



Epic Universe

Tips and Tricks

Epic Universe offers portals into 5 amazing, immersive worlds:



The Wizarding World of Harry Potter – Ministry of Magic

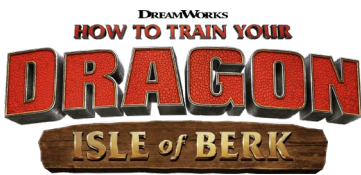
From 1920s Paris to the 1990s British Ministry, explore international wizarding communities and the magic that connects them in The Wizarding World of Harry Potter™ - Ministry of Magic™.

Don't miss the newest Harry Potter ride, an amazing live-action circus-style show, a boutique wand shop and many new interactive wand magic spots!

Super Nintendo World

Experience the Fun of Super Mario™, Donkey Kong™ and more!

Don't miss two exhilarating attractions, fun meet and greets with Mario, Luigi, and friends, and yummy eats at the Toadstool Café!



How to Train Your Dragon – Isle of Berk

Take to the skies and soar with dragons as you explore the colorful Viking village at the heart of Berk. Take part in wild boat battles, feast like a Viking and more.

Don't miss a breathtaking show where dragons fly overhead, a Viking-themed kids play area, an epic water ride featuring battling boats, a meet and greet with some favorite characters, and more!

Dark Universe

From the experiments of Dr. Victoria Frankenstein to a shadowy landscape where monsters roam, Dark Universe is a world of myth and mystery.

Don't miss a thrilling 3D dark ride, a family-friendly coaster through Darkmoor Woods, creepy characters roaming around, and monster makeovers!



Celestial Park

Celestial Park is the cosmic heart of Universal Epic Universe.

Don't miss the largest selection of food and shopping within Epic Universe! This area also features dueling cosmic coasters and a one-of-a-kind constellation carousel.

Plan to arrive 45-60 minutes prior to scheduled park opening or ahead of the Early Park Admission hour if available.

If you can take advantage of Early Park Admission – follow the chart below, starting in Super Nintendo World.

As you enter the portal, go down the right set of stairs – it will funnel you more directly into the World/ towards the attractions.

If you are NOT able to use Early Park Admission – we suggest the following order instead:



- **Harry Potter and the Battle at the Ministry** *Ministry of Magic*
- **Mine-Cart Madness** *Super Nintendo World*
- **Mario Kart – Bowser's Challenge** *Super Nintendo World*
- **Monsters Unchained: The Frankenstein Experiment** *Dark Universe*
- **Stardust Racers** *Celestial Park*
- Then, pick up at **Le Cirque Arcanus** in the chart below and continue to follow it in order.

Use single rider lines and/or Express pass where available to minimize wait times.

Suggested Order of Attractions based on navigating the park's layout and expected wait times.





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Skip any attractions that are not of interest to your group and continue down the list.
 Set a "Wait Time Alert" in the Universal Orlando Resort app which will notify you when an attraction's standby line reaches an acceptable wait time for your group.

Attraction Name	Express Pass (EX) Accepted	Location in the Park and Classification	Height Requirement	Description of Attraction or Show
Mine-Cart Madness	SR✓	Super Nintendo World Thrill Ride	40" tall Children under 48" must be accompanied by a Supervising Companion.	Join Donkey Kong and Diddy Kong in a mine cart adventure to protect the golden banana. This wild ride features "track jumps" and sharp turns that make it feel like you are really inside a video game. Tip: This ride jostles you about. Anyone who is sensitive to sharp movements may want to sit it out.
Mario Kart – Bowser's Challenge	EX✓ SR✓	Super Nintendo World 3D & 4D Experience Motion Simulation	40" tall Under 48" (122 cm) Requires Supervising Companion	Board your Mario Kart and prepare to collect coins and throw shells at your enemies! Take on Team Bowser in this truly immersive 3D/4D experience. Tip: Aim with your head! Tip: Line up in front of the door on the left in the main room.
Stardust Racers	EX✓ SR✓	Celestial Park Thrill Ride	48" tall	Board a "comet" and rocket into the universe on this intense dual-launch coaster! This queue moves quickly. Tip: Look for the "flux capacitor" on the back of the coasters – it's a <i>Back to the Future</i> easter egg. Tip: The yellow track is slightly less intense (but still very intense). Fun fact: Only the ride vehicles are illuminated at night, making them look like comets shooting across the sky! Must stow loose articles (including lanyards) in free lockers at the attraction entrance.



