

Relaxed Guide – Melbourne Fringe 2024

Title Page

Show Name: Mafia: The Game: The Show

Date of Show: Saturday the 12th of October at 3:30pm

Duration: Approximately 60 minutes

Location: Solidarity Hall, Trades Hall, Festival Hub, Cnr
Lygon & Victoria Sts, Carlton 3053

Content Page

Here is everything in the guide, and why it's included

- [1] Title Page
 - o To give important information for people attending the show
- [2] Contents Page
 - o So anyone reading can find the appropriate information
- [3] What to expect from this low sensory performance
 - o To give audience members a clear understanding of what they can expect from this low sensory performance
- [4] Getting to the Venue
 - o So audience members are aware of how to find the location of the performance
- [5] Getting around the Venue
 - o So audience members can access the venue
- [6] The Stage
 - o So audience members can be aware of the stage and it's measurements in the space of the performance
- [7] The Performers
 - o So audience members can be aware of who is involved in the performance
- [8] Content Advice
 - o So audience members can be aware of the content they'll be watching
- [9] Feedback
 - o So audience members can feel safe and encouraged to provide feedback for the producers/performers of this event

What to Expect

For this specific presentation, you can expect the following features to be available:

Feature	Included
Consultation with a member of the neurodivergent arts community	Y
Low sensory translation of the performance lighting	Y
Low sensory translation of the performance Sound	Y
Addition of the house lights at a low level	Y
Open door policy	Y
Walkaround policy	Y
Open phone policy	Y
Event facilitation by a member of the neurodivergent arts community	Y
Confirmed available Quiet Room	Y
Extra FOH staff for the event day	Y
Capped tickets	Y

How to get there

Here is a **link to Google Maps** which can help you arrive at the venue:

<https://maps.app.goo.gl/2qLgKxLDLVso3tqJ6>

Nearest train station: Melbourne Central

Nearest Public Transport Routes:

Bus: 200, 207, 250, 251, 302

Train: HURSTBRIDGE, LILYDALE, MERNDA, PAKENHAM

Tram: 16, 5, 6, 67, 72

Parking:

There is a range of 1-2 hour parking spots available in the nearby vicinity, as well as some pay-to-park parking structures.

The Venue

The venue can be accessed via the front portico on Lygon St, where there is a wheelchair lift. Enter via the south doors and head to the elevator to be taken to the first floor. From there, a Melbourne Fringe representative will direct you to the appropriate venue.



Access Information

- **No Hearing Loop**

The venue has no hearing loop.

- **Accessible Bathroom**

This venue has toilets which are accessible for wheelchair users.

- **Step-free access**

This venue has no stairs or all stairs can be bypassed via a ramp, lift or elevator.

- **No Accessible Parking**

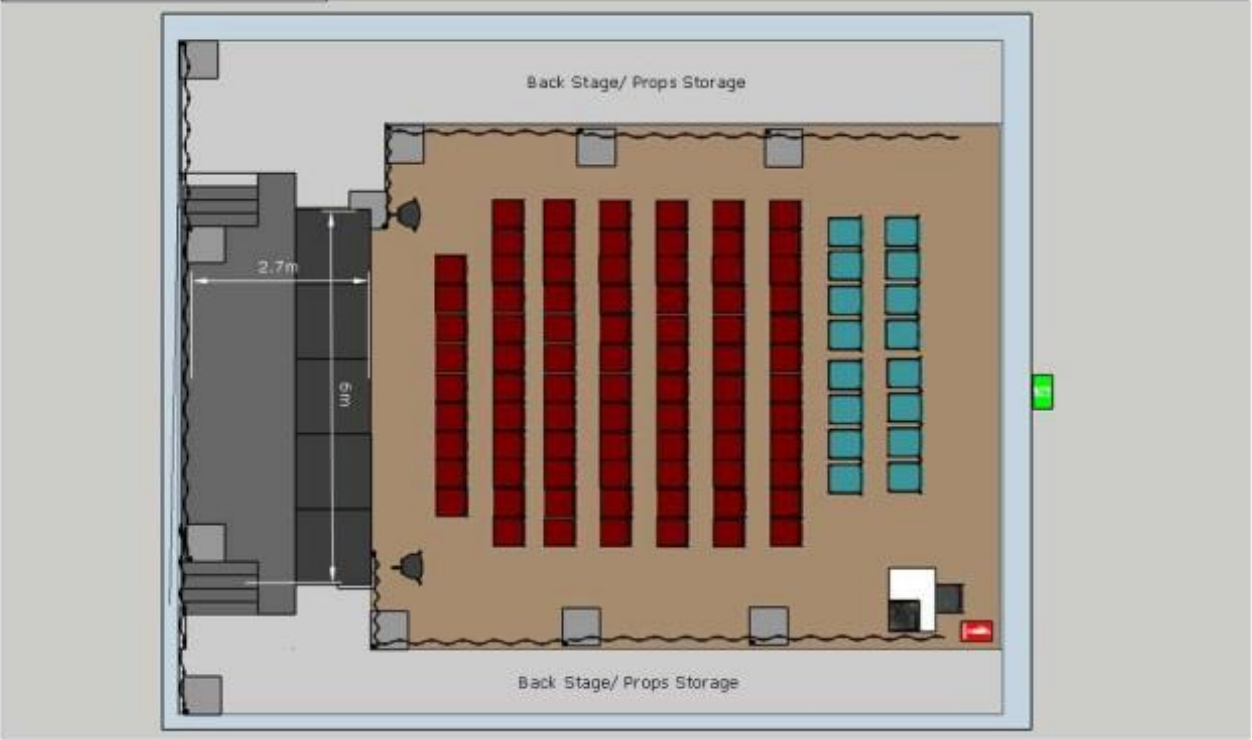
The venue has no accessible parking.

- **Assistance Dogs allowed**

Assistance dogs are allowed into all parts of this venue.

The Stage

Solidarity Hall Total = 100/150
Orange Chairs = 80
Tall Blue Stools = 20
Balcony Seating = 50



The Performers

Ashley Apap (she/her)



Nicholas Robertson (he/him)



Content Advice

Technical Advice:

- There will be both sound and lights that change over the course of the show depending on which part of the “game” we are currently in.

Verbal Content Advice

- There will be themes of death and murder as this show is based on the game Mafia

Verbal Content Description:

- There are multiple portions of the show where people on stage are “murdered” or “die” as a part of the mechanics of the show. No one will physically die or have any simulation of murder happen to them, but they will verbally say that they have been killed or have died.

Visual Content Advice:

- There will be multiple moments where the lighting changes to simulate the shift between day time and night time. This will be done both on stage and potentially in the audience.

Visual Content Description:

- The lights will change from a brighter orange colour to simulate day time, a red and blue flashing light will occur during the final minute of day time into night time, and the night time lighting state will be a darker and less obvious lighting state.

Feedback

Please contact the performer/producer at ashleyapapcomedy@gmail.com if you have any feedback on how the accessibility of this low sensory performance could be improved.

Thank you!