



Visual Story and Access Guide

Augmented Games

26 June – 19 July 2026



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What is a Visual Story and Access Guide?

This visual story and access guide will show you what to expect when attending Illuminate Adelaide's *Augmented Games* event in the Ridley Centre at Adelaide Showground.

We provide information around the physical and sensory accessibility at the event, as well as details around the event itself, Relaxed and Seniors Sessions.

You can read through this before you go so that you can get to know the path, the facilities, and who to ask for help.

This guide was created by Illuminate Adelaide and reviewed by Access2Arts.

For more information, please contact Illuminate Adelaide:

Website: <https://www.illuminateadelaide.com/program/season-2026/augmented-games/>

Access Page: <https://www.illuminateadelaide.com/visit/access/>

Email: hello@illuminateadelaide.com

Call: 1300 496 623

Fill out our [Accessibility Enquiry Form](#)

What is Augmented Games?

Augmented Games by Moment Factory, is a play zone where you are the controller, and the floor plays back. No screens. No headsets. Eight immersive games are available to play that will test your agility, memory and reflexes.

Running from Friday 26 June – Sunday 19 July, *Augmented Games* invites everyone to participate, whether you are a player, or a spectator.

Team up, face off, and get ready to move, laugh and compete while the room comes alive beneath your feet!

Relaxed Sessions are available with capacity and lowered sound levels. Seniors Sessions are available with reduced capacity. Find more details on pages 16-17.



Alt Text: A vibrant activity centre with adults and children interacting on colourful, illuminated courts. The room is filled with multicoloured lights, creating a lively and futuristic atmosphere.

Before the event



Alt Text: Three people stand on an interactive floor display with colourful graphics and numbers, while others watch from the background.

Tickets

You will require a purchased ticket to enter *Augmented Games* in the Ridley Centre at the Adelaide Showground. Book tickets online here:

<https://www.illuminateadelaide.com/program/season-2026/augmented-games/>

Illuminate Adelaide will have a box office set up within the Ridley Centre Foyer at the Adelaide Showground.

Companion Card

Illuminate Adelaide honours the Companion Card scheme and card holders are entitled to a second ticket to *Augmented Games* for their companion at no cost.

Please email us at hello@illuminateadelaide.com or call **1300 496 623** with your order number, and companion card number and we will add a ticket to your booking.

Assistance Animals

Accredited assistance animals are welcome at the Adelaide Showground. Proof of accreditation may be required.

Essentials

Augmented Games is an active experience that requires physical participation to play, with varying levels of intensity across games. Attendees can also engage as spectators. Players are encouraged to wear comfortable clothes and shoes (no heels or loose sandals).

What to Bring

We welcome any sensory aids you may require to make your experience more comfortable (e.g. noise cancelling headphones, fidget tools, sunflower lanyard).

We recommend bringing a refillable drink bottle. There are water fountains available in the Atrium outside the Ridley Centre building.

Beverages are also available for purchase within the Ridley Centre.

Getting to Augmented Games at Adelaide Showground



Alt Text: People interact on a large indoor court with colourful, illuminated patterns and digital projections covering the floor.

