

## EscapeTown Adventure and Quest Park Rules

1. Everyone who enters the EscapeTown adventure and quest park (hereinafter – the Park) must familiarize themselves with the Park rules.
2. Safety and respectful behavior must be observed; other persons and the surrounding environment must be respected. Natural needs may only be attended to in designated toilets (WC).
3. The service provider may refuse or terminate the provision of the service, without refunding the service fee to the service recipient, if the service recipient violates the Park rules. The service recipient is also obliged to make an additional payment if their actions cause material damage to the service provider.
4. Entry to the Park is permitted only through the official registration point, and by entering the Park you confirm that you have familiarized yourself with the rules, agree to them, and are aware of your legal obligations. (Your personal data will be processed only for the purpose of providing the service and in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, repealing Directive 95/46/EC – General Data Protection Regulation.)
5. The service provider ensures the equipment and attributes necessary for the provision of the service. The service shall be considered provided when the service recipient has been given the legal opportunity to use the service and the service provider has fulfilled all obligations required to provide the service.
6. The service recipient acknowledges that by using the service, they engage in activities with an increased risk of injury. The service recipient may, at their own discretion, insure their life, health, and property against damage that may occur while using the service.
7. Photographers operate in the Park territory. If you notice that you are being captured in video or photographs and you do not wish for this material to be published, you only need to say to the camera: “please do not use footage with me”, and the recorded material will be deleted.
8. If the service recipient does not submit complaints regarding the proper quality of the service and/or damages to their health and/or property arising from the use of the service in writing to the service provider immediately after receiving the service, the service recipient acknowledges that the service was received in proper quality and that no damage has occurred to their health or property.
9. The service provider is released from liability in connection with injuries, traumas, or other harm to the life, health, and/or property of the service recipient.
10. We wish to provide you with the most enjoyable park visit experience; therefore, we ask you to understand that all Park rules must be fully observed in order to avoid situations where any service recipient is expelled from the Park territory. Service recipients who, upon request by Park staff to leave the Park territory due to rule violations, do not comply voluntarily, will be held administratively liable based on violations of public order. Video surveillance is conducted in the Park territory, and recordings are stored and may be used in cases of violations.

### Game rules for participants taking part in the mission campaign

1. You carry out your mission campaign as a team, which, at your discretion, may consist of 2 to 12 participants.
2. You begin your mission campaign in the part of the park considered neutral Swiss territory, where in the mission command center you must obtain a team permit that grants you the right to stay in the part of the park considered the Nazi-occupied French city of Le Arion, where your entire mission campaign will take place.
3. In the French part of the park, it is forbidden to behave in a way that does not fit the theme, including the use of mobile phones or other smart devices. It is also forbidden to gather and communicate with members of other teams within the guards' field of vision.
4. At any point during your mission campaign, your team may cross the official border at sector E15 from Switzerland to France and from France to Switzerland as many times as you wish, if you consider it necessary for your team.
5. The French part of the park is divided into several districts, and you can move through these districts either legally or illegally, depending on your choice.
  - 6. Entering a district legally:**
    - \* Stand at the designated district gates marked with red and white stripes.
    - \* Wait for a guard and inform them that you wish to cross the district boundary.
    - \* Present valid documents to the guard, and the guard will give you a token for the new district and allow you to cross the border.
    - \* This legal movement between districts is safe but takes more time, as you may need to wait several minutes at the district gates.
  - 7. Entering a district illegally:**
    - \* Without being noticed by the guards, you may pass through the gates or use one of the secret passages.
    - \* If you enter a district illegally, remember that your district token only grants you the right to stay legally in your assigned district. While you are in any other district, it is best to avoid the guards.
    - \* Once you return unnoticed by the guards to your legal district, you are safe again and no longer need to be cautious of the guards.
  - 8. Document inspection:**
    - \* When guards get close to you, they may choose to check your documents.
    - \* During this check, each participant's individual document is verified, the team's full composition is confirmed, and whether the team possesses the correct district token is checked.
    - \* If a violation is detected in any of these points, the first three times are recorded as warnings. Starting from the fourth violation, the team is taken to prison, from which escape is possible.
  - \* Depending on the time spent in the game, there may come a moment when your documents are no longer valid, and in such a situation, a document check will always result in prison. This phase of the game is called the Mission's Secret Phase
  - 9. Guard rules for firing ball shots:**
    - \* If guards notice any suspicious activity within their field of vision, they record it and move quickly toward that direction.
      - \* At a distance of 20 meters, guards may issue a command to stop “halt”.
      - \* If guards feel that participants are trying to escape, the guard uses a whistle.
    - \* Any participants who do not stop within a 10-meter distance after the whistle are considered potentially illegal and may be pursued.
    - \* If participants run or do not obey the guard's instructions within a distance of 4 meters or less, they may be shot with a ball without further warning. Guards fire from a safe, close distance to ensure accuracy.
      - \* The shot is fired from a paintball marker, in accordance with general paintball rules regarding marker power and pressure.
      - \* Being hit by a ball does not eliminate a participant from continuing the mission.
        - \* If guards are at a distance of 5 meters or more, you can be sure that you will not be shot with a ball, even if you are fleeing and being chased.
  - 10. The guards will adapt to your behavior:**
    - \* If you want the guards to treat you calmly and politely, you must behave the same way.
    - \* If you run, shout, or behave suspiciously within the guards' field of vision, it will attract their attention, and they will most likely want to check your documents and may even record a behavioral violation.
      - \* If you attempt to avoid a document check and try to run away from a guard, the guard may begin to chase and detain you.
11. All necessary equipment for completing the mission will be provided to you at the beginning of the game; therefore, throughout the mission it is forbidden to supplement your equipment with items obtained within the park territory, unless explicitly instructed otherwise. To make notes, you may use only the pencils provided to you, and you may use the back of the maps provided to you as paper.
12. It is forbidden to be closer than 0.5 meters to the fences, barriers, and barbed wire marking the external and internal boundaries of the field.
13. At the end of your mission time, the guards will lay down their weapons, congratulate you on your survival, and escort you out of the city. At this point, all participants must cease sneaking and hiding and must voluntarily leave the French part of the park. Participants who fail to comply with this rule shall be held administratively liable for violation of public order.
14. The decisions of park staff (guards and allies) are final, indisputable, and binding.
15. May you have a successful adventure!