Escape room waiver

Participation in escape room games

I voluntarily choose to participate, or give permission for the participant named in this form to participate, in escape room games provided or organised by **[Escape Room Venue Name]**.

Escape room activities may include:

- Entering a closed, locked or themed room with a group for a timed game
- Searching rooms, solving puzzles and operating locks, props and hidden mechanisms
- Moving between connected rooms, narrow passages or low doorways
- Experiencing darkness, sound, lighting and special effects
- Interacting with game hosts, clue systems and, in some games, live actors
- Attending briefings, debriefs, group photographs and private events

I understand that participation is voluntary and that the participant may leave a game at any time, even if this ends the game for the rest of the group.

The venue may refuse, restrict or end participation if it reasonably believes that a participant cannot play safely, has failed to follow instructions or presents a risk to themselves or others.

Bookings, deposits and fees remain subject to the venue's cancellation and refund policies, and a game ended early because of a rule breach or a participant's choice to leave may not be refunded or rescheduled.

Participant eligibility

I confirm that the participant meets the venue's minimum age, group size and supervision requirements for the chosen game.

Where I sign for a minor or another person who cannot legally provide their own consent, I confirm that I am their parent, legal guardian or otherwise legally authorised to provide consent on their behalf.

I confirm that the participant can move around the room, follow the exit procedure and understand instructions from the game host, except for any condition or limitation disclosed to the venue before the game.

Any access or mobility needs should be raised before booking or before the briefing, so that the venue can advise which rooms are suitable.

Locked rooms, exits and the emergency release

I understand that doors may be closed or locked as part of the game and that the theme may make a room feel more enclosed than it is.

Before the game begins, I agree to listen to the briefing and make sure that I know where the exit is, how the emergency release works and how to contact the game host.

I agree to:

- Use the emergency release or exit procedure as explained in the briefing if anyone needs to leave
- Tell the game host straight away if I feel unwell, panicked or unable to continue
- Leave the room immediately when told to, including during a fire alarm or other evacuation
- Keep exits, doorways and the emergency release clear of people, bags and props
- Treat the emergency release as a safety device and never as part of the puzzle

If I am unsure whether something is an emergency, I will ask for the door to be opened rather than wait.

Lighting, effects and sensory risks

I understand that escape rooms are designed to create tension and may be dark, loud or disorientating.

Depending on the game, the room may use:

- Dim light, darkness or torches
- Strobe, flashing or moving lights
- Theatrical fog, haze or scent effects
- Loud sound, music and sudden noises
- Jump scares, horror themes, actors or unexpected movement
- Small, low or enclosed spaces
- Vibrating floors, moving walls or similar mechanical effects

I understand that these effects may trigger or worsen claustrophobia, anxiety, panic attacks, photosensitive epilepsy, migraines, asthma, sensory sensitivities and heart conditions.

I have told the venue about any such sensitivity in this form and I understand that the venue may advise a different room or game. I will ask which effects are used in my game if I am concerned.

Escape room risks

I understand that an escape room game involves moving quickly in an unfamiliar, poorly lit space while working against a timer with other people.

Possible risks include:

- Slips, trips and falls in dim light or on uneven flooring and steps
- Hitting my head on low ceilings, doorways, shelves or hanging props
- Pinched or trapped fingers from drawers, hatches, locks and mechanisms
- Bruises, cuts and scrapes from furniture, props or set pieces
- Being bumped or knocked by other players, particularly in small spaces
- Anxiety, panic, distress or feeling trapped
- Fainting, dizziness, headaches or nausea
- Reactions to fog, dust, scents or flashing lights
- Interference with implanted medical devices from magnetic locks or props
- Equipment failure, including a stuck lock, door or mechanism
- Serious injury or, in rare cases, death

I understand that the venue cannot eliminate every risk associated with escape room games.

I voluntarily accept the ordinary and inherent risks of participation.

Game rules and handling props

I agree to attend the briefing and follow all instructions from the game host and staff.

I agree not to:

- Force, pry, kick or hit any lock, door, drawer, panel or prop
- Climb on furniture, shelves, walls or set pieces
- Lift, stand on or move heavy objects unless the game clearly requires it
- Touch anything marked as out of play, including electrical sockets, lights, cameras, ceiling tiles and vents
- Run in the room or rush other players
- Bring food, drinks, bags, sharp objects or lit flames into the room unless staff have approved them
- Touch or block a live actor, or provoke one to react
- Remove props, clues or game materials from the room

Puzzles do not need force. If something does not move with reasonable effort, I will leave it and ask for a clue.

I may be charged for damage caused deliberately or through misuse.

The venue may stop a game and remove any participant who ignores safety rules or behaves recklessly, violently or disruptively.

Camera monitoring and game privacy

I understand that rooms are monitored during games, usually by video and in some rooms by audio, so that the game host can give clues, watch for safety problems and respond to emergencies.

Monitoring takes place throughout the game, including when players believe no one is watching.

I will not cover or interfere with a camera or microphone.

I agree not to take photographs or video inside the room or share puzzle solutions unless the venue has given permission, because this spoils the game for later groups.

Clothing and groups

I agree to wear comfortable clothing and flat, closed shoes suited to dim light, steps and low spaces.

Long necklaces, loose jewellery and very high heels can catch on props or cause falls, and I may be asked to remove them or leave them in a locker.