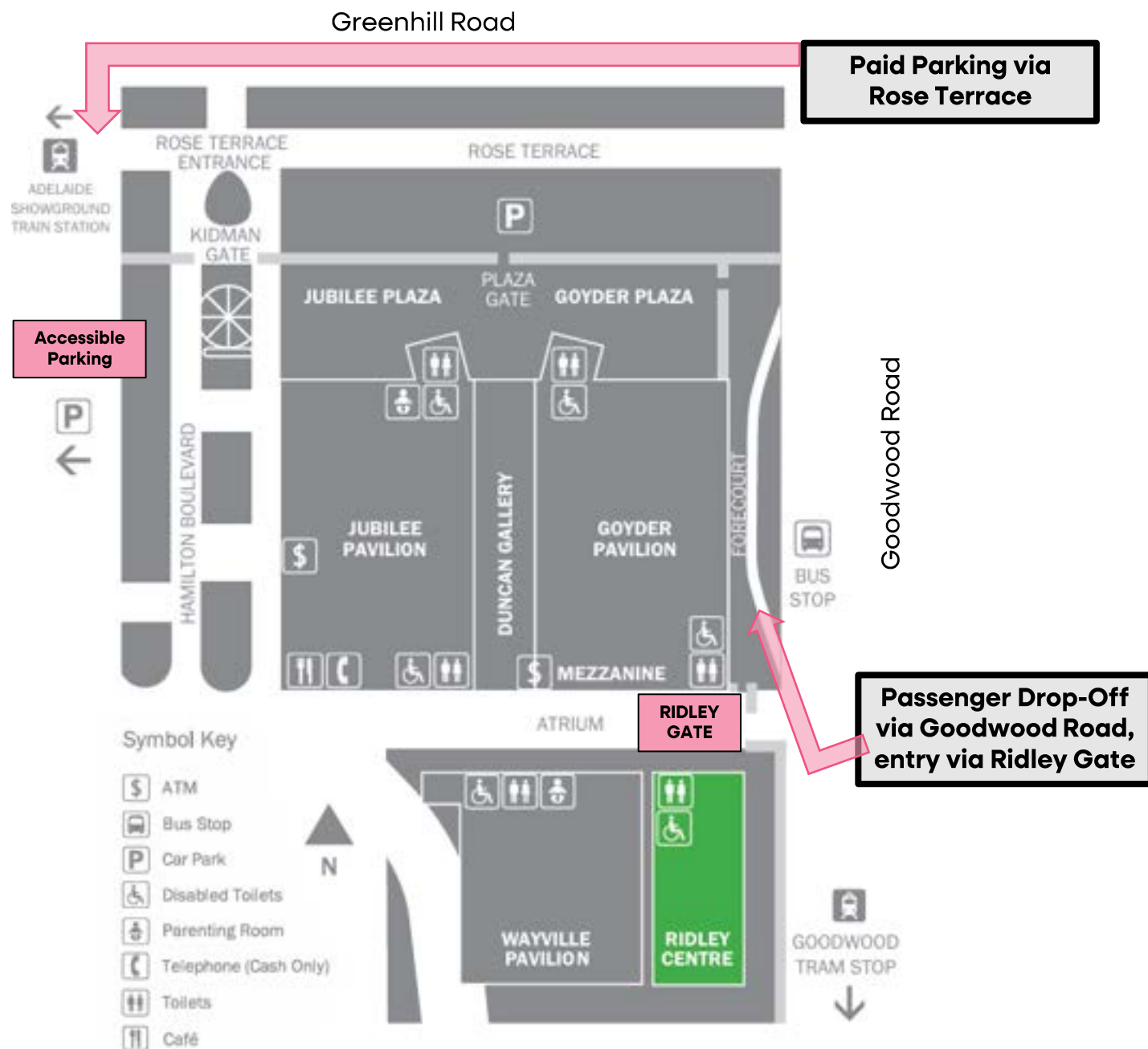
Map

There are multiple entrances to the Adelaide Showground, with paid parking and public transport options close by.

The closest entrance is via **Ridley Gate (Goodwood Road, passenger drop-off/pick-up in Goyder Forecourt)**. There is a very short distance from here to the Ridley Centre.

A number of paid parking options are available off Rose Terrace, including reserved accessible parking bays. From here, it is approximately 400m to the Ridley Centre, through the Adelaide Showground.

Download a map of the Adelaide Showground [here](#).



Parking and Transport

Parking

There are a number of paid parking options, accessible from Rose Terrace, including the carpark, P1 and P2 areas, visible on the Adelaide Showground [map](#). There is a boom gate at the carpark entrance and exit.

Each carpark has reserved **accessible parking** bays available.

From the carpark, it is approximately 400m to the Ridley Centre.

Parking Rates (learn more [here](#)):

- Under 30 minutes: Free
- Under 2 hours: \$6.50
- All day: \$15

There is **bicycle parking** on the left as you enter the Ridley Gate off Goodwood Road.

Taxi or Rideshare

Taxi pick-ups and drop-offs can be arranged from Goyder Forecourt on Goodwood Road, or the Rose Terrace entrance at the North of the Showground. Find accredited passenger booking services [here](#).

Public Transport

The Adelaide Showground can be reached by buses, trains and trams. The most convenient transport options are:

Bus

Several bus routes service the Adelaide Showground on Goodwood Road. Bus stops 1 or 2 on Goodwood Road are most convenient.

Tram

Goodwood Road Tram Stop 3 is 500m from the Ridley Gate at the Adelaide Showground. The tram departs from Adelaide city stations including Victoria Square and outside the Adelaide Railway Station, every 20 minutes.

Train

Located on the south-eastern corner of Anzac Highway and Greenhill Road, Adelaide Showground Station is fully integrated with the Showground to provide a modern station that improves access, visibility, design, safety and convenience for train users.

Getting around



Alt Text: A group of people enjoying an interactive floor installation, surrounded by colourful designs that respond to their movements.

Warnings

Please be advised this event is immersive with physical activity required to participate in the games. Some games have bright flashing lights and fast paced moving images. Our friendly staff are happy to answer any questions about the games and can assist in finding the most suitable games for your access needs.

For access enquiries please fill out our [Accessibility Enquiry Form](#), or contact our friendly team via phone 1300 496 623 or email hello@illuminateadelaide.com

Experiencing Augmented Games

Augmented Games is an immersive and interactive, indoor experience.

Players will be allocated one of eight game courts, projected onto the floor. The player's movement will form the gameplay, featuring moving lights accompanied by sound effects beneath your feet. There are eight games to choose from. Games can be chosen multiple times, or not at all. Some games are more sensory and physically intense than others.

Players can move freely between the court and nearby seating. Attendees are also welcome to spectate or take a break in the Foyer or outside of the building.

Access Overview

Site Overview

This is an indoor event. Pathways are step-free, with lots of space to move around. Staff called 'Hosts' will guide your experience. The experience is designed to allow for individuals and groups to interact together. Please note you may be assigned to play on a court with people from outside your group. Depending on how many games you play, we recommend allowing up to 60 minutes for the *Augmented Games* experience.

