

## **Regulations**

### **§ 1. General Provisions**

1. These Regulations define the rules for Laser Tag games organized by the Organizer.
2. All participants must familiarize themselves with these Regulations.
3. The organizer is LASER TAG OLIVIER ŚMIGIELSKI.
4. The Regulations apply to all Laser Tag games organized by the Organizer, unless otherwise agreed.
5. People on the Fort Va premises must behave in a way that does not threaten others.
6. Consumption of alcohol, smoking tobacco, or using other substances is prohibited during games.
7. Game duration, pricing, and reservation rules are specified separately.
8. The Organizer is not responsible for participants' belongings (e.g., mobile phones, documents, clothing).
9. Equipment, especially Laser Tag guns, must not be taken outside the game area and briefing room.
10. Movement in Fort Va is limited to designated areas: main corridor, briefing room, party room, campfire ground, game area, and other areas with staff permission and presence.
11. The Organizer is not responsible for damages caused by leaving these areas.

### **§ 2. Participants**

1. Game participation is limited to:
  - Adults,
  - Those above 15 years of age with parental or legal guardian written consent,
  - Those below 15 but above 8 years of age under the care of an adult guardian after expressing their written consent,
  - Those below 8 but above 7 (max two per game), under an adult guardian's supervision with separate written consent. The presence of such participants must be reported at the time of booking. The organizer recommends that All participants in the game be at least 8 years old.
2. Participants and other persons under the age of 18 are not under the Organizer's care. Guardians are responsible for minors.
3. Only sober participants not under the influence of alcohol or other substances can participate.
4. Pregnant women should not participate.
5. Persons suffering from conditions that may pose a threat to their health or life in the event of physical exertion, should not participate in the game.
6. Participants wearing jewelry, glasses, and other similar items are obliged to remove them or secure them in such a way that they do not endanger their health and safety or the health and safety of other Participants.
7. Suitable footwear (full shoes, no heels) and comfortable/sporty clothing are required. It is recommended that footwear and attire be resistant to dirt or contact with rough and hard objects.
8. Filming and photography are prohibited without the Organizer's consent.

### **§ 3. Gameplay**

1. Participants are briefed on game rules and equipment operation before the game starts.

2. Any observed equipment defects must be reported immediately.
3. Participants must exercise caution with the equipment, which may have sharp edges or protruding elements.
4. Participants must familiarize themselves with the game area before starting.
5. The game is conducted in a historic site; participants must be careful and mindful of metal elements and uneven surfaces.
6. Participants acknowledge the risk of scratches, bruises, or injuries.
7. Participants are liable for equipment damage unless it occurred during proper use.
8. Due to gameplay specifics, running in the game area is not recommended.
9. Food, drinks, and unnecessary items, especially phones or cameras, are not allowed in the game area.
10. Fair play, respect, and honesty are mandatory.
11. Physical contact or grabbing others' weapons is prohibited.
12. Hiding or removing head sensors, or turning off devices without the Organizer's consent is forbidden.
13. It is forbidden to throw the equipment, brandish it, or destroy elements of the game area.
14. The game area, set by the staff, may be inside or outside the fort.
15. The staff may modify the game area, especially in adverse weather conditions.
16. Only participants, staff, and guardians of minors are allowed in the designated game area.
17. The Organizer may disqualify participants for violating rules or being under the influence of alcohol or other substances.
18. Disqualified persons cannot claim a refund.
19. Participants are aware that the game inside the fort is conducted in low light, in unusual premises. Crawling is prohibited during games inside the fort. It is forbidden to climb on any elements of the game area with the exception of shooting towers. It is not allowed to move, shift or knock over any elements, i.e. barrels, crates and walls. It is not allowed to enter areas marked with red lights and no-entry signs or cordoned off with a barrier.
20. Participants are aware that playing on the outdoor game area involves taking into account the prevailing weather conditions, especially potential moisture that may affect the adhesion of the surface. In the case that the outdoor game area is chosen, it is allowed to move only on the areas designated for this purpose. In this case, it is not allowed to go beyond the area indicated by tapes and other restraints (in particular, such as barricades around the game area). It is not allowed to climb on the elements of the fort's structure or go into bushes and areas not intended for the game or climb trees.

#### **§ 4. Final Provisions**

1. Participation implies acceptance of these Regulations.
2. The Organizer states they have liability insurance.
3. Participants are responsible for all damages caused by non-compliance with the Regulations.
4. Participants acknowledge that the Organizer is not liable for other participants' behavior.
5. Disputes will be settled by the court local to the Organizer's headquarters, unless law dictates otherwise.