



SENSORY GUIDE TM



GRAPEVINE, TEXAS

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PRE-VISIT INFO

Here are some pre-visit tips for planning and what to expect when you arrive.

Meow Wolf is a sensory experience with the possibility of crowds, dark space, loud noises, lights, projections, and waiting in line. Specialty lighting and other visual effects are used extensively throughout the exhibition. Lighting effects include strobe lights, other pulsating lighting effects, dance club lighting, chaser lights, and more. Planning ahead and contacting us with any concerns will make sure you have a safe and enjoyable experience with us.

Ticketing

We highly recommend you pre-purchase your tickets online in advance for the day and time you plan on visiting as entry is by reserved timeslot. Tickets may be purchased on-site at our on-site ticket window, but immediate entry may not be available depending on availability. Reserve your preferred date and time at meowwolf.com/visit. For a step by step guide on how to purchase your ticket(s) online, go onto faq.meowwolf.com/i-want-to-visit-what-do-i-do.

Meow Wolf is an all-ages immersive art adventure.

There are multiple exhibits across the nation. **Meow Wolf's *The Real Unreal* is located in Grapevine, Texas.**

ATTENTION:

Specialty lighting and other visual effects are used extensively throughout the exhibit.

Lighting effects include strobe lights, other pulsating lighting effects, dance club lighting, chaser lights and more.

YOUR EXPERIENCE

Meow Wolf is an all-ages immersive art adventure. There are multiple exhibits across the nation. Meow Wolf's The Real Unreal is located in Grapevine, Texas.

ARRIVAL

Arrive at Meow Wolf Grapevine via shuttle, walk, or drive. No matter how you arrive, we look forward to your visit. Parking for Meow Wolf Grapevine is provided free of charge by Grapevine Mills Mall and has Accessible parking locations near all of their entrances.

Free parking is available in any of the Grapevine Mills parking areas. Meow Wolf is located on the East side of the Grapevine Mills between Neiman Marcus and Fieldhouse, near entrance #2. To access the Meow Wolf portal of possibilities, use entrance #2, located by Neiman Marcus, or entrance #3 located by Fieldhouse.

Accessible Parking spaces are available at both entrances 2 and 3. **Proceed to The Real Unreal entrance inside of the mall.**

Have your tickets available on your smartphone, sent via email, printed, or purchase a ticket at our box office.

Enter the queue. You may have to wait, depending on your designated time slot and the current time.

If you arrive in your current time slot, you will proceed directly to the security queue. If you arrive early, you will be asked to enter a queue to wait for your time slot. Empty any liquids in the receptacle, a drinking fountain is located inside near the restrooms. If there are other liquids that you must have with you, please contact a staff member prior to entering. Proceed through the security screening area (see below for more information). Scan your ticket. Visit the Guest Services desk to receive any add-ons, check out sensory items, and answer any additional information or questions.

Explore The Real Unreal. Grab some snacks or drinks at the Cafe. Shop unique Meow Wolf Merchandise in the Gift Shop. Have a safe journey home.

SCREENING AREA

Before entering our exhibition, we require that all guests with any outside liquids and/or food dispose of these items before security. If someone in your party requires an exception for medical reasons, please let a staff member know prior to entering the queue. Additionally, please see any staff member prior to entering if you need to utilize your stroller as a wheelchair as strollers are not allowed in the exhibition.

Once at the security checkpoint, all guests will be required to pass through a metal detector and have their bags checked in compliance with Meow Wolf Code of Conduct and Allowable items..

At the checkpoint, security staff members will check all jackets, bags, purses, and other personal items. If you cannot pass through a metal detector due to metal in your body or another accommodation, please tell our security staff and they can assist. After security, you will proceed through the main doors where your tickets will be scanned.

LOST PARENTS OR CHILDREN

If during your visit you become separated from your party, please contact any staff member for assistance. We recommend you take a photo before arriving at Meow Wolf of your family members who may get lost or wander off. This will allow our team to know what they are wearing and look like that day to help quickly find them. There are "Lost Sock" stickers at Guest Services that can be helpful as well.