Ground Surfaces

The pathways through Adelaide Showground are simple to navigate and step-free. Paved and bitumen paths lead you to the Ridley Centre, where there is hard tiled surface in the Foyer, and carpet tiled surfaces in the gaming arena.

Sensory Information: Light and Sound

The gaming arena is dark, with bright coloured floor projections. Loud noises can be expected from the games and attendees.

Some games have bright flashing lights and fast paced moving images. Our friendly staff are happy to answer any questions about the games and their sensory and physical intensity.

Access & Sensory Information for Games

There are eight games to choose from. Games can be chosen multiple times, or not at all. Games can be played at your own pace, though some games require more physical movement than others. Some games are more sensory intense than others. Learn more about the games on pages 34-41.

Games:

- **Memory** (*lower sensory, less physical intensity*)
- **Grid** (*higher sensory with intermittent flashing lights, intermediate physical intensity*)
- **Target** (*higher sensory, intermediate physical intensity*)
- **Obstacles** (*lower sensory, more physical intensity*)
- **Hotspot** (*lower sensory, more physical intensity requiring significant movement around the entire court*)
- **Polygon** (*lower sensory, intermediate physical intensity*)
- **Pathfinder** (*lower sensory, less physical intensity depending on pace*)
- **Maze** (*higher sensory with significant moving images, less physical intensity*)

Relaxed Sessions

Illuminate Adelaide is proud to offer *Augmented Games Relaxed Sessions*. Book a Relaxed Session [here](#).

Dates and Times: Select sessions on Sunday 5 July, Thursday 9 July, and Tuesday 14 July

Relaxed sessions will include reduced capacity and lowered sound levels. These sessions are specifically designed to make the experience more accessible for neurodiverse audiences, the Autistic community, and individuals with sensory needs.

This event is immersive with physical activity required to participate in the games. Some games have bright flashing lights and fast paced moving images. If you have any questions please contact us prior to attendance, or ask your Host on the day of your session.

RP



Alt Text: People playing a digital floor game with colourful, circular graphics projected on the ground. The atmosphere is lively and engaging.

Seniors Sessions

Illuminate Adelaide is proud to offer *Augmented Games Seniors Sessions*. Book a Seniors Session [here](#).

Dates and Times: Select morning sessions on Wed 1 July, Wed 8 July, and Wed 15 July

These sessions are designated for our senior audience, running with reduced capacity and encouraging a multi-generational experience. Please note there are no age restrictions, and people of all ages are welcome to participate. There is no Seniors Card required.

This event is immersive with physical activity required to participate in the games. Some games have bright flashing lights and fast paced moving images. If you have any questions please contact us prior to attendance, or ask your Host on the day of your session.



Alt Text: Four people stand around a digitally projected floor game with glowing graphics and text, creating an immersive, futuristic atmosphere.

Facilities and Spaces



Alt Text: An individual positioned in front of a luminous floor featuring the phrase "Perfect Score," highlighting a fitness theme.

Facilities

Toilets

There are toilets, including an accessible toilet:

- In the Ridley Centre Foyer
- Across from the Ridley Centre in the southern end of Goyder
- Off the Atrium's southern side, as you travel between the Ridley Centre and the carpark
- Near the carpark off Rose Terrace

Parenting Facilities

- All accessible bathrooms include a baby change table.
- There is a parenting room, off the Atrium on the south side. This space is accessible for prams and includes a breastfeeding area with privacy screen and change table.

Food and Drink

Food and beverage is available for purchase within the *Augmented Games* gaming arena.

Water

There are water fountains within the Atrium, nearby the Ridley Centre. Free water refills are also available from the food and beverage bar within the Ridley Centre.



Illuminate Adelaide Staff

Illuminate Adelaide staff will be present upon entering the Ridley Centre.

Throughout the *Augmented Games* experience, you will be supported by a dedicated Host who can answer questions about the games and facilities.

Hosts wear all black, with a green Illuminate Adelaide lanyard. Some may also be wearing a silver jacket with **Staff** written on the back.

Illuminate Adelaide staff have completed Disability Access and Inclusion training delivered by Access2Arts, as well as safety briefings.

Illuminate Adelaide is proud to be a member of the Hidden Disabilities Sunflower. Staff have completed the awareness training, and wear “I Support The Sunflower” pins.



Alt Text: A staff member in a silver jacket with “Illuminate Staff” printed on the back. Another staff member in the background wears a black long sleeve top with “Staff” printed in green on the back.

Sensory Backpacks

Sensory backpacks are provided for people who may need sensory or communication aids to make their *Illuminate Adelaide* experience more comfortable. Please enquire with our friendly staff at the *Augmented Games* Box Office.

