

RULES AND REGULATIONS - Library Labyrinth

You must read the Rules and regulations before the game!

By complying, players complete the game for themselves and the following team.

- Everyone can use the escape rooms of the Library Labyrinth at their own risk.
- The game is not allowed to persons under the influence of alcohol or drugs.
- If a team is more than 15 minutes late, the game master may refuse to allow them to enter the game.
- Smoking and open flames are prohibited.
- It is forbidden to bring any sharp objects or firearms (even if held with a permit) into the room.
- It is forbidden to stretch or move objects that are visibly or perceptibly fixed in the game.
- It is forbidden to eat or drink in the room or to bring any liquids or food into the game venue.
- It is forbidden to pick or "twist out" the padlocks, as they can be damaged by improper use.
- Do not disassemble the game equipment. If anything is not working properly (e.g., batteries are out, or lights are not working) players must inform the game master immediately.
- No money back.
- We accept no responsibility for injuries caused by our own actions or similar injuries caused by objects placed in the room.
- We will report any theft of any value to the police immediately.
- Visitors must pay for any damage they may cause in the room.
- Children under 14 years of age must be accompanied by an adult (the adult is responsible for them).
- We will be responsible for any valuables left outside if the team indicates what they are not taking with them.

If the team violates the Rules of the Game, it may be removed from the game.

Players accept the Library Labyrinth's rules and regulations at the time of registration.

Will the game start???
Good luck and escape soon!

Group of SZE-EKL