LOBBY

GRAPEVINE, TEXAS

ISD# 9645











SUMMARY

In The Real Unreal lobby, the everyday activities of ticket purchasing and shopping blur with the fantastical, as this space also hosts the main portal to the Delaney House. Step into a bustling space awash in mood-setting background tunes, environmental noises, bright lights, neon patterns and other guests.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

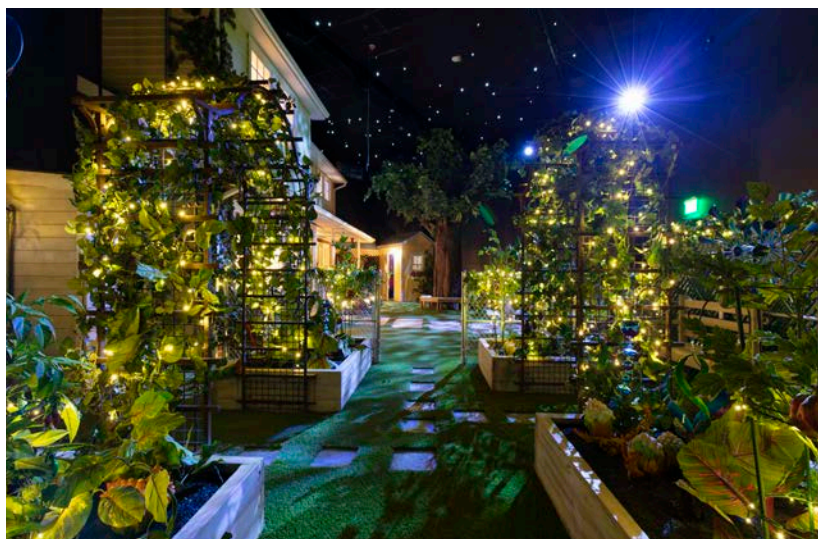
1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH  1	 TASTE  1	 SOUND  6	 SIGHT  5	 SMELL  3
<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Music is playing in this area • Sounds echo in this area • Potential sounds from other guests • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Bright colors and multiple bold patterns • Overhead colored lighting, indoor setting • Lighting in the area slowly changes colors 	<ul style="list-style-type: none"> • Slight scent of food in this are

FRONT YARD

GRAPEVINE, TEXAS

ISD# 9642













SUMMARY

Enclosed by a low chain-link fence, the Delaney House emanates warmth under a star-filled sky, as a light breeze carries the mingling scents of tomato plants, wet stone, and chili peppers, leaving visitors to wonder about their place and the history of the space. As you walk through the grassy terrain, which has the scent of flowers and honey in some places, be mindful of your footing while the subtle buzz of insect life and fluctuating lighting conditions complete the sensory experience.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Guest should be aware of balance walking through grass • Some tactile experiences 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Sound of insects • Sounds from other guests • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Dim lighting in part of this area • Transition from dark to light 	<ul style="list-style-type: none"> • Strong scent in the garden area

THE DELANEY HOUSE

GRAPEVINE, TEXAS ISD# 9648













SUMMARY

Acquired by Gordon and Ruby in 1974, this home has been more than just walls and a roof for decades—it’s been a nurturing force. Under its embrace, Gordon crafted his finest music, Ruby felt the house would forever safeguard the family, and Carmen has thrived in her new business since returning home. Visitors can explore at their own pace, encountering opportunities to crawl and explore narrow spaces with varying lights and sounds throughout.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Explore at your own pace • Some tight spaces • Guests can touch many parts of the exhibit • Opportunity to crawl into other portals 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Some unexpected sounds • Can be crowded • Sounds from other guests • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Transitions between dark and bright lights • Some confined spaces • Indoor lighting and additional colored lights • Some digital screens 	<ul style="list-style-type: none"> • Low impact on this sense

