



RIDES

PROSTHESIS GUIDE

RIDES	REQUIREMENTS	SPECIFIC ARM CONSIDERATIONS
ABYSS	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
INFERNO	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
BLACK WIDOW	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
GOLIATH	Prostheses okay provided the rider has at least 1x natural arm below the elbow AND one natural leg below the knee	Must have 1x natural arm below the elbow
BOUNTY'S REVENGE II	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
GRAND PRIX RACE TRACK	Prostheses ok provided they are fixed by a mechanical locking mechanism or permanently affixed AND they are able to confidently press both pedals	Must have 2x hands capable of clasping the steering wheel
RAIL RIDER	Prostheses okay provided they are fixed by a mechanical locking mechanism or permanently affixed AND they are able to confidently pedal	Must have 1x hand capable of clasping the handle

WATER ATTRACTIONS PROSTHESIS GUIDE

RIDES	REQUIREMENTS	SPECIFIC ARM CONSIDERATIONS
KRAKEN	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 2x hands capable of clasping the handles
TIDAL WAVE	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 2x hands capable of clasping the handles
ROCKY RAPIDS	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 2x hands capable of clasping the handles
SEA SERPENTS	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 2x hands capable of clasping the handles
WAHOO SPEED SLIDE	Prostheses CANNOT be worn on slide	Prostheses CANNOT be worn on slide
TUNNEL OF TERROR	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 2x hands capable of clasping the handles
KAHUNA FALLS SLIDES	Prostheses must be removed for the slides, otherwise Prostheses okay	Must be removed on slide, otherwise Prostheses okay
MAT SLIDES	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	
BUCCANEER BATTLE	All Prostheses okay	All Prostheses okay
MAIN LAGOON	All Prostheses okay	All Prostheses okay

DRAGON'S KINGDOM PROSTHESIS GUIDE

RIDES	REQUIREMENTS	SPECIFIC ARM CONSIDERATIONS
YARLI'S DRAGON CHASE	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
YARLI'S SAFARI	All Prostheses okay	All Prostheses okay
YARLI'S BARREL SPIN	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
BARNACLE	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
DRAGON EXPRESS	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
DRAGON FLYER	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x hand capable of clasping the handle
LITTLE LEAPER	Prostheses okay provided they are fixed by a mechanical locking mechanism, vacuum or permanently affixed	Must have 1x natural arm below the elbow
KINGDOM FALLS SLIDES	Prostheses must be removed for the slide only, otherwise Prostheses okay	Must be removed on slide, otherwise Prostheses okay