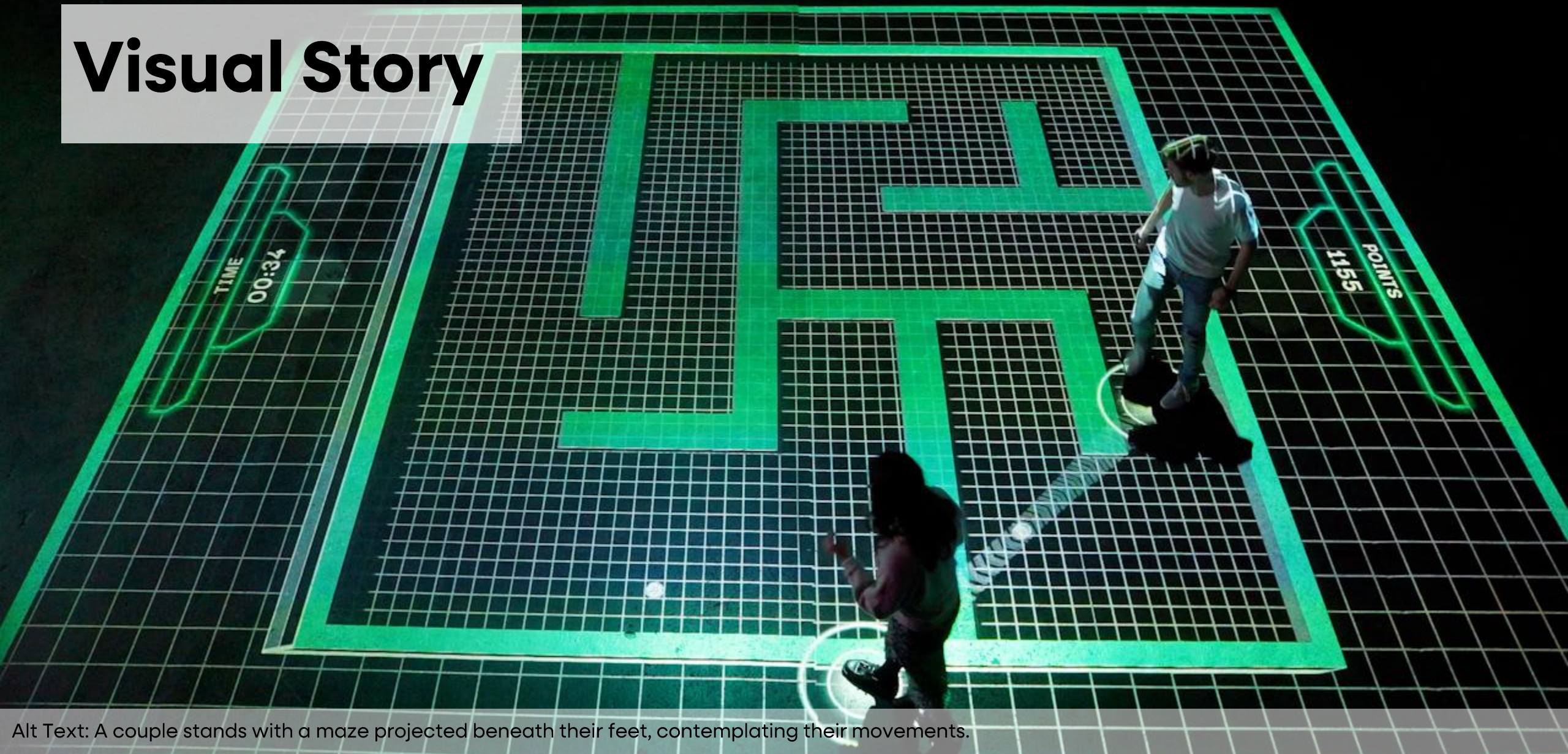
The *Illuminate Adelaide* sensory backpacks are complimentary and available on a first-come first-serve basis, so we may run out. Learn more [here](#).

You are welcome to bring your own sensory aids to *Augmented Games*.



Alt Text: A person in a hoodie walks through a vibrant, illuminated cityscape at night with a "Illuminate Adelaide" backpack, creating a lively atmosphere.

Visual Story



Alt Text: A couple stands with a maze projected beneath their feet, contemplating their movements.

Arrival: Passenger Drop-off & Pick-Up

The closest entrance to the Ridley Centre is via the Ridley Gate on Goodwood Road. [Find directions.](#)

A passenger drop-off and pick-up zone is located off Goodwood Road, in the Goyder Forecourt.

From here, you can enter the Adelaide Showground via the Ridley Gate. The gate is wide and the surface is flat and paved.

There is paid parking available off Rose Terrace.



Alt Text: The drop-off zone is pictured; a city street with Goodwood Road to the right, and parked cars on the left behind an opening in a metal fence. Trees line the sidewalk on an overcast day.

Arrival: Parking

There are a number of paid parking options off Rose Terrace, including the carpark located on the right side of the Kidman Gate.

There is a boom gate at the carpark entrance and exit.

There are accessible parking bays available here.

Toilets, including an accessible toilet, are located on the southern end of the carpark.

A water fountain is also available here.

From the carpark, it is approximately 400m to the Ridley Centre travelling through the Adelaide Showground.



Alt Text: One of the entry points to the Adelaide Showground carparks off Rose Terrace, with signage about payment and a boom gate.



Alt Text: Accessible parking bay signs within the carpark, with toilets visible in the background.