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CONTINUED Suggested Order of Attractions

Attraction Name	Express Pass (EX) Accepted	Location in the Park and Classification	Height Requirement	Description of Attraction
Harry Potter and the Battle at the Ministry	SR✓	Ministry of Magic Thrill Ride Motion Simulation	40" tall	Travel by Métro-Floo from Paris to the British Ministry of Magic™ for Dolores Umbridge's trial. The "lift" zips around in all directions with large drops and sudden stops. Harry Potter fans will love both the ride AND the extremely detailed queue. <i>Virtual Queue may be available. Check the Universal Orlando app for VQ availability and drop times.</i>
Monsters Unchained: The Frankenstein Experiment	EX✓ SR✓	Dark Universe Thrill Ride Dark Ride Motion Simulation	48" tall	Journey into the creepy laboratory of Dr. Victoria Frankenstein... just as the monsters decide to fight back! You'll be impressed by the elaborate set design and effects. This is a creepy one – may frighten small children. Must stow loose article in free lockers at the attraction entrance.
Le Cirque Arcanus	EX✓	Ministry of Magic	None	This live stage show features aerialists, magical creatures, puppetry and special effects. Check the Universal Orlando app for showtimes. <i>If you haven't seen the movies this may not be a must-do for you.</i>
The Untrainable Dragon	EX✓	Isle of Berk	None	Join Hiccup, Toothless, Gobber, and Astrid in a musical show as they work together to solve the mystery of The Untrainable Dragon. <i>Be sure to show up early to get a seat.</i>
Hiccup's Wing Gliders	EX✓ SR✓	Isle of Berk Thrill Ride	40" tall Children under 48" must be accompanied by supervising companion	Board a dragon-less flying machine and swoop up, down, and around the Isle of Berk! This ride is faster than you'd expect and really fun. It does briefly go backwards before a launch.



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CONTINUED Suggested Order of Attractions

Attraction Name	Express Pass (EX) Accepted	Location in the Park and Classification	Height Requirement	Description of Attraction
Viking Training Camp		Isle of Berk	None	Little Vikings will have a blast as they climb, slide and explore this sprawling interactive adventure play camp – featuring a Viking agility course, a Toothless-themed teeter-totter, baby Gronckle dragon climbers and more.
Curse of the Werewolf	EX✓ SR✓	Dark Universe Thrill Ride	40" tall	This family-friendly coaster is set in a secluded wagon camp in Darkmoor's woods. It's truly fun for all ages, but those who get sick from spinning motion will want to sit this one out. Tip: We don't recommend waiting more than 25 minutes for this one. Must stow loose articles in free lockers at the attraction entrance.
Fyre Drill	EX✓	Isle of Berk Water Ride Fun for little ones	Children under 48" must be accompanied by a Supervising Companion. Hand-held infants are not permitted.	Beat the heat on the only water ride in the park! Board a viking firefighting ship and use your water-blasting cannon to hit various targets. You'll be competing against a team in another boat. Red targets – score points Orange/ green – shoot water at other boat Blue – shoots water back at you OR shoot over the targets directly at the other boat! You will get soaked. There are dryers near the exit!



