

# GROUND FLOOR ACCESSIBILITY MAP

We welcome any feedback on accessibility

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## 1. THE DOCKING BAY IN THE STREET

There is a viewing platform that can only be accessed via a flight of 13 stairs. This area cannot be accessed in a wheelchair but is not a core part of the experience. The vehicle in this area is accessed by walking up 4 steps and cannot be accessed in a wheelchair. This is a very small part of the venue and does not affect visitors ability to experience the rest of the attraction.

## 2. WATER GUILD STUDY

This cannot be accessed in a wheelchair but large windows allow visitors to see inside from the Singing Ice room. A door leading out of this space also requires crossing a large single step up and then down in a dark space.

## 3. ALCHEMISTS LIVING QUARTERS

Access to and from this space in a wheelchair is only possible from the Red section of the ice cave with large flowers in it. The Earth Guild Lab area next to it is not large enough for a wheelchair to be turned around - this room is decorative only and can be viewed from the door.

## 4. D.O.D.E.C.

This area includes fully immersive moving projections on the walls and floor, which may be disorientating to some visitors, and may affect visitors who are sensitive to flashing lights. There is a geometrical structure in this area which has a low opening for visitors to get inside it, the height of the opening is 130cm and is wide enough for access in a manual wheelchair, taller guests will need to bow their heads to enter.

## 5. OBSERVATORY

This area has a small half height door with a step to access the Sanctuary area which may not be accessible to certain visitors however an accessible ramped access door is located immediately next to this door for all visitors to use.

## 6. KRANK

There are 3 steps leading to the Hidden Library, ramp access is also provided to the right of the stairs. Accessing the Sanctuary from this room involves walking up 2 steps. Ramp access to the Sanctuary can be found inside the Observatory.