Arrival: Atrium Facilities

If you are travelling from the carpark to the Ridley Centre, there is signage available to guide you.

You will move through the Atrium, an undercover area between pavilion buildings, with lots of seating.

A water fountain is located at the western end of the Atrium.

There are toilets, including an accessible toilet, off the Atrium on the south side. There is also a parenting room here.

Another water fountain is located nearer the Ridley Centre, on the north side of the Atrium in front of the Goyder Pavilion.



Alt Text: Spacious outdoor food court, Adelaide Showground's Atrium, with a high glass ceiling, empty tables and chairs. Bright pink and green signage is visible directing with an arrow and reading "This way to the gaming arena!"

Ridley Centre

The Ridley Centre is immediately on your left as you enter via the Ridley Gate off Goodwood Road.

If you are approaching from the carpark through the Adelaide Showground, the Ridley Centre is on the right, after the end of the Atrium.

There are benches either side of the Ridley Centre entrance.



Alt Text: The image shows the entrance of Ridley Centre, featuring modern architecture with large glass doors and bright signage. A person sits on the bench outside.

Ridley Centre: Entry

As you approach the building, there are three sets of wide, double doors. These require manual pull to open. The middle doors will be propped open.

There is hard tiled surface within the foyer of the building as you enter.



Alt Text: Modern glass entrance to the Ridley Centre, featuring tall double doors with sleek handles and bright signage above. The reflection creates depth.

Ridley Centre: Toilets

As you enter the Ridley Centre, there are toilets immediately to your right.

There are male and female gender toilets, as well as an accessible toilet.

The accessible toilet door has a handle, and requires pull to open.



Alt Text: A grey door against a white wall, labelled disabled. The setting appears clean and organized.



Alt Text: Interior view of a bathroom with a toilet, a sink, and a wall-mounted paper towel dispenser.

Ridley Centre: Foyer

As you enter the Ridley Centre, the Foyer will be well-lit with colourful lighting. There is a long counter with Box Office staff present for ticket enquiries or purchases.

Tickets are scanned on the left side of the Foyer. There may be many people in this space, and queuing may occur.

Once your ticket has been scanned, you will be provided with a coloured wristband to wear.

You will then be guided into the gaming arena by the Court Master.

At **Relaxed Sessions** and **Seniors Sessions** there will be reduced capacity.



Alt Text: The Ridley Centre Foyer with large, colourful signage hanging above the Box Office counter.

Ridley Centre: Gaming Arena

The gaming arena has low lighting with bright coloured floor projections that make up eight courts. The courts are identified by large colourful numbers. Screens are visible, keeping score of the gameplay.

Loud noises can be expected from the games and attendees.

As you enter the space, there is food and beverage available on the right.

Once you are allocated to a court, a Host will provide you with details on how to choose your avatar and play the games.

You may be allocated to a court with people outside your group.

At **Relaxed Sessions** there will be lowered sound levels.



Alt Text: A vibrant room filled with neon lighting, showcasing individuals participating in games and socializing.

Ridley Centre: Game Court

Courts are distinguished by a lighter coloured carpet tile surface.

As you move onto your allocated court, you will use your body and movements to select your avatar, and game choices.

Your Host can assist you to find the most suitable game/s for your access needs and are happy to answer any questions about the games.

Players can move freely between the game court and seating. Attendees are also welcome to spectate or take a break in the Foyer or outside of the building.



Alt Text: A vibrant court scene with multiple players actively participating in a game, showcasing teamwork and movement.

Ridley Centre: Food and Beverage

Food and beverages are available for purchase within the Ridley Centre, immediately on the right as you enter the gaming arena.

There may be queuing required as you wait to purchase items.

Free water refills are available here.

Café style tables and chairs are also available here.



Alt Text: Food and beverage counters with tables and chairs.

Ridley Centre: Seating

There is tiered spectator seating either side of the game courts.

Seating is available both at ground level, as well as a tiered level with two steps leading up to the seats.

You can move freely between gameplay and seating, at any time throughout your experience.



Alt Text: Two rows of seating. The front row is at ground level, and the row behind has two steps leading up to the seats.

Game: Memory

About the Game

- Memorise symbols on surrounding tiles. When flipped, a symbol will appear in the centre. Your goal is to quickly locate and step on the matching tile before time runs out.
- Teamwork is essential in this memory game. As levels become more challenging, you'll need to work together to progress.

Sensory Information

Lower sensory.

Physical Intensity Level

Less physical intensity.



Alt Text: Image of Memory game. Four people stand around a digitally projected floor game with glowing graphics and text, creating an immersive, futuristic atmosphere.

