TERMS AND CONDITIONS OF LASER TAG GAMES AT FORT Va

Laser Tag Poznań · Fort Va (Bonin), ul. Lechicka 59, Poznań, Poland

effective from 1 October 2026

§ 1. General provisions

1. These Terms and Conditions (the "Terms") set out the rules of participation in Laser Tag games organised at Fort Va in Poznań, ul. Lechicka 59 (the "Fort Va" or the "Venue").
2. The games are organised by VANGUARD ARSENAL spółka z ograniczoną odpowiedzialnością (a Polish limited liability company) with its registered office in Poznań, ul. Szarych Szeregów 39 lok. 8, 60-462 Poznań, Poland, entered in the Register of Entrepreneurs of the National Court Register kept by the District Court Poznań – Nowe Miasto i Wilda in Poznań, 8th Commercial Division of the National Court Register, under KRS number 0001263783, tax identification number (NIP) 7812116848, statistical number (REGON) 545588770, share capital PLN 5,000.00 (the "Organiser"), operating under the Laser Tag Poznań brand. Company website: www.vanguardarsenal.pl, company e-mail: office@vanguardarsenal.pl. Contact for bookings and games: e-mail gry@va.lasertagpoznan.pl, phone +48 570 931 931, website www.lasertagpoznan.pl.
3. The Terms apply to all games and events organised by the Organiser at Fort Va, unless the Organiser and the ordering party have expressly agreed otherwise in writing.
4. Every person taking part in a game (a "Participant") and every guardian of a minor must read the Terms before the game starts. The Terms are available at www.lasertagpoznan.pl and at the Venue.
5. Game duration, prices and the rules of booking, payment and cancellation are set out in separate terms published at www.lasertagpoznan.pl.
6. Persons present at Fort Va must behave in a manner that does not endanger themselves or others and must follow the instructions of the staff, i.e. the Organiser's personnel running the game and operating the Venue (the "staff").
7. In the game area and in the briefing room it is forbidden to drink alcohol, smoke tobacco or e-cigarettes or use intoxicants. The rules of using the fireplace room and the campfire area, including those concerning alcohol, are set out in the Party Room and Campfire Area Regulations.
8. At Fort Va it is permitted to move only within the designated areas, i.e. the main corridor, the birthday/party room, the briefing room, the campfire area, the game area and other areas with the consent and in the presence of the staff. The Organiser is not liable for damage resulting from leaving the designated areas.
9. Equipment, in particular replica guns, may not be taken outside the game area and the briefing room.
10. The Organiser is not liable for Participants' belongings (e.g. phones, documents, clothing) left at the Venue, subject to mandatory provisions of law.
11. The grounds of Fort Va and the rooms are covered by CCTV in order to ensure the safety of persons and the protection of property. The rules of CCTV monitoring are set out in the information notice available at the Venue and at www.lasertagpoznan.pl.
12. Vehicles may not enter the grounds of Fort Va, except for one vehicle of the event organiser whose registration number was provided at the time of booking, and the vehicles of the Fort Va staff and suppliers (e.g. catering). Other vehicles must be left in the car parks indicated at www.lasertagpoznan.pl. Unauthorised vehicles may be reported by the Fort Va administration for towing at the owner's expense.

§ 2. Participants

1. Only the following persons may take part in a game:
   1) adults;

2) persons aged 15 or over – on their own, upon presenting the written consent of a parent or legal guardian;

3) persons aged 8 or over but under 15 – under the supervision of an adult guardian present at the Venue, upon presenting the written consent of a parent or legal guardian;

4) persons aged 7 or over but under 8 – exceptionally, no more than two per game, under the constant and direct supervision of an adult guardian who accompanies the child in the game area throughout the game, upon presenting a separate written consent of a parent or legal guardian (special consent); the participation of such Participants must be reported to the Organiser at the time of booking. The Organiser recommends that all Participants be at least 8 years old.

2. Games in the outdoor arena are open to persons aged 12 or over. The Organiser may set other age requirements for selected scenarios; information on age requirements is provided at the time of booking.

3. In the case of organised groups (e.g. birthday parties, school trips, summer camps, sports clubs), the consent of the parents or legal guardians of minor Participants may be confirmed by the adult group leader, who submits to the Organiser a written declaration that the parents or legal guardians of all minor Participants have consented to their participation in the game and have been informed of its rules. The group leader is responsible for the truthfulness of this declaration.

4. Each group of minor Participants referred to in section 1 items 3 and 4 must be accompanied by at least one adult guardian present at the Venue for the entire duration of the booking.

