



Guide to the sounds and smells aboard

The SS Great Britain ended its working life in the Falkland Islands where it was used as a floating warehouse. By this point all of the interior, including cabins and the engine had been removed.

Everything we can see today inside the ship is a replica. This means it is built to look as it would have done in the past

There are recorded sounds and artificial smells to help us imagine what life was like on the ship when it was sailing around the world from 1840s to 1880s.

This guide describes the smells and sounds you will find in different parts of the ship. In many of the rooms you will hear lots of different sounds at the same time. The sounds can also pass through the doorways and gaps in the floorboards, so you can hear them in more than one room.



Top Deck

Recorded sounds you will hear:

- Chains rattling
- Cow mooing
- Pig oinking



Steerage - Middle Deck

Recorded sounds you will hear:

- Coughing
- Sneezing & blowing nose
- Sniffing
- Hiccoughing
- Moaning
- Crying
- Heaving & vomiting
- Snoring
- Giggling
- Whistling
- Humming a tune
- Smacking a child
- Someone turning in their bunk (bed)
- Tuning an instrument (accordion, fiddle)
- Tapping/drumming on wood
- Paper rustling
- Bottles rattling

- Sound of pouring water splashing
- Sounds of washing clothes/bodies
- Squeaking of rats

You can also hear a low machine humming sound in the background, which is the dehumidifier.

Artificial smells:

- Dirty linen
- Musty old inn



Alan Gilmour's cabin

Recorded sounds you will hear:

- Yelp after pricking finger
- Light humming
- Creak of the bunk
- Boot tapping against the wood of the bunk
- Shuffling
- Whistling



Starboard passageway

Recorded sounds you will hear:

There are four recorded conversations which will play on a loop each time a sensor on the ceiling is triggered by movement.

You will hear two women discussing other passengers.

Luggage cupboard

Recorded sounds you will hear:

If you try to open the door, recorded voices will be triggered, telling you to leave the door alone.



Cabin with newborn baby

Recorded sounds you will hear:

- Crying baby
- Laughing baby
- Quieting voice of the mother
- Heavy breathing of the mother (exhausted)



Cabin with shoe shiner

Recorded sounds you will hear:

- Deep sighs
- Rubbing of boots
- Coughing
- Light grumbling/muttering under breath
- Sniffing



Port-side passageway

Recorded sounds you will hear:

There are four recordings which will play on a loop each time a sensor on the ceiling is triggered by movement.

You will hear passengers angrily shouting at each other.



The Galley

Recorded sounds you will hear:

- Coals settling in the stoves and ovens
- Crackling of fire behind closed oven doors
- Swishing of the air being sucked into the coal fires
- Occasional clattering of lid on one of the pots on the stove
- Sizzling of fish on the grill
- Cutting noise (gutting the fish)
- Rats running
- Cook talking to himself and the cat
- Cat meowing and hissing

Artificial smells:

- Smoky bacon



The Engine room

Recorded sounds you will hear:

- Engine moving
- Stokers shoveling coal
- Furnace crackling
- Shouts between the stokers

Artificial smells:

- Coal



The Ladies' Boudoir

Recorded sounds you will hear:

- Stewardess vomiting
- Someone flicking through a book behind the library door

Artificial smells:

- Vomit



The Promenade Saloon

Recorded sounds you will hear:

- Sea Soundscape
- Ocean and the ship rolling a creaking through the waves
- Call of an albatross
- Sounds of crew working up on deck
- Dining Room Chatter (The skylight nearest the Ladies Boudoir)
- Barber Jones whistling



Robin Bright's cabin

Recorded sounds you will hear:

- Groaning

Artificial smells:

- Carbolic soap



William Jones the Barber

Recorded sounds you will hear:

- Whistling



The Gambler's cabin

Recorded sounds you will hear:

A recording which will play each time the sensor is triggered by movement. You will hear a passenger shouting at rats that have stolen his socks.

Artificial smells:

- Rum



Near the lightwell

Recorded sounds you will hear:

A recording which will play each time the sensor is triggered by movement. You will hear two female passengers talking about a bath.



The Bakery

Recorded sounds you will hear:

- Crackling of the fire/stove
- Cooking of bread

Artificial smells:

- Bread



Crew Cabin with a monkey

Recorded sounds you will hear:

There is a motion sensor in the top left-hand corner of the doorway which will trigger the sound of the monkey glugging rum.



The Talking Toilet

If you try to open the door, a recorded voice will be triggered.

There are four recordings. Each time you try to open the door, a different one is played in a loop. You will hear a man annoyed that the door is being opened.

Artificial smells:

- Urine



The Dining Saloon—Lower Deck

Recorded sounds you will hear:

- Sound of the sea against the hull
- The steam engine
- Rumbling of the propeller shaft
- Creaking of the hull
- Ship's bell
- People moving on the floors above
- Chinking of tableware moving
- Musicians warming up
- Seasick passenger vomiting
- Passengers talking about the ship, their journey and fellow passengers

Artificial Smells:

- Dark chocolate
- Orange



The Forward Hold

Recorded sounds you will hear:

- Horses: neighing, whinnying, snorting
- You can also hear sounds from steerage above e.g. crying baby

You can also hear a low machine humming sound in the background, which is the dehumidifier.

Artificial smells:

- Horse manure