Where a child takes part, I understand that the venue may require a responsible adult to be in the room with them throughout the game.

If I book for a group, I will make sure that everyone in the group knows about any warnings for the chosen game, including horror themes and special effects.

Physical condition and health

I agree to inform the venue about any condition that may affect safe participation, including:

- Claustrophobia or a fear of the dark
- Anxiety or panic attacks
- Epilepsy, seizures, photosensitivity or fainting
- Heart, circulation or blood-pressure conditions
- Asthma or a breathing condition affected by fog or haze
- A pacemaker or other implanted medical device
- A current injury, mobility limitation or balance difficulty
- Limited vision or hearing
- Pregnancy or possible pregnancy

- Migraines or a sensory sensitivity to light or sound
- Medication that affects alertness, coordination or judgment
- A restriction recommended by a healthcare professional

I understand that staff are not medical professionals unless expressly stated otherwise.

I will stop and inform a staff member if I experience pain, dizziness, breathing difficulty, unusual weakness or another concerning symptom.

Alcohol, drugs and impairment

I will not participate while impaired by:

- Alcohol
- Recreational or illegal drugs
- Medication that affects judgment, coordination or alertness
- Fatigue, illness or another condition that makes participation unsafe

I understand that the venue may refuse or end participation if it reasonably believes that a participant is impaired.

Dim rooms, steps and props are harder to handle safely after drinking. The venue may refuse entry, even after a booking has been paid for, if it reasonably believes that a participant is impaired.

Personal belongings

I understand that clothing and personal belongings may become dirty, wet, damaged, lost or stolen.

I am responsible for protecting phones, jewellery, glasses, clothing and other personal property.

To the fullest extent permitted by applicable law, the venue is not responsible for ordinary loss or damage to personal belongings unless caused by liability that cannot legally be excluded.

Emergency assistance

If the participant becomes ill or injured, I authorise the venue and its staff to:

- Provide reasonable first aid
- Stop the participant from continuing
- Contact an emergency contact
- Contact emergency medical services

- Arrange transportation to an appropriate healthcare facility
- Share relevant information with emergency responders
- Take reasonable action to protect the participant's immediate safety

I understand that the venue cannot guarantee that an emergency contact will be reached before assistance is provided.

I accept responsibility for medical, ambulance and treatment expenses unless applicable law or legally established liability requires otherwise.

Assumption of risk

I knowingly and voluntarily accept the ordinary and inherent risks associated with escape room games.

I accept responsibility for injuries, losses or complications caused or materially contributed to by:

- Relevant information I concealed or provided inaccurately
- A health condition or sensitivity I failed to disclose
- My failure to follow the briefing, exit procedure or staff instructions
- My forcing, climbing on or misusing props, furniture or set pieces
- My unsuitable footwear or clothing
- My reckless, unlawful or prohibited conduct
- My participation while impaired or medically unfit

Liability release

To the fullest extent permitted by applicable law, I release **[Escape Room Venue Name]** and its owners, directors, game hosts, game masters, actors, employees, contractors and representatives from claims arising solely from:

- Ordinary and inherent escape room risks knowingly accepted in this form
- Relevant information I concealed or provided inaccurately
- My failure to follow reasonable safety rules, the exit procedure or instructions
- Forcing, climbing on or misusing props, furniture or set pieces
- My reckless, unlawful or prohibited conduct
- The conduct of another participant where it was outside the venue's reasonable control

This release does not exclude or limit liability that cannot legally be excluded or limited.

It does not apply to fraud, intentional misconduct, gross negligence, reckless conduct, breaches of mandatory safeguarding duties, violations of mandatory consumer rights or any other liability that applicable law prohibits the venue from waiving.

Privacy and recordkeeping

I understand that the venue may collect and retain information where reasonably necessary to:

- Register and identify participants
- Confirm consent and eligibility
- Manage bookings and activities
- Understand relevant health or support needs
- Maintain safety and incident records
- Respond to injuries, complaints or legal claims
- Meet insurance, safeguarding and legal obligations

Information will be handled according to the venue’s privacy notice and applicable data-protection laws.

Final declaration

By completing and signing this form, I confirm that:

- I have read and understood the entire waiver.
- The information provided is complete and accurate.
- I understand that the game may take place in a closed, dim or themed room with special effects.
- I understand and accept the ordinary and inherent risks.
- I will listen to the briefing and learn the exit procedure and emergency release.
- I will not force props or climb on furniture or set pieces.
- I understand that rooms are monitored by camera during games.
- I will not participate while impaired or medically unfit.
- I authorise reasonable emergency assistance where necessary.
- I had an opportunity to ask questions before signing.
- Participation is voluntary.
- I understand that this form does not remove rights or protections that cannot legally be waived.

Participant completion

Contact details

First name *

Last name *

Phone

Email *

Do any of these sensitivities apply to the participant? *

- [ ] Flashing or strobe lights
- [ ] Claustrophobia or enclosed spaces
- [ ] Darkness
- [ ] Fog or haze
- [ ] Loud noises or jump scares
- [ ] None of these

- [ ] I have read, understood and agree to the Escape Room Liability Waiver and Assumption of Risk above. I confirm that the information provided is accurate, that I am authorised to sign for the participant where applicable and that I voluntarily accept the risks of escape room games. *

Signature *