Game: Grid

About the Game

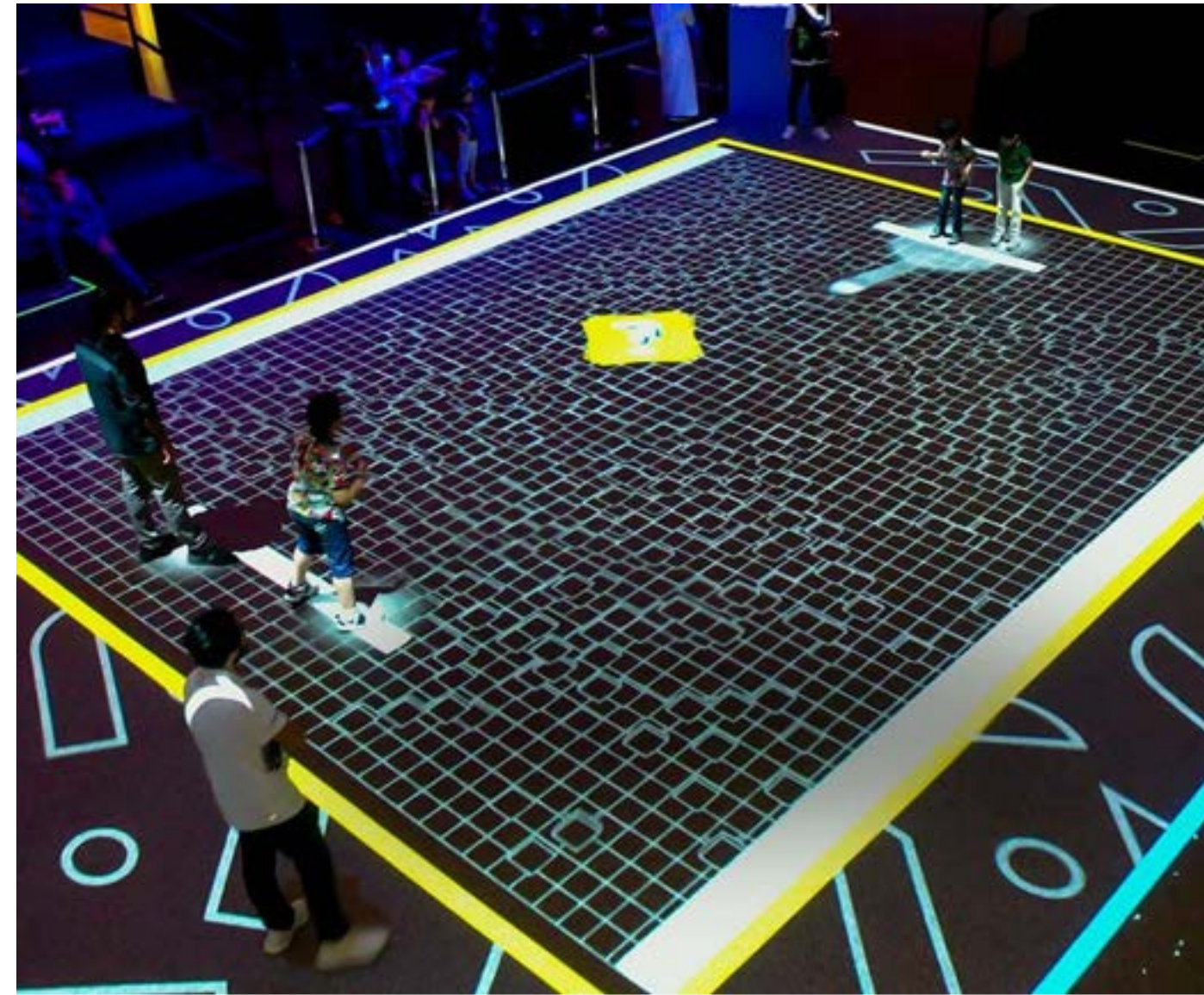
- Face each other on either side of the court.
- Move your virtual racket to place the ball in play.
- Grab bonus points on the court by aiming the ball at the loot boxes.
- The first team to win the agreed number of games wins!

Sensory Information

Higher sensory with intermittent flashing lights (game score prompts).

Physical Intensity Level

Intermediate physical intensity as you move along half of the court to deflect the moving ball.



Alt Text: Image of Grid game. A vibrant game room filled with neon lights, featuring people engaged in various games and enjoying the lively atmosphere.

Game: Target

About the Game

- Stay in your quadrant.
- Grab as many white dots as possible while avoiding the red dots.
- But be careful - the playground can rotate without warning...
- The player with the most tallied points wins the game!

Sensory Information

Higher sensory with constant moving dot images.

Physical Intensity Level

Intermediate physical intensity as you move within your quadrant to grab the white dots and avoid the red dots.



Alt Text: Image of Target game. People playing a digital floor game with colourful, circular graphics projected on the ground. The atmosphere is lively and engaging.

Game: Obstacles

About the Game

- Move back and forth along the court as quickly as possible.
- Complete as many round trips as you can within the time limit.
- Be sure to grab bonus points along the way while avoiding the obstacles that come your way!
- The player with the most points wins.

Sensory Information

Lower sensory.

Physical Intensity Level

Physical intensity is dependent on your chosen pace, though this game tests agility to avoid obstacles.



Alt Text: Image of Obstacles game. Two individuals stand in a dimly lit room illuminated by vibrant neon lights projected onto the floor beneath them.

Game: Hotspot

About the Game

- Dash from marker to marker along an illuminated path.
- Finish the race as quickly as possible without missing a marker.
- After two rounds each, the team with the best time wins the game!

