



COTTAGES

- Comfort**
- 4 pers. - BD 473
  - 6 pers. - BD 472
  - 8 pers. - BD 471
- Premium**
- 4 pers. - BD 478
  - 6 pers. - BD 477
  - 8 pers. - BD 476
- VIP**
- 2 pers. - BD 451
  - 4 pers. - BD 459
  - 6 pers. - BD 450
  - 8 pers. - BD 455
  - 12 pers. - BD 456
- Treehouse**
- 4 pers. - BD 400
  - 6 pers. - BD 401



- P** Car park  
**P** Electric vehicle charging station  
**B** Bicycle park  
**e-C** e-Car park  
**R** Recycling (glass, cardboard, plastic)  
**D** Dog toilet area  
**P** Post box  
**A** Play area  
**P** Picnic area  
**P** Pedestrian zone
- R** Road  
**P** Pedestrian and e-Car path  
**F** Footpath  
**A** Animal Observation Trip path  
**D** Departure point for the Animal Observation Trip  
**V** Animal viewing point
- I** Information & Reservation  
**E** Market Dome entrance  
**F** First Aid Station
- The cottage number in red correspond to those designed for people with reduced mobility with an individual parking space

Le Bois  
aux Daims

- 1 Market Dome: Information (activities and tourist information), booking terminals, restaurants, Déli'very desk, shops, supermarket, cash point, toilets, meeting rooms, Gametown
- 2 Aqua Mundo (entrance via the Market Dome)
- 3 Deep Nature Spa
- 4 Season hotspot
- 5 Seminar centre
- 6 Petanque courts
- 7 Nature Centre, Beekeeping Centre
- 8 Pony Club
- 9 Poitou farm
- 10 Action Factory: Kids Club, Crêperie, Baluba, Climb Blocks (wall climbing indoor)
- 11 Marketplace
- 12 Water sports jetty
- 13 Info point Activity & Leisure
- 14 Cycle Center, Laundrette
- 15 Minigolf
- 16 Beach Volleyball
- 17 Trim trail
- 18 Sensory trail
- 19 "Treehouse" Hamlet (car park G)
- 20 Hang Outs
- 21 Horse ride departure point (beginner)
- 22 Paintball, Laser Battle
- 23 High Adventure Experience
- 24 Archery
- 25 Kids High Adventure
- 26 Extended High Adventure Experience, Zip lines
- 27 Animal Observation Trip
- 28 Birdhouse
- 29 Bois aux Daims theatre
- 30 Tennis, Speedminton
- 31 Day car park
- 32 24-hour Reception & Security

1 cm = 60 m (about 1 minute walk)