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CONTINUED Suggested Order of Attractions

Attraction Name	Express Pass (EX) Accepted	Location in the Park and Classification	Height Requirement	Description of Attraction
Dragon Racer's Rally	SR✓	Isle of Berk Thrill Ride	48" tall	Practice your dragon riding skills on this fun aerial ride. Riders can customize the intensity of their ride by flapping their wings. Tip: It is possible (but tricky) to do a barrel roll! Gliders in the front and back of the ride are most likely to roll. Start rocking right away if this is a priority. Extra weight makes this easier. Tip: Gliders in the middle of the ride are best for those who prefer to cruise along and enjoy the scenery.
Yoshi's Adventure	EX✓	Super Nintendo World Fun for little ones	34" tall Under 48" (122 cm) Requires Supervising Companion	Join Yoshi in a quest to collect glowing eggs throughout Super Nintendo World. This slow-moving aerial ride offers nice views and is the most family-friendly attraction in Epic Universe. Tip: The goal is to find the 3 eggs in the scenes. Press on the egg in the ride vehicle when you see it.
Constellation Carousel	EX✓	Celestial Park Fun for little ones	Children under 48" must be accompanied by a Supervising Companion. Hand-held infants are not permitted.	Hop aboard a one-of-a-kind carousel inspired by constellations in the sky! Each carriage turns 360 degrees while lifting riders up to 6 feet in the air. Tip: This is way more fun at night, but queues are significantly longer.



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Motion Sickness As noted throughout our tips and tricks details, several rides use 3D and/or 4D simulation along with jarring movements that may cause motion sickness. A few tips to help minimize the effects of motion sickness: Remove extra clothing layers to stay cool during the ride. Take off the 3D glasses if you start to feel sick. Try staring at a fixed point on the screen. Space out enjoying the 3D rides throughout the day to give your body a chance to recover. If these attractions are a “no go” for you or anyone in your party; you can still go through the queue with your family and meet them at the Family or Child Swap room afterward.

Child Swap Many of the attractions at Epic Universe have a minimum height requirement and most of them won't allow handheld infants. If you are traveling with little ones be sure to take advantage of the Child Swap area at each attraction. They are typically comfortable and often air-conditioned! Kids will also enjoy playing in the Viking Training Camp in the Isle of Berk.

Facial Recognition Universal Express Pass and the attraction lockers both use facial recognition systems. If you prefer not to use facial recognition or it doesn't work well for you, you can opt out and use a QR code instead.



Wizarding World of Harry Potter – Ministry of Magic

Virtual Queue - Being on the second page where you can adjust your party size is pivotal to being able to check throughout the day. You might get kicked back out right before a timed drop, but then get back in at the drop to be able to keep checking. The toggle is to refresh so make sure you accept the time with the right amount of people.

Ministry of Magic - You can usually go into the main area of the Ministry or Magic without joining the queue. This is worth checking out!

Motion Sickness – Harry Potter and the Battle at the Ministry is less likely to cause motion sickness than the HP attractions at the other parks, but we still recommend using our motion sickness tips (ie. focusing on specific points) for maximum enjoyment!

Interactive Portrait - There is an amazing interactive portrait that talks to you! This is in a shop window. Once you enter the portal if you turn right as if going to the restrooms and continue walking through that corridor, you then turn left and it is one of the first windows on your left. This is not a wand interaction!

Mobile Order – Universal is really pushing mobile ordering with the QR code from the tables. You cannot do this and stay on the page to check the VQ. They will allow you to go to the kiosks (you have to have your table number) and place your order there vs using your phone. You also must go to the kiosk if you plan to pay with a gift card.

This area of the park has the most shade! There are also water refill stations everywhere. It's a good place to take a break on a hot day.





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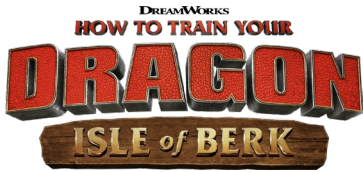
Super Nintendo World

Going into the portal and through the green pipe is so much fun!

On the Home Screen in the app go down to Super Nintendo World and then swipe to select Universal Play or scroll down to Universal Play and then select Super Nintendo World.

