

Annex 9: Rules of the escape room service

It is compulsory for all service users to read the Policy

- Responsibility: Everyone is welcome to use the escape room at their own risk.
- Health and Sobriety: Only to be used in a healthy, sober condition.
- Lateness: in the event of an unannounced delay of more than 15 minutes, the Games Master may refuse entry.
- No smoking, open flames, sharp objects or firearms.
- Fixed objects: The fixed elements must not be distorted or moved.
- Food and drink: no food or drink may be brought into or consumed in the room.
- Locks: breaking or "wringing" of locks is strictly prohibited.
- Toy equipment: Items may not be dismantled. Breakages must be reported to the game master immediately.
- Refunds: No refunds will be given.
- Liability: No liability will be accepted for injuries resulting from our own actions.
- Theft: In case of theft, an immediate police report will be filed.
- Damage: The player is liable to pay compensation for any damage caused.
- Minors: under 18 years of age may only play under the supervision of a parent, legal guardian or teacher (the person over 18 years of age is responsible for the minor).
- Valuables: we are only responsible for valuables left outside if they have been reported in advance.

Only those items that are left behind will be accepted if they are returned in advance.

By respecting the rules, everyone contributes to the smooth play of their team and others.

Users may be ejected from the library for violation of this policy.

By signing up, players automatically accept the terms and conditions of the recreation room.