

# The Kingmaker



## Summary

- The Kingmaker attraction is not accessible to wheelchair users and may pose problems for those with limited mobility.
- The Kingmaker operates a quiet time each day between 14.00 and 15.00, where music sound effects and narration are substantially reduced.
- There are opportunities to touch and feel many exhibits.
- Guests are requested not to touch the waxworks
- Smell and scent pots are used throughout the attraction to give the feel of medieval times.
- There are relatively low sound effects of forge work in this area
- Light levels are moderate

## Entry to the Kingmaker



- Entrance is via a short corridor.
- There are two steps down into the corridor.
- Light levels change from good to moderate low as the corridor progresses.
- Music and sound effects are high in this area (quiet time 2-3pm daily).

## Step to the Earl's Horse



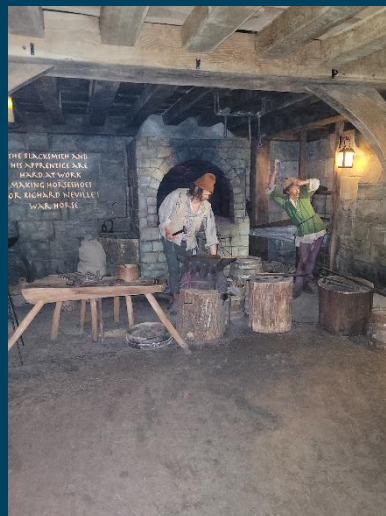
- At the end of the entrance corridor there are 6 clearly marked steps into the horse area.
- Light levels are moderate/low
- Handrails are on both sides of the steps

## The Earl's Horse



- There is step free access in this area
- The floor in this area is cobbled
- Light levels are low/moderate
- Light sound effects can be heard

## The Forge and Blacksmith



- Access from the Earl's Horse to the forge is via one of two walkways the right-hand walkway has a relatively large threshold to overcome
- The left-hand walkway also has a threshold but this is substantially lower
- There is step free access throughout this area
- Light levels are moderate
- Light sound effects of forge work play in this area

## Bowman Area



- There is step free access within this area there is a low threshold to overcome when stepping from the forge to the bowman area.
- There is a second threshold to overcome when leaving the area.
- There are low background sound effect.
- Light levels are good.

## Getting to the Armoury via the porters lodge



- There is step free access from the bowman, past the Porter to the steps to the armoury.

- There are 8 clearly marked steps to descend to the armoury.
- There are handrails on both sides of the stairs.
- Light levels are moderate.

## The Armoury and Cannon Room



- There is step free access in the armoury
- Light levels are moderate/good

## The Cannon Room to the Treasure Maker

- There are some narrow walkways along this route.
- There are some slight slopes.
- Lighting is mostly low except for the Women of the Wardrobe section.
- Steps The Treasure Maker to Final Duties
- There are 2 step located at the end of the corridor after the Treasure Maker.
- These steps are used to access the Final Duties room
- The steps are clearly marked.
- The handrail is in the centre of the steps
- The lighting levels at the steps are moderate to good.

## Attraction Space (Final Duties to The Kingmaker Shop)



- There is step free access throughout this attraction space.
- There is bench seating available in this space.
- There is a one-way route through this space.
- Information in this area is presented by information boards.
- The attraction space does play background music/noise.
- The lighting levels in this area are moderate to good.

## Kingmaker Shop

- There is a step free access into the shop.
- There are 3 steps to exit the shop.
- To re-enter the courtyard, there is a further 15 steps to exit the Undercroft area and re-enter the castle courtyard.