If Mine-Cart Madness isn't open during early entry we suggest you enjoy the world, ride Mario Kart and Yoshi's adventure. Mine Cart Madness and Mario Kart tend have delayed start.

In Mario Kart your turtle shell color will be based on your power up band - pink for princess peach, green for Yoshi, etc.



Isle of Berk

Check out all the details in this land - Everything is hand carved! There are a lot of fun little interactive play towers for kids.

Meeting Toothless - this line can get long and does not have a lot of shade. They will close the line based on wait time prior to park closing. There is a Universal photographer and this experience. Other characters come and go from near the line which can lead to some fun interactions while waiting!

Make sure to keep an eye out for the baby dragons to make an appearance!



Dark Universe

The rides in Dark Universe are some of the best attractions in the park!

Monster Makeover - Once you have had a monster makeover, you can NOT purchase any alcohol from that point on so something to be aware of. The face paint messes with the ID process. You might also have issues with facial recognition for Express and other items after the face paint is done. If your makeup gets messed up while in the park, they will retouch it for you later in the day.

The windmill catches fire supposedly on the 10s but we find it to be less than that. It is especially cool after dark!



Celestial Park

Stardust Racers - We recommend leaving prescription eyewear in the lockers even though it is not required by Universal. It will take away from your enjoyment of the attraction to try and hold onto your glasses! Try and do this attraction again after dark.

The carousel is a MUST do after dark if at all possible!



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Specialty Merchandise & Experiences

Experience Name	Location in the Park	Description
Cosme Acajor Baguettes Magique	Ministry of Magic	Shop for wands designed by wandmaker, Cosme Acajor, in her Parisian wand shop. In addition to imports from Ollivanders, visitors will find a selection of wands packaged in unique three-sided boxes – each containing a list of locations where they can practice casting spells. Tip: Be sure to purchase a 2 nd generation wand to be able to work all the spells available in the Wizarding World of Harry Potter. They are slightly more expensive than the 1 st generation wands, but worth it!
Wand Magic	Ministry of Magic	Interactive wands will create magical experiences at various locations in the land, interact with fantastic beasts like Nifflers, Bowtruckles and a Demiguise, and engage with enchanted objects in storefront windows. <i>Some magical effects may pop up without a wand! Keep an eye out for cast members who will let you borrow their wand to try some spells.</i>
Darkmoor Monster Makeup Experience	Dark Universe	Transform into a Universal Monster before your very eyes! Skilled artisans will use face paint and temporary tattoos to create the monstrous effect. Starting from \$45 for makeup only (age 5+), or from \$109 for makeup and accessories (age 10+).
Power Bands	Super Nintendo World	Level up your fun in Super Nintendo World with a Power-Up Band, a wrist wearable that allows guests to enhance their play by collecting coins by punching ? blocks and playing interactive activities, collecting digital stamps on attractions, and earning digital keys to unlock an exclusive showdown against Bowser Jr. (a bonus virtual attraction within the land). <i>These are a Mouse Expert favorite! There are 199 interactions. Be sure to look out for them in the queues, Donkey Kong country, around corners and in hallways.</i>



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Character Appearances

Check your Universal Orlando Resort app (detailed in the “shows” category) for character availability throughout the day.

Characters	Location in the Park
Mario, Luigi, Princess Peach, Toad and Donkey Kong	SUPER NINTENDO WORLD™
Frankenstein’s Monster, Bride of Frankenstein, Ygor, The Invisible Man, Monster Hunter, Musician	Dark Universe - Darkmoor Village
Hiccup, Toothless and Friends such as Astrid, Stormy and other favorite Vikings and dragons	How to Train Your Dragon – Isle of Berk

Dining



Check the Universal Orlando Resort App for dining venue availability, hours of operation, reservations (if applicable), and Mobile Ordering options (at participating quick service dining venues).

