

REGULATIONS

Rules for participation in Escape Room games offered by Find a Way in Poznań.

§ 1 INFORMATION GENERAL

1. The organizer and seller of services offered by **Find a Way** is:

Fear Escape Zbigniew Jankowski,
ul. Mała Garbary 2
61-648 Poznań
NIP: 923-002-66-57

Contact details:

e-mail: kontakt@findaway.pl
phone: +48 796-647-266

hereinafter referred to as the **Organizer**:

2. Each Game Participant is required to read these Regulations before making a reservation.
3. Joining the game is tantamount to confirming that you have read the provisions of the Regulations and agree to its provisions.
4. During the game, participants are required to comply with the Regulations. In the event of a breach of the provisions of these Regulations and the rules of game security, the Participant may be removed from the premises. In this case, the Participant is not entitled to a refund of the fee paid.
5. The game is designed for 2-5 people.
6. More people can take part in the game, subject to prior agreement with the Organizer and his consent. In such a situation, the Organizer is not responsible for reducing the comfort of the game by more than the number of participants in the game room. The participation of each additional person in the game is associated with an increase in the price of the game by 10 PLN.
7. The minimum age for participation in the game is:
Texas Massacre: 18 y.o.; Scary Circus: 16 y.o.; Cartel Maneuvers: 16 y.o.; Russian Horror Story: 16 y.o.; Witcher Book: 16 y.o.; Pharaoh's tomb: 16 y.o.; Buried alive: 16 y.o.; Secret Agent Mission: 14 y.o.; Island of Secrets: 14 y.o.; Western Wild Saloon: 14 y.o.; Hideout H. Domański: 14 y.o.; Knight's room: 14 y.o.; Harry's secrets: 12 y.o.
8. The Organizer allows the participation of younger Participants in games, provided that their games take place with the participation of adults who are their guardian and after prior agreement of this fact with the Organizer.
9. In case of doubts as to compliance with the minimum age condition, the Organizer reserves the right to verify the Participant's age on the basis of an age document (e.g. ID card, school ID). The organizer may refuse entry to people who do not meet the age requirements. If a parent or legal guardian has written consent, the group has the option of participating in the game without an adult inside the room.
10. The Organizer shall not be liable for any damage to property and persons resulting from the fault of the Participants, third parties or as a result of force majeure and for the threat to the security of the Participants resulting from failure to comply with the Regulations.
11. Participants are responsible for any damage caused by their fault on the property of the Organizer.

§ 2 GAME RULES

1. The game is about solving a series of logical or manual puzzles.
2. The maximum playing time is 60 minutes. In some cases, the game may be extended after prior agreement with the Organizer. The game may also be extended by the Organizer without prior arrangement with the Participants.
3. Participants have the right to interrupt the game at their own request at any time, by leaving the game room or by providing such information to persons exercising control over the course of the game.
4. Ending the game ahead of time results in the inability to resume it and does not entitle Participants to demand reimbursement of the payment for the game in whole or in part. Participants are asked to arrive on time with the reserved time of the game. If Participants are late for the reserved time, the Organizer has the right to shorten the game time by being late.
5. The game is monitored. Monitoring recordings can only be used for purposes related to the safety and protection of people and property in the building where the Find a Way service activity is conducted.
6. The Organizer watches over the course of the game. During the game, Participants are obliged to comply with its instructions regarding issues not covered by the Regulations.
7. Participants are strictly prohibited from recording, photographing or other copying of the room's equipment and decor. If the Organizer's representatives notice such actions, they have the right to stop the game immediately and remove the Participants. Each time such behaviour will be treated as theft of intellectual property.
8. Publishing photos or movies on the Internet, showing the equipment or design of the game rooms may involve a financial penalty of up to PLN 10,000 on the publisher.
9. When solving puzzles, it is not allowed to use your own tools. During the game, the Organizer allows the delivery to the rooms of puzzles elements that have been damaged by game participants or as a result of random events.
10. Persons under the influence of alcohol or other drugs may not participate in the game. The organizer has the right to prevent such persons from playing and is not obliged to refund the fee paid for the game.
11. Persons under the influence of alcohol or other drugs may also be asked to interrupt the game during it, without the right to a refund of the fee paid for it.

§ 3 SAFETY RULES AND OTHER RESTRICTIONS

1. Persons suffering from claustrophobia, epilepsy, mental illness and other illnesses which the Game's course could have a negative effect on, or could pose a threat to the health or life of the Participant may not participate in the game. Games are also not recommended for pregnant women.
2. The Organizer is not responsible for the deterioration of the Participant's health resulting from participation in the Game despite the aforementioned prohibition.
3. Smoking, drinking alcohol, narcotic drugs and other psychoactive substances are prohibited in the place where the game is conducted.
4. It is forbidden to bring any dangerous items (knives, firearms, pocket knives, etc.) to the premises.
5. The Participant is obliged to properly secure personal belongings. The organizer is not responsible for damage to property as a result of violation of the above provisions.
6. It is forbidden to bring animals to the premises.
7. All equipment in the game room should be used in a manner that guarantees the safety of Game Participants
8. Elements covered with yellow-black OHS tape are intended only for the use of the Organizer - they should not be touched during the game.

