail for adventure where you can jump, climb, and play above and below deck.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Play at your own pace
- Guests can slide, jump, climb, and play on a variety of play structures
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Outdoors/natural lighting
- Some bright colors
- Two multi-level play structures
- Low impact on Smell



Coast Guard Academy

ATTRACTION SUMMARY

Your help is needed, Skippers! Join the Coast Guard and patrol the Wharf -- you never know when someone's going to need your help! Take the wheel of a battery powered boat and steer a careful course around waterways avoiding various obstacles.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	1	SIGHT	1	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders sit upright on bench style seating, and steer their own free floating boat
- Riders must be able to use feet pedals, and turn steering wheel
- Potential for guests to bump into one another or wall
- Low impact on Taste
- Music and Microphone are used as part of the ride experience
- Outdoors/natural lighting
- Boat movement is leisurely
- Low impact on Smell
- May have slight scent of water or chlorine



Palace 4D Cinema

ATTRACTION SUMMARY

It's the day of the big movie premiere, and the biggest Minifigure stars are here – including you! Take a seat at this select screening and see the latest blockbuster in amazing 4D from LEGO® City Studios!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	9	TASTE	2	SOUND	9	SIGHT	9	SMELL	2
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests sit and watch a 4D movie with 3D glasses on
- Effects may include physical aspects such as water, wind and bubbles
- Feet ticklers, direct water sprays and vibrating seats are used
- May get water in mouth
- Potential for close proximity/shared space with other guests
- Music sound, spatial audio and loud noises are featured as part of this attraction
- Features large projection screen with engaging visuals
- Indoors/low lighting in a confined space along with strobe lights, bright lights, colors and bubbles
- Transition from light to darkness
- Low impact on Smell



Fire Academy

ATTRACTION SUMMARY

Do you have the skills to be a LEGO® City firefighter? Fitness, speed and teamwork will all be tested as you are challenged with powering a LEGO® fire engine and putting out a 'burning' building. Get to the blaze and put it out with your water cannon as fast as you can!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	1	SOUND	4	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders pump handle to move fire truck and control water pumps to complete experience
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and Microphone are used as part of the ride experience
- Outdoors/natural lighting
- Screens and fog effects are used to simulate fire
- Low impact on Smell



Anchors Away!

ATTRACTION SUMMARY

A Pirate's life is a merry one, but it's not always smooth sailing! Storms may pick you up, toss you side to side, and spin you right round! If you want to be ready for the high seas, climb aboard this gear-spun Galleon and see if you can stand the motion of the waves!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	4	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must sit upright on a shared bench like seat with lap bar
- Close proximity to other guests
- Potential for dizziness as ride sways and rotates
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Riders may get dizzy-ride sways, rotates and reaches
- Low impact on Smell



Splash Battle

ATTRACTION SUMMARY

Those do-gooder Blue Coats stole our Pirates' Treasure and locked it away inside their Fortress! Get behind your own water cannon as you navigate through pirate-infested waters. Aim your cannon and take your best watery shot at spectators and other riders, but be wary, spectators and rider may shoot back!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	6	TASTE	2	SOUND	2	SIGHT	5	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders will get wet
- Riders must remain seated upright on a shared bench like seat
- May be in close proximity to other guests
- Riders can crank a wheel to shoot water cannons
- Low impact on Taste
- May get water in mouth
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Scenery changes as ride slowly moves along the track
- Scenery includes water effects and moving props
- Ride platform does not stop during loading and unloading
- Low impact on Smell



Shiver Me Bricks

ATTRACTION SUMMARY

Hop aboard the Shiver Me Bricks playscape and set sail for adventure! Our huge pirate ship is perfect for buccaneer & swashbuckler adventures. Jump, climb, and play above and below deck.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	0	SOUND	2	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Play at your own pace
- Guests can slide, jump, climb, and play on a variety of play structures
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Outdoors/natural lighting
- Some bright colors
- Multi-level play structure
- Low impact on Smell



Rogue Riders

ATTRACTION SUMMARY

Sailing the high seas is no easy task—the ocean's full of dangers! Climb aboard your racing barrel and set sail, but look out for fierce storms, water spouts, and hungry beasts! Can you navigate your way around the dangers of the deep and arrive safely back to shore?

