

ESCAPE HUNT

BRISBANE

ACCESSIBILITY INFORMATION PACK



Image Description: Four women sit in the lobby of Escape Hunt Brisbane. A female Game Master wearing a black polo shirt is briefing them, explaining how Escape Rooms work.



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Accessibility Information

Escape Rooms are a fun activity for people of all ages, experience, and ability levels! There are many different types of escape rooms all across Brisbane and the world, with many different puzzles styles and interactive elements. This can result in some escape rooms offering a limited experience to guests with disabilities.

Here at Escape Hunt Brisbane we endeavour to do everything we can to ensure that guests of all ability levels can come and have a fun, interactive experience with us!

We know that every guest that walks through our doors is unique and may have unique accessibility requirements. This document outlines the accessibility of each of our escape rooms, so you can choose which experience would be best for you.

If you would like to chat with us in person about accommodations we can make to ensure you have the best experience, please don't hesitate to call or email us at:

brisbane@escapehunt.com

3217 2482

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VENUE ACCESSIBILITY



Image 1

An accessible parking space underneath signs for nearby businesses.



Image 2

Image Description: Double doors with a ramp leading to them. One door is clear glass, the other is blacked out with the text 'Book Now' written in white.



Image 3

Image Description: An image of a wheelchair accessible bathroom, with a toilet, sink and paper towel bin.

Parking:

We are located in the Australia Post complex on Russell Street in West End. There is 1 accessible park in the street level car park. For closer access, cars can drive down the ramp to the lower level, where our entrance is located. (See Image 1)

Building Access:

We are located in the lower ground car park of our complex. To access from the street level, there is a drive-down ramp at the far end of the car park. Our venue is one level / one storey and our entrance door has an access ramp. (See Image 2)

For a video of how to find our entrance from the car park, follow this link:
bit.ly/findehb

Bathrooms:

We have two gender-neutral bathrooms, one of which is fully wheelchair accessible. (See Image 3)



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GENERAL NOTES (PART 1)

Companion Cards

If you hold a current companion card you are eligible for free entry. To process a booking with a companion card you can contact us directly, or you can process a booking online and simply book for one less player than the total number of attendees (to accommodate for the free entry of the companion card holder).

Differing Ability Levels:

The most common accessibility concerns raised by our guests are: wheelchair access, colour blindness, and deafness/hard of hearing. If you experience any of these conditions we recommend bringing a friend who can assist with any puzzles that might be inaccessible to you. This document will help you determine which rooms are best suited to your team and if there are any extra plans you might need to make to ensure you have the best time possible!

A Note for Blind Guests:

Unfortunately at this stage we would not recommend our Escape Rooms to any players that experience total blindness, as the nature of the puzzles will significantly limit your experience.

Our friends at Quest Room Brisbane (located in Spring Hill) have an Escape Room called 'Darkness' that is played in complete darkness, and might be a good option if you experience total blindness.

The following link will take you to the web page for their game 'Darkness': <https://questroom.com.au/darkness/>



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GENERAL NOTES (PART 2)

Wheelchair Accessibility:

Venue - Our venue is fully wheelchair accessible, with accessible parking, access ramps, and accessible bathrooms on site.

Doorways - The entrance to each room is a standard doorframe with a width of 80cm. Each individual escape room may contain different doorways to access different parts of the room. These doorways may be narrower and thus inaccessible for individuals with mobility aids. Please see below for information about each specific escape room.

Turning Circle - Some of our rooms have narrow sections or small alcoves that may be difficult to navigate for guests with mobility aids. These narrow sections may limit the turning circle for guests with larger mobility aids in particular. Manual wheelchair users are often fine, however this limited mobility is best remedied through the cooperation and accommodation of the other participants in the escape room.

Mobility:

Our rooms do not involve crawling, climbing, or jumping. If there is no chair present in the room, our Game Masters can bring a chair into the escape room for you to sit on during your game. We recommend ensuring that at least 1 player in the escape room is able to reach high and low to ensure all puzzles can be accessed.



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GENERAL NOTES (PART 3)

Sensory Concerns:

Sound Effects - The volume of the theme music in each room can be lowered. Spontaneous sound effects occur in each room in response to interacting with the room. No sound effects are designed to scare or startle.

Darkness - We endeavour to ensure our rooms have enough visibility for all players to easily see all puzzles. Lanterns are available for players who would like additional light in the escape room.

Flashing Lights - Our escape rooms are fully lit throughout the entire experience. None of our rooms contain special effects that would affect individuals with epilepsy.

