

Accessibility at Salisbury Escape Rooms

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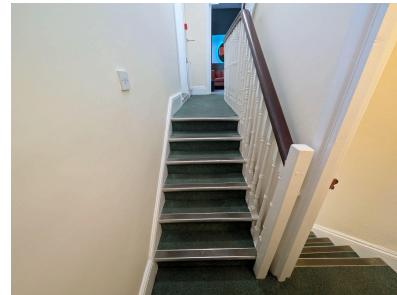
Entrance and Stairs



Our entrance, please be aware that we have a small elevation at the threshold



First staircase - these are old Georgian stairs that are steep and each step is narrow but there is a banister to hold all the way up. The alcove - normally empty of tools - is also suitable to store any large aids.



Once on the 1st floor there is a split in the starts. Left to the bathroom, right towards our briefing room. Once these stairs are traversed the rest of the experience is on a single level.

Please note that the bathroom can be approached via an alternate route through the game.

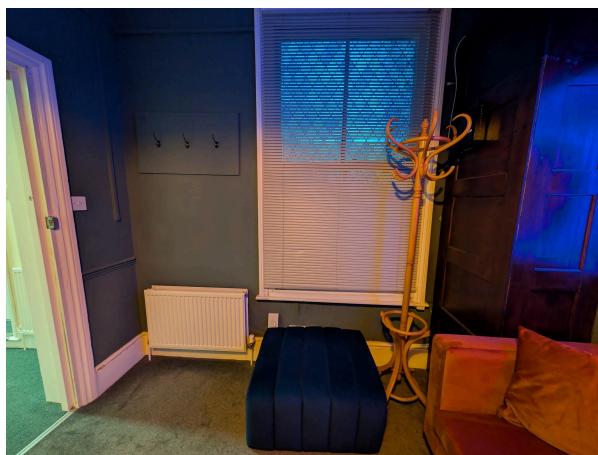


The bathroom is an adequate size, but please note that the facility is not built for wheelchairs or mobility aids.

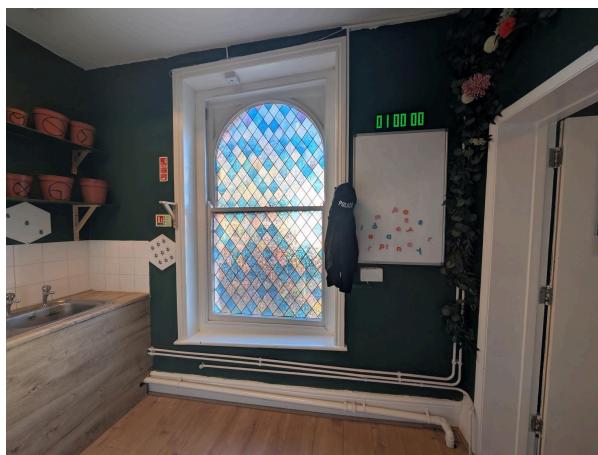
Light Levels



Briefing Room in daylight



Briefing room after dark



Room 1 in daylight



Room 1 after dark



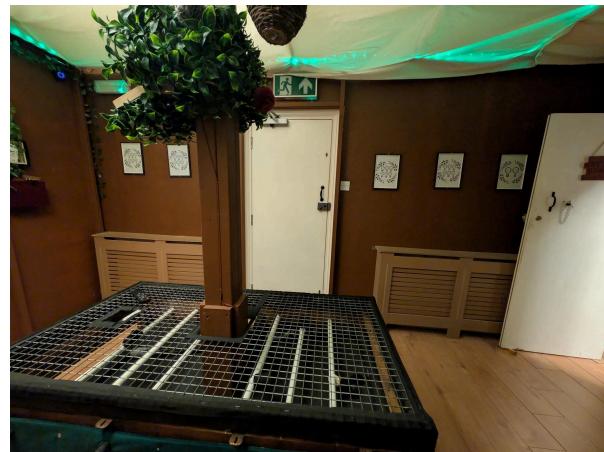
Room 2 in daylight



Room 2 after dark



Room 3 in daylight



Room 3 after dark

Visual and Audio

We are happy to report that there are no excessive visual stimuli in the game i.e. flashing lights or moving projections.

There are mild sound effects, these include:

- Alarm clock like beeping when the timer reaches zero
- Low level jazz noir sound track
- Magic locks that make a load pop when opened

The first two in this list are optional and can be turned off if needed. Players are also welcome to bring their own ear defenders/protections. We can also provide ear defenders when needed.

The magic locks cannot be separated from the game but you may request that we add signage to warn of these pops.

Colour Blindness

Two of our puzzles include the need to distinguish colours. Although we endeavor to choose colours that can be easily identified, we know that colour blindness is subjective and therefore we have included (to the best of our ability) the colours mentioned. If they are difficult to distinguish then let us know and we will find a work around for these particular puzzles.

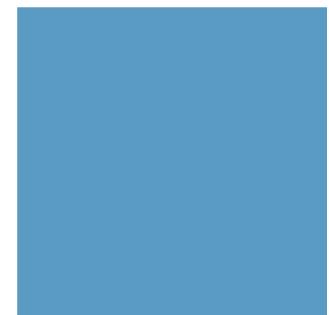
PUZZLE ONE



PINK



ORANGE



TEAL

PUZZLE TWO



RED



BLUE



GREEN



YELLOW

Dexterity and Movement

We make attempts to remove the need for excessive motor skills, but they are necessary in some areas. Some puzzles need physical action, if your team has difficulty using their hands, please let us know and we will endeavor to change puzzles where possible to account for this.

Our games do not require crawling, running or lifting of heavy objects. The most physical actions will be to bend to reach low down drawers, reach into port-holes and stand. However, we do provide extra chairs in the space so there are multiple perches.

How did we do?

Is there anything we forgot to mention? We are always happy to receive feedback on how we can improve to make sure all our customers are treated with the respect and comfort they deserve.