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Riders must stand while ride spins quickly and glides away from and into the dock
- Riders can somewhat adjust the experience by turning steering wheel
- Ride features button activated water cannons that shoot high geysers of water and get the nearby area/riders wet
- Low impact on Taste
- May get water in mouth
- Potential for close proximity/shared space with other guests
- Music and loudspeaker are used as part of the ride experience
- Outdoors/natural lighting
- Riders may get dizzy as scenery rushes and ride moves in a circular motion
- Low impact on Smell
- May have a slight scent of water or chlorine



MINILAND

ATTRACTION SUMMARY

See a whole country all in one day at MINILAND! Take in 10 destinations of amazing scenery and city skylines from coast to coast – all built out of LEGO® bricks!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	2	SIGHT	1	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guests can explore at their own pace and view scenery
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Background music
- Outdoors/natural lighting
- Low impact on Smell

HOTEL

Please note that Hotel quiet hours start at 10:00PM every night.

CASTLE PLAY SCAPE

This indoor play area features LEGO® brick pits, a slide, a Pirate ship and a Castle area to explore. There are climbing areas and there is a ramp to access the inside of the Castle.

ELEVATORS

Our elevators are part of the LEGOLAND® experience! A spinning disco ball lights up the elevator along with color changing lights and fun music plays until you arrive at your floor. The inside of the elevators are fully LEGO® themed.

LEGO® CREATIVE WORKSHOP

The Hotel features a Creative Workshop area where guests are invited to sign up for a guided build class taught by one of our instructors.

LITTLE BIG SHOP

Shop until you drop! This is our retail store inside the Hotel with LEGO® sets, apparel, and other accessories. You can even build your own Minifigure. This room is bright & colorful.

ARCADE

Arcade style games in a themed area of the hotel for an additional fee. There are bright lights, colors, and game sound effects. Arcade may be crowded during peak times.

ENTERTAINMENT

Nightly entertainment includes interactive story time and a dance party at the Castle Play Scape which includes music for singing & dancing!



Guest Rooms

ATTRACTION SUMMARY

LEGO® themed rooms sleep up to five and include LEGO® models as well as a separate children's sleeping area.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	1	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Rooms are themed and incorporate interactive features and surprises
- Low impact on Taste
- Low impact on Sound
- Rooms are themed
- Bright colors, engaging graphics
- Some interactive and unique features are eye-catching
- Low impact on Smell



Play Area

ATTRACTION SUMMARY

A LEGO® castle play area, featuring thousands of LEGO® bricks, fun entertainment, and nightly PJ Parties!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	4	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

- Guest can play, climb, and engage with play structures
- Scheduled entertainment may be interactive and feature sounds, music and live actors
- Low impact on Taste
- Potential for close proximity/shared space with other guests
- Music and sound may be featured as part of attraction
- Indoors/overhead lighting
- Bright colors
- Interactive areas
- Low impact on Smell



Pool

ATTRACTION SUMMARY

Heated resort-style pool with LEGO® soft bricks to build while you swim.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	2	SOUND	3	SIGHT	2	SMELL	2
-------	---	-------	---	-------	---	-------	---	-------	---

- Guest can swim and play at their own pace
- Low impact on Taste
- Potential for water to get in mouth
- Potential for close proximity/shared space with other guests
- Outdoors/natural lighting
- Some bright colors, engaging areas
- Low impact on Smell
- Scent of water or chlorine may be present

A special thank you to the International Board of Credentialing and Continuing Education Standards (IBCCES) for developing this sensory guide for LEGOLAND® New York Resort.

For almost 20 years, IBCCES has been the industry leader in autism training for licensed healthcare professionals and educators around the globe. IBCCES recognized that many families with children who have special needs have limited travel options, and in response, created training and certification programs specifically for the hospitality and travel industry. The assessors believe the information contained within this assessment report to be correct at the time of printing.

The assessors do not accept responsibility for any consequences arising from the use of the information herein. The report is based on matters which were observed or came to the attention of the assessors during the day of the assessment and should not be relied upon as an exhaustive record of all possible risks or hazards that may exist or potential improvements that can be made.