Claustrophobia - Our rooms are spacious enough for 5-6 players to comfortably play. Additionally, the doors to each of our escape rooms are never locked and players are free to exit the room at any time.

Hint System:

Our traditional hint system relies on speaking directly with the Game Master over an intercom, or responding to an alert tone that lets you know that a written hint has been posted in the room. If you would like to receive hints in an alternate way, please let our Game Masters know and we can cater a hint system to your team.

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SUMMARY OF MAIN CONCERNS

Escape Room	You may need assistance if you experience these conditions	Narrowest Doorway
Bomb at Government House	Colour Blindness Deafness / Hard of Hearing Wheelchair User	52cm wide
The Jewel Thief	Wheelchair User	61cm wide
Alice in Puzzleland	Colour Blindness Wheelchair User	70cm wide
Aladdin and the Magic Vault	Colour Blindness	80cm wide
Our Finest Hour	Colour Blindness	80cm wide
Blackbeard's Treasure	Deafness / Hard of Hearing	80cm wide

[SPOILERS AHEAD]

Please note that some of the information provided about specific rooms may involve mild spoilers for some elements of our escape rooms.

The following information may reveal aesthetic or theatrical elements of the room, as well as spoil one or two of the puzzle types you will encounter in the room.

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BOMB AT GOVERNMENT HOUSE



Image Description: A pipe bomb with a stopwatch is in the foreground, while a silhouetted man in a fedora and trench coat is in the background. Text overlay reads: "Bomb at Government House: An Escape Hunt Original Game".

Wheelchair Access:

Narrowest Doorway - 52cm wide

Colour Blindness:

One puzzle in this room requires differentiation between red, green, blue, and yellow.

Hard of Hearing:

This room contains one auditory puzzle (Transcript can be provided).

Sensory Concerns:

This room contains no special effects and is fully lit throughout.

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THE JEWEL THIEF



Image Description: A white women sits in a red velvet theatre seat. She is wearing a black hat that covers her eyes. Behind her stands a man, who is holding a necklace across her throat that matches a pair of dangling earring she is also wearing. Text overlay reads: 'The Jewel Thief: An Escape Hunt Original Game'.

Wheelchair Access:

Narrowest Doorway - 60 cm wide

Colour Blindness:

No puzzles in this room require distinction between colour.

Hard of Hearing:

There are no auditory puzzles in this room.

Sensory Concerns:

Once during the game the main light will temporarily go out and a spotlight will turn on.

This rooms contains a smoke machine that is triggered once during the game.

Additional Considerations:

At one point in this game your team will uncover a fake severed hand.

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ALICE IN PUZZLELAND



Image description: In the centre of the image is a keyhole. Looking through the keyhole you can see the back of a blonde woman in a blue dress with a white apron. Flying out of the keyhole towards the camera are playing cards, a teacup, a sugar bowl, a jam tart, and a stop watch. Text overlay reads: 'Alice in Puzzleland: An Escape Hunt Original Game'.

Wheelchair Access:

Narrowest Doorway - 70 cm wide

Colour Blindness:

Two puzzles in this room requires distinction between colours.

Puzzle 1 uses red, green, gold, black, blue, white, and brown.

Puzzle 2 uses purple, yellow, red, green, blue, and orange.

Hard of Hearing:

There are no auditory puzzles in this room.

Sensory Concerns:

This room is brightly lit with multicoloured lights.