Sensory Information

Lower sensory.

Physical Intensity Level

High physical intensity requiring significant movement around the entire court.



Alt Text: Image of Hotspot game. Several individuals observing a lively game on an interactive floor, where one individual is pictured moving at high pace, highlighting collaboration and fun.

Game: Polygon

About the Game

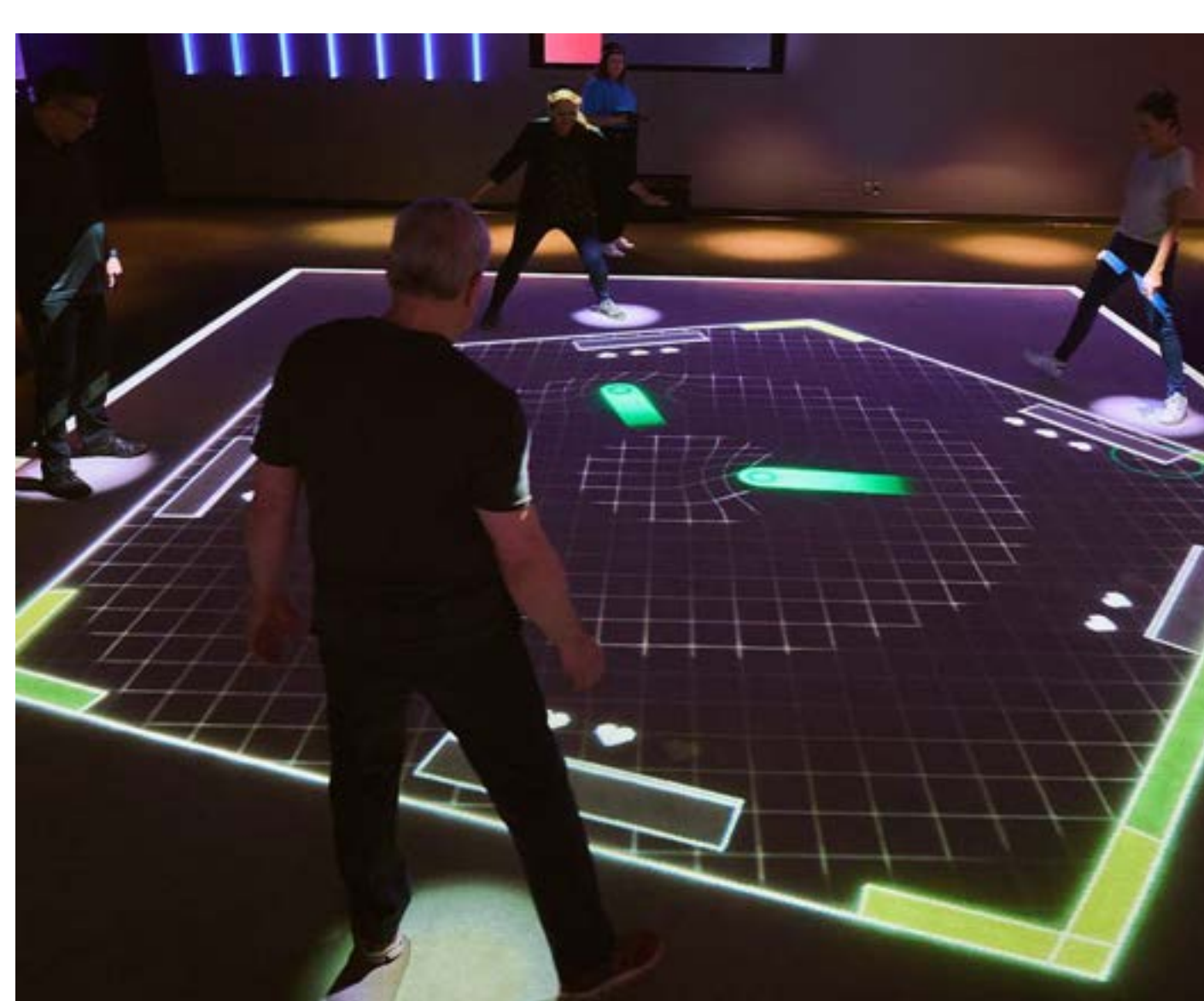
- All players take a side on the polygon.
- Slide the virtual racket from right to left and deflect the balls arriving in your zone.
- Be careful to not let a ball get through! You have a limited number of lives.
- The last player still in contention is the winner!

Sensory Information

Lower sensory, though there are moving images of the game balls.

Physical Intensity Level

Intermediate physical intensity as you move within your own zone to deflect the balls.



Alt Text: Image of Polygon game. A diverse group of five players enjoying a game on a floor adorned with dynamic neon lighting.

Game: Pathfinder

About the Game

- Memorize the temporary path created by a series of digital tiles.
- Follow it as quickly as possible to outsmart your opponents.
- The player with the fewest pathway errors wins!

Sensory Information

Lower sensory.

Physical Intensity Level

Physical intensity is dependent on your chosen pace.



Alt Text: Image of Pathfinder game. Individual positioned in front of a luminous floor featuring the phrase "Perfect Score," highlighting a fitness theme.

