

SENSORY GUIDE TO THE RELAXED PERFORMANCE

FRIDAY AUG 1, 2025 AT 1:00 PM
PRINCESS OF WALES THEATRE

Disney
THE
LION KING
THE WORLD'S #1 MUSICAL



Sensory Guide for the Relaxed Performance of Disney's *The Lion King*

This guide outlines points during *The Lion King* when you might experience sensory stimulation (sounds, sights, and emotions). You can keep it nearby to know what to expect while viewing the performance. Part of the magic of live theatre is that unexpected things happen, so not every moment can be accounted for. Please note: this guide contains spoilers!

ABOUT THE PERFORMANCE

The performance takes place at the Princess of Wales Theatre in downtown Toronto on Friday, August 01, 2025 at 1:00PM.

Run Time: The show has two acts and a 15 minute intermission. Act One is approximately 75 minutes. Act Two is 60 minutes. Overall time is 2.5 hours.

ACCOMODATIONS AT THIS PERFORMANCE

- Lower sound levels, especially for startling or intense sounds.
- Theatre lights on at a low level throughout the performance.
- Standing and movement accommodated in select seating zones.
- Designated sensory break areas throughout the theatre.
- Trained Front of House staff on hand during the entire performance.
- Sensory supports (fidget devices and hearing protection) available upon request..
- Guidance materials including the Sensory Guide, Character Guide, and Venue Guide, available online. Printed copies available upon request.
- Audience members are welcome to bring their own handheld sensory tools (e.g. fidget toys), comfort objects and extra support items to the show.

CONTENT CONSIDERATIONS

- The show features a mix of costumes, from actors holding puppets to full-body costumes that cover an actor from head to toe.
- The show has some emotionally intense moments which include the death of characters on stage.
- There are several occasions where the characters come into the audience and close to those on aisle seats.

WARNING ICON KEY



= Sound/auditory stimulation (i.e. loud music, hissing, banging)



= Visual stimulation (i.e. flashing lights, bright colors)



= Potentially emotional or surprising stimulation (rumbling sounds, sad or scary scenes)

ADDITIONAL RESOURCES







- i) To learn more about what to expect at a Relaxed Performance, or to access resources such as the Character Guide and Venue Guide, please scan the QR code below or visit our Relaxed Performance page: <https://www.mirvish.com/relaxed-performance>



- ii) For more information about accessibility services at our other theatres, including wheelchair-accessible seating, assistive listening devices, and size-accommodated chairs, please scan the QR code below or visit our Accessibility page: <https://www.mirvish.com/services>














ACT ONE

SCENE (Musical numbers are bolded)	DESCRIPTION	SENSORY WARNING	ESTIMATED TIME INTO ACT (IN MINUTES)
SCENE 1: PRIDE ROCK Circle of Life (with Nants' Ingonyama)	<ul style="list-style-type: none"> • Large characters walk down the main aisle to enter the stage • The singing at the beginning is quite loud • Slight Boom at the end of Scene 1 • Some characters are almost yelling in this scene 		00:00
SCENE 2: SCAR'S CAVE Pridelands			5:00
SCENE 3: RAFIKI'S TREE Rafiki Paints Simba			7:30
SCENE 4: THE PRIDELANDS Grasslands			9:00
SCENE 5: SCAR'S CAVE			14:30
SCENE 6: THE PRIDELANDS Lioness Hunt I Just Can't Wait to Be King	<ul style="list-style-type: none"> • Some scary moments when Lionesses hunt, catch a Gazelle • Loud sounds & loud drumming • Medium loud, gets pretty loud at end • Lots of Visual Stimulation with animals, lights and curtains • Large giraffe puppets on stage lean towards front rows of audience 		16:30 21:30
SCENE 7: ELEPHANT GRAVEYARD Chow Down	<ul style="list-style-type: none"> • Loud air vents from the ground can be surprising • Loud rock music • "Chow Down" song can be scary 		25:30 27:20
SCENE 8: UNDER THE STARS They Live in You			33:30 34:15
SCENE 9: ELEPHANT GRAVEYARD Be Prepared	<ul style="list-style-type: none"> • Light flashes • Loud rock music & loud drumming • Some characters enter/exit stage down the aisles 		37:30 39:30
SCENE 10: THE GORGE The Stampede	<ul style="list-style-type: none"> • Deep Bass rumbling at beginning • Some characters enter/exit down the aisles • The masks can be scary to some • Very emotional scene with death 		48:00
SCENE 11: PRIDE ROCK Be Prepared (Reprise) Nao Tse Tsa	<ul style="list-style-type: none"> • Lionesses crying is quite intense 		56:30 57:14
SCENE 12: RAFIKI'S TREE Rafiki Mourns			58:45
SCENE 13: THE DESERT/THE JUNGLE Hakuna Matata			1:00:00 1:03:45

INTERMISSION – 15 MINUTES

ACT TWO

SCENE (Musical numbers are bolded)	DESCRIPTION	SENSORY WARNING	ESTIMATED TIME INTO ACT (IN MINUTES)
ENTR'ACTE: One by One	<ul style="list-style-type: none"> • Cast members in audience • Whooping bird puppets flying overhead in audience 	  	00:00
SCENE 1: SCAR'S CAVE The Madness of Scar			4:00
SCENE 2: THE PRIDELANDS Shadowland	<ul style="list-style-type: none"> • Volume gets loud in some parts 		9:00
SCENE 3: THE JUNGLE Weem-A-Wep	<ul style="list-style-type: none"> • Music gets intense when crocodiles get on stage • Scene can be scary as a character is in danger 	 	13:30
SCENE 4: UNDER THE STARS Endless Night			19:15 21:00
SCENE 5: RAFIKI'S TREE	<ul style="list-style-type: none"> • Rafiki is loud 		25:15
SCENE 6: THE JUNGLE Can You Feel the Love Tonight He Lives in You (Reprise)	<ul style="list-style-type: none"> • Intense Drumming during the chase • Drums are loud • Volume gets louder when dancers arrive 		25:45 30:00 37:00
SCENE 7: PRIDE ROCK King of Pride Rock Circle of Life – Reprise	<ul style="list-style-type: none"> • Loud booming music at beginning • Lightning • Loud sounds throughout • Intense music • Volume louder • Slight Bass Boom at very end • Lots of clapping and cheering at end 	  	43:15 53:30

BOWS