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ALADDIN AND THE MAGIC VAULT

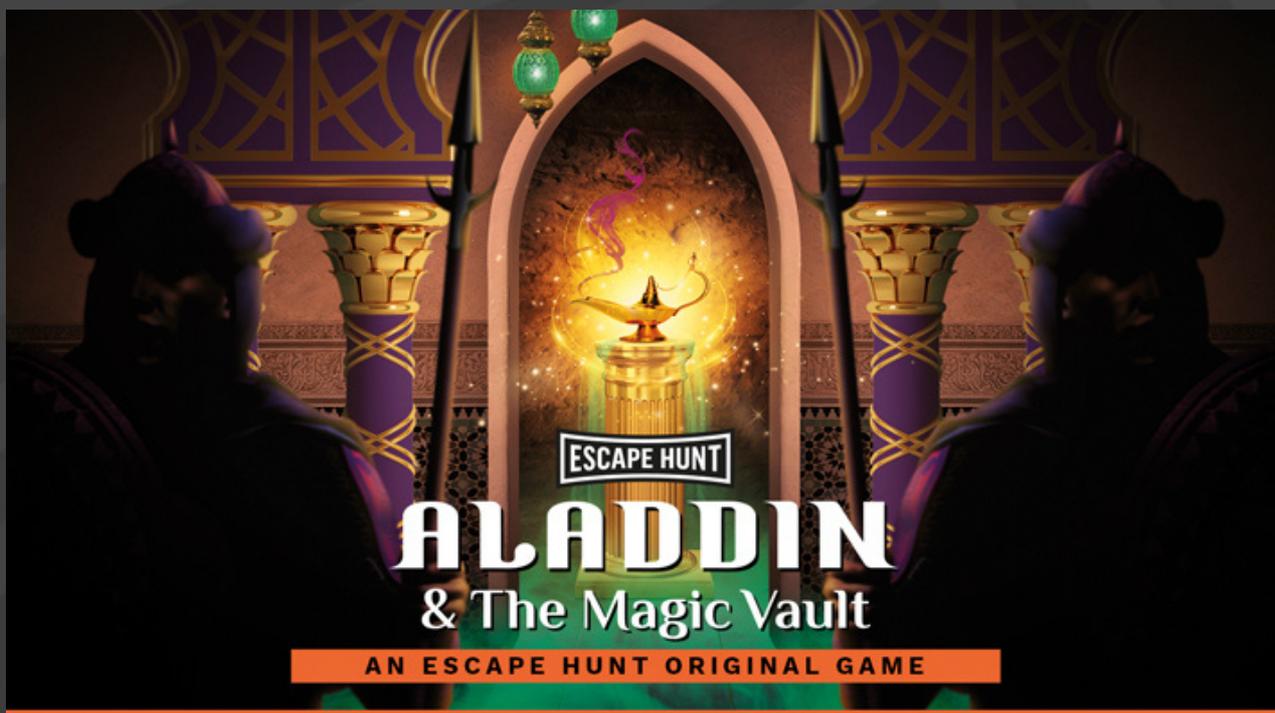


Image Description: A golden glowing lamp sits on a golden pedestal in the centre of the image surrounded by purple columns. In the foreground facing the lamp are two guards wearing domed Arabic helmets and purple robes. Text overlay reads: 'Aladdin and the Magic Vault: An Escape Hunt Original Game'.

Wheelchair Access:

Narrowest doorway - 80 cm wide

Colour Blindness:

Three puzzles in this room requires distinction between colours.

Puzzle 1 uses basic colour theory.

Puzzle 2 uses black, blue, red, green, purple, gold, and white.

Puzzle 3 uses red, green, blue, and grey.

Hard of Hearing:

There are no auditory puzzles in this room.

Sensory Concerns:

This rooms contains a smoke machine that is triggered once during the game.

At one point in this game a key on a chain will drop down from the roof, making a startling noise.

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OUR FINEST HOUR



Image Description: In the foreground is a man wearing a fedora and trench coat. His face is obscured and he is smoking a cigarette. In the background is Brandenburg Gate a military tank. Text overlay reads: 'Our Finest Hour: An Escape Hunt Original Game'.

Wheelchair Access

Narrowest Doorway - 80 cm wide

Colour Blindness:

One puzzle in this room requires basic colour theory.

Hard of Hearing:

There are no auditory puzzles in this room.

Sensory Concerns:

This rooms contains a smoke machine that is triggered once during the game.

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BLACKBEARD'S TREASURE



Image Description: A pirate ship with large black sails sails on a rough sea. The largest sail has a skull and crossbones on it. Text Overlay reads: 'Blackbeard's Treasure: An Escape Hunt Original Game'.

Wheelchair Access:

Narrowest Doorway - 80 cm wide

Colour Blindness:

No puzzles in this room require distinction between colours.

Hard of Hearing:

There is one auditory puzzle in this room.

Sensory Concerns:

At one point a door will open, making a startling noise. For the first 30 seconds of this game, decorative lights will flash. The room will be lit while these decorative lights flash.



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ADDITIONAL CONCERNS?

We hope this document has been helpful in assisting you to decide which room to play at Escape Hunt Brisbane!

If there is something we have left out or if you would like any further information, please do not hesitate to contact us.

You can email us at: brisbane@escapehunt.com

Or you can call us on: 3217 2482

Our Game Masters would love to chat about our different offerings and make suggestions to help you have the best time possible.

Play at Home Games

If you think that an in-person escape room might not be best for you, you can always check out our online play-at-home games which can be downloaded directly to your computer and played from the comfort of your own home.

You can check them out on our website at this link:

<https://escapehunt.com/au/brisbane/games/?gc=play-at-home>

**This document was last updated January 2023
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