BRRRMUDA

GRAPEVINE, TEXAS

ISD# 9640











SUMMARY

A long rumored but seldom seen intersection of refrigerator portals from throughout the multiverse. Get ready to journey through a portal where the sounds and music can be quite powerful, all heightened by bursts of neon lighting.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Explore at your own pace • Guests can open doors and click buttons to activate lights and sounds 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Some unexpected and echoing sounds • Music and sounds can be loud for some guests • Can activate some sounds • Potential for close proximity/shared space with other guests 	<ul style="list-style-type: none"> • Transitions between bright light and dark • Neon and flashing lights • Indoor lighting both bright and dim with some colored lights 	<ul style="list-style-type: none"> • Low impact on this sense

GLOWQUARIUM

GRAPEVINE, TEXAS

ISD# 9643













SUMMARY

A glowing forest of black light coral under luminous fish. An echo of the family fish tank. Navigate a lively underwater-themed area with changing lights and vivid scenery, where moments of quiet coexist with layered sounds and the possibility of close interactions.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Explore at your own pace • Can be crowded in this confined area • Some tactile exploration 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Music with strong and echoing bass • Music can be loud for some guests • Potential for close proximity/shared space with other guests 	<ul style="list-style-type: none"> • Transition between dark and light • Bright neon colors and lights • Indoor lighting both bright and dim with colored lighting • Confined spaces 	<ul style="list-style-type: none"> • Low impact on this sense

THE FOREST

GRAPEVINE, TEXAS

ISD# 9649











SUMMARY

This supernatural Forest is home to strange woodland creatures, trees with musical mushrooms, winding canopy walkways and homes nestled high in the branches of elder trees. Anticipate close encounters, quick lighting shifts, optional climbing activities, various textures, and a splash of colors that keep the senses fully engaged.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Climbing options available • Some tactile experiences • Explore at your own pace • Guest should be aware of balance walking through this area 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Unexpected sounds • Sounds from other guests • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Transitions between light and dark • Indoor lighting both bright and dim with some colored lighting • Bright colors and patterns 	<ul style="list-style-type: none"> • Low impact on this sense

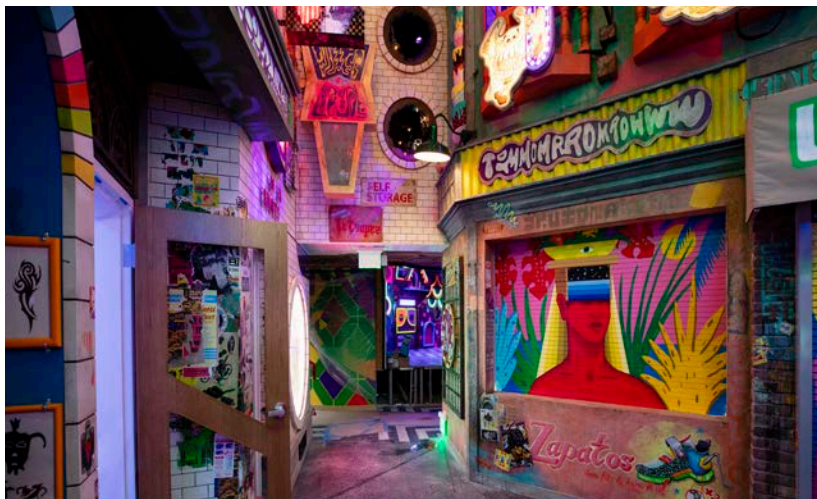
LAMP SHOP ALLEY

GRAPEVINE, TEXAS

ISD# 9644











SUMMARY

Lamp Shop Alley delights the senses with its cluttered shop windows full of odd trinkets and doors that open to surprising realms, all under a cacophony of competing ads that seem dreamlike. Amidst this, an enigmatic ATM tempts you for a cash top-up, all set to background music and flashing lights.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH  3	 TASTE  1	 SOUND  7	 SIGHT  6	 SMELL  1
<ul style="list-style-type: none"> • Explore at your own pace • Multiple textures and some tactile experiences 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Can hear multiple soundscapes at the same time • Music is playing in this area • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Multiple transitions between light and dark • Bright neon and flashing lights • Indoor lighting both bright and dim with some colored lighting 	<ul style="list-style-type: none"> • Low impact on this sense

