

## **Escape the Forest**

This is located on the pathway that runs alongside the Plaza (venue) grid reference F6. There are two different scenarios you can experience. The pathway that leads up to the first building and to the other buildings is made up of gravel that is compacted. The steepest incline is 10%.

There are no toilet or handwashing facilities here. The nearest adapted toilet is in the Sports Café approximately a 3 minute walk away. The nearest Changing Place is in the Sports Plaza approximately 5 minutes' walk from the activity.

The doors to the buildings do not stay open on their own. Please contact us if this will present a challenge for you and assistance can be provided.

Some of the puzzles require a certain level of dexterity and require at least one member of the party to be able to reach into cupboards and up to items at head height.

Some of the puzzles require listening to audio, if this provides a challenge for you, please discuss with the Leisure Booking desk prior to booking as required (01525 842935). This element of the room can be bypassed with no effect on game play.

## **Forest Laboratory**

Room 1 in the main building has furniture that may restrict access, however this can be moved if required. The door width is 82cm if you feel this may be a problem please inform the staff and alternative access can be arranged.

Room 2 is at the end of a compacted gravel path. The door width is 80cm

Room 3 is at the end of a gravel path. The door width is 326cm.

The lab is brightly lit at all times.

### **Break Away Cabin**

Room 1 is in the main building there is a tight turning space to get through the second door inside the room. The front door of the room is 82cm with another door being 79cm.

Room 2 is at the end of a compacted gravel path. The door width is 80cm

Room 3 is at the end of a compacted gravel path. The door width is 326cm. The path leading out of this room is the steepest point on all the pathways.

The break away cabin is lowly lit at all times as per the mood and tone of the game.