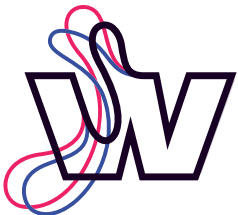
## 7. HIDDEN LIBRARY

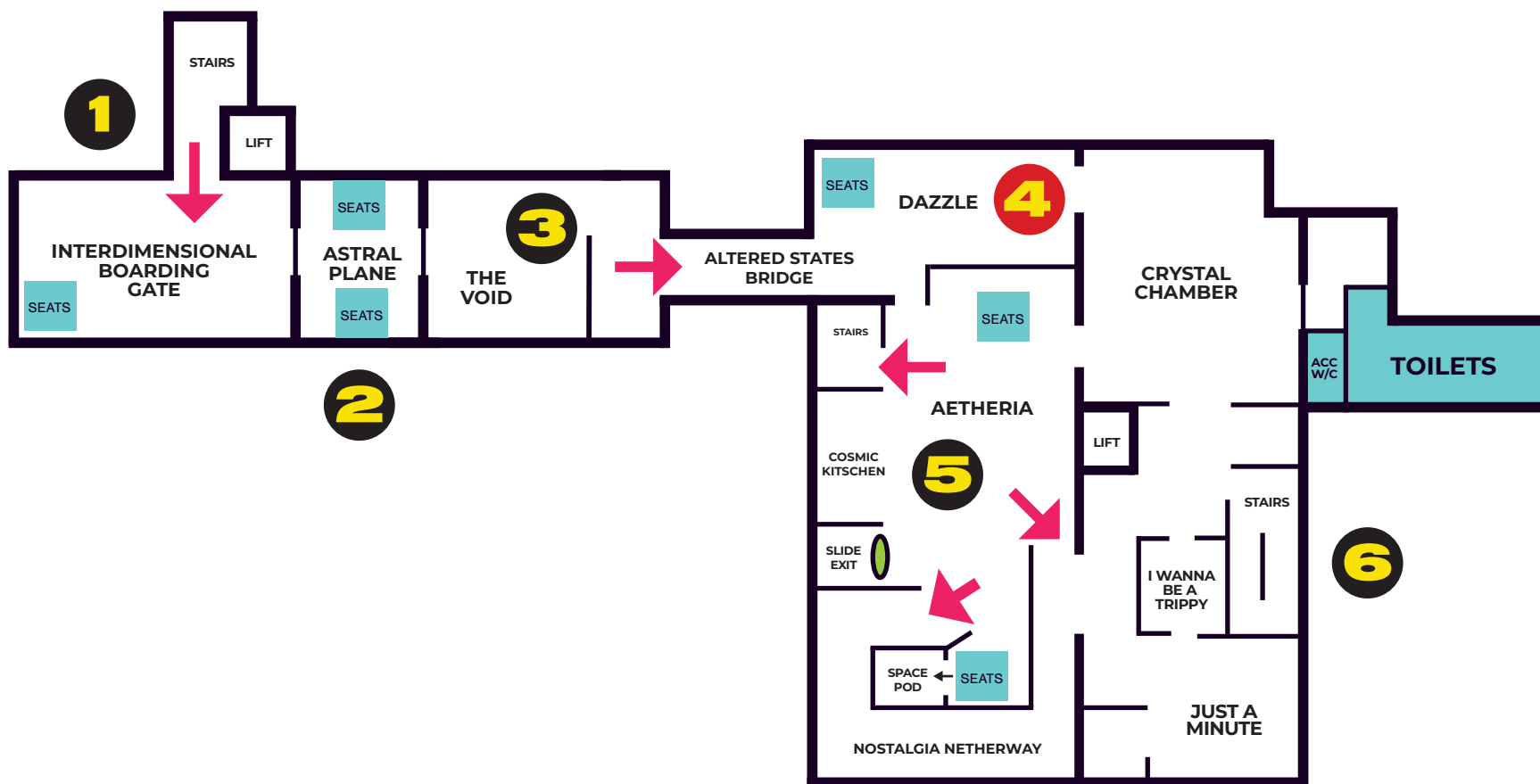
There is a secret route between here and the Dreamscape room which involves climbing one large steps and is not suitable for those with limited mobility.

## 8. TRANSITION STATION

There is level access throughout this space and into the main lobby where visitors continue their journey onto the next level of the experience. There is a door that looks like a train door for access to it. The door is timed, so care should be taken going through this. There is a staircase on the right hand side in the lobby and an elevator to the left for visitors to use.

\*There is a vending machine door that is very heavy and opens into Crisp Packet Alley, which will have a strong smell of Salt & Vinegar crisps. Following this corridor will lead you back into the D.O.D.E.C room.





# FIRST FLOOR ACCESSIBILITY MAP

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## 1. INTERDIMENSIONAL BOARDING GATE

This is where the lift will open into if coming from the ground floor. It is an open space with plenty of room, including seating.

## 2. ASTRAL PLANE

This area is suitable for wheelchair access, however the space is limited and on busy days/times there may be a queue that forms to use the area, resulting in a short wait.

## 3. THE VOID

This corridor is very dark, but spacious, and might affect those with claustrophobia. Care should be taken walking through this space due to the low lighting.

## 4. DAZZLE

This room may not be suitable for anyone with photosensitivity/epilepsy. The room contains moving black and white geometric patterns from floor to ceiling that can be disorientating, and lighting that changes colour based on how people interact with the room. There is a warning sign located at each entrance to this room. Care should be taken by anyone wanting to enter this space.

## 5. AETHERIA

This is a large, open-plan space with two staircases leading to different areas of the OUTERverse. There is wheelchair access to all of these areas via ramps, except the top floor mezzanine.

## 6. EXITING

Once you have finished exploring the OUTERverse space, you can use the large slide or the staircase beside it to head back downstairs, or use the lift towards the beginning of the floor. If you need help navigating your way back to the lift, please speak to a member of staff who can guide you. On exit you arrive in the Guildhall Cafe and can leave through the Gift shop and back out through Box Office (where you originally started).

