

This access statement aims to accurately describe the facilities and services that Make Your Escape offer..

Access Statement for Make Your Escape (Derby)



Introduction

Make Your Escape (Derby) is an interactive, physical, real-life immersive game business located on the 1st floor of a three storey building at 4 Osmaston Road. Participants are placed in a room, and have to solve puzzles and find codes and clues to escape within a 60-minute time frame. There is no lift access in the building.

Our building is an old one, and the first floor is shared with Smart Recruitment.

Our access statement below gives you information about the layout of the building, and the games. If you require any additional assistance in attending Make Your Escape or playing the games, or would like any further information, please contact us at info@makeyourescapederby.com.

Pre-Arrival

Bookings can only be made in advance, via our website www.makeyourescapederby.com, where you will also find a list of our full terms and conditions, and a map.

Parking and Arrival

Make Your Escape is opposite an entrance to Intu Shopping Centre, where there is plenty of public parking, but please allow time to walk to us in time for your scheduled game. There is also a pay and display car-park behind the property, run by Atlas Enforcement. Please do not use any of the reserved spaces. Access from this car park is via the road as Make Your Escape have no rear access to their premises. There are also plenty of other, Derby City

Council-run car parks in the vicinity, which can be found here:

<http://www.derby.gov.uk/transport-and-streets/parking/car-parks-council/>

Buses and trains run to the the city centre too. From either station, we are about a 15-minute walk. Please see our map, here:

<http://www.makeyourescapederby.com/contact/>

Entrance to Premises

Entrance is via a shared access, street-level door on Osmaston Road, next to the Neptune Pub. There is a small step for customers to climb from the street. The stairway is narrow, with a hand rail, and carpeted, with motion-detecting lighting. This is also the fire exit.

Make Your Escape is located on the first floor only, via the door to the left of the top of the stairway.

Hallway

This is a well illuminated, carpeted, protected fire area.

Reception

This is a well illuminated, carpeted area, with seating for customers.

Control Room

This is for staff only and contains electrical equipment.

Themed Game Rooms

These are carpeted, and contain emergency lighting. Low level, atmospheric lighting is used, as well as sound effects. There is a visual hints screen.

Customers may be required to handle or manipulate small objects, and there may be some crawling or bending, but no physical strength, required. All of our objects in the game play will be between the floor level and two metres in height. If you prefer objects to be in easier reach then we ask customers to inform us prior to arrival.

Public Toilets

There is one male and one female toilet. Customers should use the toilet in which they identify

Kitchen

The kitchen is for staff only. We provide no food or beverages, but players can be provided with water upon request

Future Plans

Make Your Escape are planning to operate a mobile version of their escape room business, where they take the game to the customer.

Additional Information

There is no disabled access, and the building. is not suitable for this despite efforts by Make Your Escape to provide this. Subsequently, they wish to create a mobile version.

Our clues are both audio and visual. Make Your Escape will strive to ensure that puzzles are adapted, where ever possible to make them accessible for customers who are deaf or have hearing difficulties.

Make Your Escape have a carers-for-free policy, for anyone who requires assistants, interpreters or support. Customers should always speak to Make Your Escape prior to booking to discuss the needs and how they can be met.

Guide dogs are welcome on the property and water will be provided. Customers should note that there is no 'outdoor' space for guide dogs to take comfort breaks. Customers should also advise Make Your Escape prior to booking.

The games have themes which parents may feel are inappropriate for young children so Make Your Escape have introduced an age 12+ policy. Parents who are bringing children under the age of 16 are advised to contact Make Your Escape prior to booking to discuss the suitability.

Pregnant women are able to play the games but should note that there are elements of the game where they (or her team mates) may be required to

bend, stretch or crawl. Some puzzles may cause an element of surprise and may make the players jump. We advise that pregnant women shouldn't over exert themselves and let other non-pregnant team mates complete those puzzles. Make Your Escape are happy to provide additional seating, and players are free to leave the game to use the facilities, should they require. Please note that if pregnant women play the games, they do so at their own risk and should consult their Doctor or Midwife prior to booking a game.

As previous mentioned the games aren't suitable for young children or babies. However, if a mother is waiting in reception for her team mates to play the game, we welcome mothers who need to breast feed wherever they feel comfortable. If mothers would prefer a more private space, Make Your Escape will provide one. Please note that Make Your Escape does not have any nappy changing or bottle/food warming facilities on site.

Please note that the game involves a prop which is made from Latex, and there are also strong magnets and flashing images.

If customers have any special requirements and, in an attempt to make our escape rooms enjoyable for all, we ask them to e-mail us prior to booking, with any questions, so we can do all we can to assist.

The property is fully equipped with alarms, smoke detectors, and break glass emergency releases for fire protections, as per Make Your Escape's fire safety strategy.

There are lockers for our customers to store their personal belongings in whilst participating in our games. We operate a "no mobile phone" policy during the game, so ask customers to either leave them in their pocket, or in the lockers. However, Make Your Escape take no responsibility for lost or stolen items.

Contact Information

Make Your Escape

Mobile: 07572542451

Website:<http://www.makeyourescapederby.com>

Facebook:<http://www.facebook.com/makeyourescapederby>

Twitter:http://twitter.com/MakeYour_Escape