Dining Venue Name	Location in the Park	Typical Menu Items
Café L’air De La Sirène™ <i>Quick Service</i>	Ministry of Magic	French baked goods, sandwiches, plats du jour and desserts <i>Try the Butterbeer Crepes!</i>
Le Gobelet Noir™ <i>Quick Service</i>	Ministry of Magic	Alchemist’s platter (sausage, pierogies, pickled eggs), lentil soup
Bar Moonshine™ <i>Snacks & Beverages</i>	Ministry of Magic	Butterbeer™, non-alcoholic beverages, American cocktails, beers and wines <i>There are now nondairy options for the Butterbeer foam.</i> A Mouse Expert team favorite!
Toadstool Cafe™ <i>Quick Service</i>	Super Nintendo World™	Soups, salads, sandwiches, Mario Burger (beef), Luigi Burger (chicken), Bowser’s Fireball Challenge (1 lb meatball in puff pastry). <i>The Super Star Lemon Squash(na), specialty drink is incredible. It has boba and mango jelly. Super refreshing and a great treat!</i>
The Bubbly Barrel <i>Snacks & Beverages</i>	Super Nintendo World™	Tropical drinks



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Yoshi's Snack Island™ <i>Snacks & Beverages</i>	Super Nintendo World™	Juice and fruit-based specialty beverages
Turbo Boost Treats <i>Snacks & Beverages</i>	Super Nintendo World™	Snacks
Mead Hall <i>Quick Service</i>	Isle of Berk	Viking feast: meat, fish, sandwiches and desserts. Beverages include assorted meads, ciders and ales.
Spit Fyre Grill <i>Quick Service</i>	Isle of Berk	Greens, grains or rice topped with a variety of meats flame-seared by a helpful (unseen) dragon fry cook.
Hooligan's Grog and Gruel <i>Snacks & Beverages</i>	Isle of Berk	Mac & Cheese cones in a variety of styles. A Mouse Experts team favorite!
Das Stakehaus <i>Quick Service</i>	Dark Universe	A variety of proteins with roasted veggies and mashed potatoes, smokey and spicy chicken wings, stuffed cabbage, blood orange chicken sandwich.
The Burning Blade Tavern <i>Quick Service</i>	Dark Universe	Burgers, wings, bratwursts, pretzels and beverages
De Lacey's Cottage <i>Quick Service</i>	Dark Universe	Cinnamon bites, pretzels and cool drinks
Atlantic <i>Full Service</i> <i>Reservations are recommended</i>	Celestial Park	Seafood, steaks, and cocktails in an aquarium setting
The Blue Dragon Pan-Asian <i>Full Service</i> <i>Reservations are recommended</i>	Celestial Park	Pan-Asian cuisine like Tonkotsu Ramen, Snowflake Potstickers, and cocktails
The Oak & Star Tavern <i>Quick Service</i>	Celestial Park	Barbeque (smoked brisket, smoked ribs, pulled pork, cheddar jalapeno sausage, spit-roasted herb-infused chicken), mango bread, banana pudding and cold beer
Pizza Moon <i>Snacks & Beverages</i>	Celestial Park	Regular/ specialty pizza such as "Space Cowboy", "Giant Mushroom", pasta, salad, and desserts.
Meteor Astropub <i>Quick Service</i>	Celestial Park	Gastropub serving burgers, beer and cocktails





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Plastered Owl Bar <i>Snacks & Beverages</i>	Celestial Park	Several types of beer
Star Sui Bao <i>Snacks & Beverages</i>	Celestial Park	Food cart offering several takes on the traditional bao bun
Frosty Moon <i>Snacks & Beverages</i>	Celestial Park	Ice cream
Comet Dogs <i>Quick Service</i>	Celestial Park	Hot dogs with a variety of toppings
Celestiki <i>Quick Service</i>	Celestial Park	Tiki bar featuring exotic cocktails
Bar Zenith <i>Quick Service</i>	Celestial Park	Cosmic cocktails including Meteor Strick, Meridian Bramble, Mojit-eor, Cosmos- Politan, and Star-garita