9. It is forbidden to obstruct and disturb other customers of the premises during the game, behaving in a way that prevents games being run by representatives of the Organizer.
10. In the premises is not allowed to carry out door-to-door trade and advertising campaigns without the consent of the Organizer.
11. In the event of non-compliance with the above rules, the Organizer has the right to remove the Game Participants from the premises. In this case, Participants are not entitled to a refund.

§ 4 VISUAL MONITORING

1. Data processing by means of monitoring is carried out to secure the facility and ensure the safety of people staying in the rooms, as well as to provide them with tips on how to solve puzzles. Cameras cover: 8 game rooms, two corridors, waiting rooms, reception areas and an external square.
2. Personal data in the form of an image are recorded by cameras recording the image on a continuous basis. Cameras do not record sound.
3. Material from video cameras is stored on our hard drives for no longer than 2 days.
4. Personal data will be made shared only to entities authorized to receive them on the basis of applicable law.
5. Personal data will not be transferred to a third country or international organization.
6. Everyone who data concerns has the right to:
 - access to your data and receive a copy thereof;
 - rectification (correction) of your data;
 - to delete personal data in a situation where the data is not processed in order to fulfil the obligation arising from a legal provision;
 - to limit data processing;
 - to object to data processing;
 - to lodge a complaint with the President of the Office for Personal Data Protection.
7. In order to exercise the above rights, please contact the data administrator or data protection officer as indicated above.

§ 5 BOOKING

1. Game reservations are made:
 - a) by using the booking calendar on www.findaway.pl
 - b) using the booking calendar on the website www.lockme.pl
 - c) by phone at +48 796-647-266
 - d) personally at the Find a Way premises in Poznań, located at ul. Mała Garbary 2, ul. Palacza 102 or ul. Małeckiego 23.
2. A visit to the premises without prior reservation does not guarantee participation in the game due to the possibility of lack of free rooms for the game.
3. When booking, please provide the following information:
 - a) the name of the selected room
 - b) date and time of booking
 - c) number of participants
 - d) Participant's details (first name and contact telephone number, additionally during electronic registration - email address)
 - e) information on special requirements (e.g. invoice).
4. On the day of the game or on the day preceding it, the Organizer's representative may call or send an SMS to the number provided during the booking to confirm the presence.
5. In case of cancellation, please e-mail, phone or personally cancel the reservation.
6. Providing incorrect contact may result in the cancellation of the booking by the Organizer.
7. A refund for a paid reservation is possible only if the player cancels the reservation at least 24 hours before the scheduled date of the visit.

§ 7 PAYMENT

1. Payment for the service can be made in cash, by credit card, through the lockme.pl service or a gift voucher in the premises, before the start of the game.
2. Making a reservation is the conclusion of the contract in accordance with the law. The organizer reserves the right to withdraw from the contract in the text: free withdrawal (cancellation) is only possible within a period of not less than 24 hours to the date of booking. In other cases the amount of the paid reservation is not refundable.
3. The prices indicated on the website www.findaway.pl are gross amounts.
4. Vouchers / discount coupons entitle to the discount indicated on them. There is one coupon per group, discounts do not add up.
5. Directly at the Organizer's premises there is a paid car park intended for its customers and people not using its services.
6. Parking for the Organizer's clients is free, provided that after entering the premises, the fact of parking own car is announced to the staff and providing this car licence plate number.

§ 8 VOUCHERY

1. The gift voucher entitles you to one-time group admission to any Find a Way room, provided that its value is not less than the regular price for the reserved game room and the address of the premises indicated on it matches.
2. The purchase of a Voucher can be made by:
 - a) payment in cash / by card in the Find a Way premises
 - b) receive it in electronic form to the e-mail address provided - for self printing
 - c) receive it by post by paying for an issued VAT invoice. The additional cost of shipping the Voucher to the address indicated is 10 PLN.
3. Vouchers are sent by registered mail or email within 24 hours of receipt of payment of the VAT invoice to the account or sending confirmation of the transfer.
4. The voucher may be used within 2 months from the date of purchase.
5. It is not possible to extend the validity of the Voucher.
6. The voucher cannot be exchanged for cash.

§ 9 FINAL PROVISIONS

1. Comments / complaints / recommendations / claims, please send to kontakt@findaway.pl or report by phone at +48 796-647-266
2. Complaints will be considered within three business days
3. To the extent not covered by these Regulations, the provisions of the Civil Code shall apply.