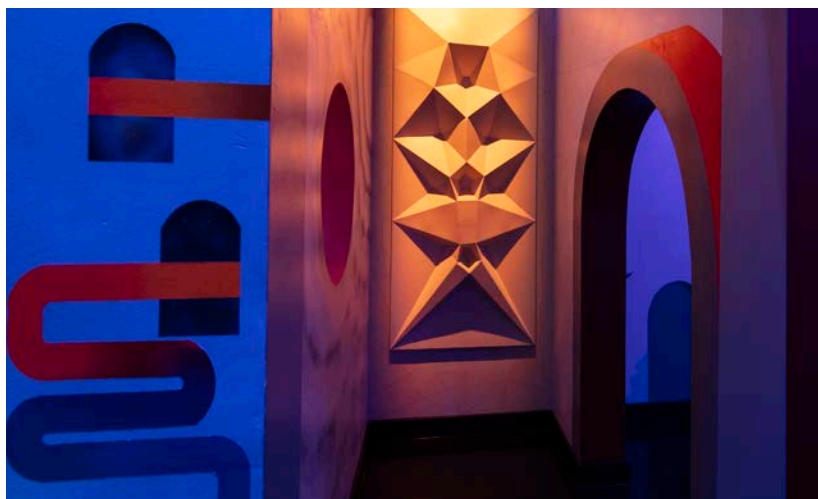
OPTIC DRIFT

GRAPEVINE, TEXAS

ISD# 9647











SUMMARY

Optic Drift serves as a blank canvas for artistic creativity, featuring a maze-like, Escher-inspired architecture designed for intuitive improvisation. Guests should expect low archways, sudden loud noises in the lightning room, and sporadic bursts of bright, flashing lights.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Explore at your own pace • Multiple textures and some tactile experiences • Some archways between rooms are low 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Loud/unexpected sounds can be activated in the Lighting Room • Sounds echo in this area • Sounds from nearby areas and other guests • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Transitions between light and dark • Colored lights and flashing lights • Lighting Room contains unexpected bright lights 	<ul style="list-style-type: none"> • Low impact on this sense

NEON KINGDOM

GRAPEVINE, TEXAS ISD# 9646











SUMMARY

Neon Kingdom embodies architecture designed solely for its own intrinsic aesthetic value, where structures serve as characters that inhabit themselves. At special events, this area transforms into a concert venue, featuring dynamic lighting and immersive visuals all punctuated by surround sound and vibrant, flashing lights.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Explore at your own pace • Multiple textures and some tactile experiences 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Music is playing in this area • Crystal Cloud Cave room is a quieter area • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Multiple transitions between light and dark • Many bright neon and flashing lights • Crystal Cloud Cave room is dark with moving images on the wall 	<ul style="list-style-type: none"> • Low impact on this sense

CAFE

GRAPEVINE, TEXAS ISD# 9641











SUMMARY

Discover the Cafe, a casual and eclectic grab & go spot highlighting the local flavors of the DFW area. Give your senses a break while indulging in our locally-sourced beverages and delectable goodies.



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = LOW SENSORY STIMULATION, 10 = HIGH SENSORY STIMULATION

 TOUCH 	 TASTE 	 SOUND 	 SIGHT 	 SMELL 
<ul style="list-style-type: none"> • Visitors can explore the area or sit and eat • Low impact on this sense 	<ul style="list-style-type: none"> • Visitors can eat a meal/snack in this area 	<ul style="list-style-type: none"> • Music is playing in this area • Sounds can echo in this area • Potential for close proximity/shared space with other visitors 	<ul style="list-style-type: none"> • Overhead colored lighting, indoor setting • Large neon sign above • Bright colors and multiple bold patterns 	<ul style="list-style-type: none"> • Strong smell of food in this area



MEOWWOLF
THE REAL
UNREAL

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GRAPEVINE, TX 76051

[MEOWWOLF.COM/VISIT/GRAPEVINE](https://meowwolf.com/visit/grapevine)

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