Game: Maze

About the Game

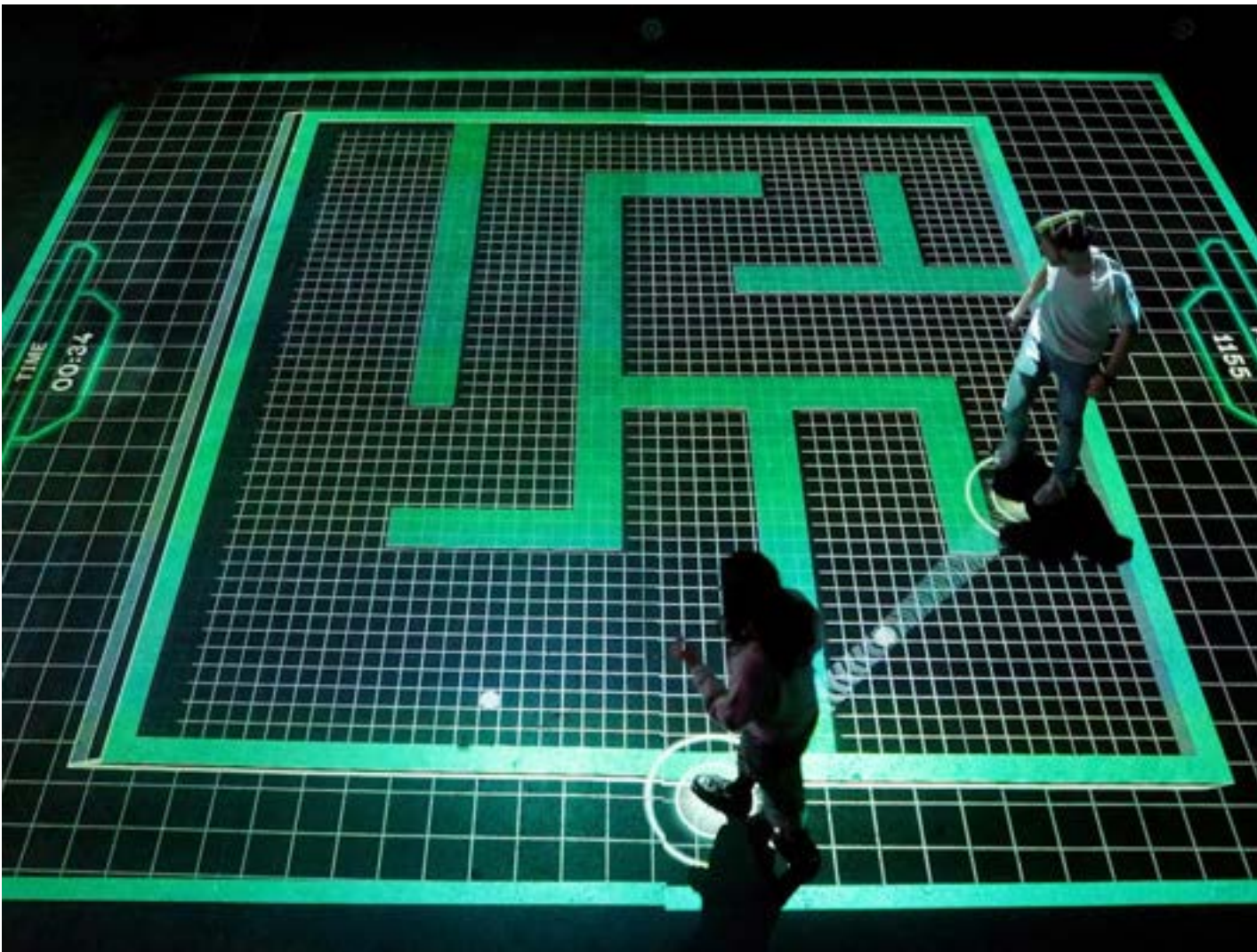
- Guide a virtual ball to the goal using movement and navigating obstacles with precision.
- Stay synchronized, collect bonus points, and master every level before the clock stops!

Sensory Information

Higher sensory with significant moving images, as the maze shifts beneath your feet.

Physical Intensity Level

Less physical intensity with teamwork being the focus of this game.



Alt Text: Image of Maze game. A couple stands with a maze projected beneath their feet, contemplating their movements.

Exit

Exit the Ridley Centre via the three sets of double doors.

From here you can exit to Goodwood Road through the Ridley Gate on your right.

If you parked in the carpark off Rose Terrace, you can reach the carpark through the Adelaide Showground by turning to your left towards the Atrium.



Alt Text: Doors of the Ridley Centre, inviting entry or exit, and suggesting a welcoming atmosphere for visitors.

Thank you!

We hope you have fun at *Augmented Games*.

There are more events and displays to explore during Illuminate Adelaide, which can be found on the website: <https://www.illuminateadelaide.com/>

If you have feedback on this Access Guide and Visual Story, or any other access questions, please let us know by filling out our [Accessibility Enquiry Form](#), or contact our friendly team via phone 1300 496 623 or email hello@illuminateadelaide.com