5. The consent referred to in section 1 is given on the form provided by the Organiser (available for download at www.lasertagpoznan.pl) – in the original before the game starts, or earlier as a scan or photo sent to gry@va.lasertagpoznan.pl. A parent or legal guardian present at the Venue may sign the consent on site. The Organiser keeps the consents for the limitation period of claims related to participation in the game.

6. Minor Participants and other minors present at the Venue are not under the care of the Organiser – also while in the room or in the campfire area. Responsibility for a minor rests with their parent, legal guardian or group leader. This does not exclude the obligations of the Organiser and its personnel under the Child Protection Standards (§ 5).

7. Only sober persons who are not under the influence of intoxicants may take part in a game. The staff may refuse to admit to the game a person reasonably suspected of being under the influence of alcohol or intoxicants; in such a case the fee for the game is not refunded.

8. Pregnant women and persons suffering from conditions (in particular cardiovascular, respiratory or musculoskeletal conditions or epilepsy) which, in the case of physical exertion, low lighting or light effects, may endanger their health or life or the health and life of other Participants should not take part in a game. By joining the game, the Participant declares that there are no medical contraindications to their participation.

9. Participants wearing jewellery, glasses and similar items must remove or secure them so that they do not endanger their own health and safety or the health and safety of other Participants.

10. Participants must play in closed, flat-soled sports shoes and comfortable sportswear resistant to dirt and to contact with rough and hard surfaces. The staff may refuse to admit to the game a person wearing footwear that does not ensure safety (e.g. sandals, flip-flops).

11. Filming and photographing in the game area during play is forbidden. Outside the game area, photographing and filming for private use is permitted, with respect for other persons' right to their image; publishing the image of other Participants requires their consent and, in the case of minors,

the consent of a parent or legal guardian. The Organiser records and publishes the image of Participants only on the basis of a separate, voluntary consent.

12. The use of one's own replicas, accessories or other devices during the game without the Organiser's consent is forbidden.

§ 3. Course of the game

1. The game starts at the time indicated in the booking. Late arrival of Participants postpones the start of the game but does not postpone the end of the booking – the playing time is shortened accordingly and the Organiser is not obliged to extend the booking.
2. Before the game, Participants attend a briefing during which they are instructed on the rules of the game, the safety rules and the operation of the equipment. Attendance at the briefing is mandatory.
3. Before the game, Participants must familiarise themselves with the game area.
4. Participants should inform the staff of any observed defects or faults of the equipment before the game starts or immediately after discovering them.
5. Participants acknowledge that the edges of the equipment may be sharp and some of its parts protruding, and undertake to exercise particular care when handling it.
6. Participants acknowledge that the game takes place in a historic building. The Organiser makes every effort to secure the game area properly; nevertheless, Participants must exercise caution and pay particular attention to metal elements, uneven floors and low ceilings.
7. Participants acknowledge that scratches, bruises or other minor injuries resulting from the nature of the activity may occur during the game.
8. The Participant is liable for damage to the equipment during the game, unless the damage occurred during proper use of the equipment in accordance with the briefing.
9. Due to the nature of the game, the Organiser does not recommend running in the game area.
10. Drinks, food and unnecessary items, in particular mobile phones and cameras, may not be brought into the game area.
11. Participants must play in the spirit of fair play, respecting the rules and showing honesty and respect towards other Participants.
12. Pushing other Participants or any other physical contact, grabbing equipment belonging to other players, throwing or swinging equipment and destroying fittings are forbidden.
13. Hiding or removing sensors during the game and switching off devices without the staff's knowledge are forbidden.
14. The game area is designated by the staff; it may be inside the fort or outdoors. The staff may exclude part of the area from the game and, in adverse weather conditions, move an outdoor game inside the fort.
15. During play, only Participants, the staff running the game, the leader of a group of minors and the guardian of a child referred to in § 2 section 1 item 4 may be present in the game area.
16. Games inside the fort take place in low light, in confined rooms. During games inside the fort it is forbidden to crawl, to climb any elements of the décor or fittings (except the shooting towers), to move, shift or knock over the covers (barrels, crates, walls) or to enter areas marked with a red light or no-entry signs or fenced off with a barrier.
17. Outdoor games require weather conditions to be taken into account, in particular moisture affecting the grip of the surface. It is permitted to move only within the area marked out with tapes and other barriers (including the barricades around the arena). Entering the structural elements of the fort, running into bushes and places not intended for the game, and climbing trees are forbidden.
18. Participants must stop playing immediately at every signal given by the staff.

19. The staff may exclude from the game a person who breaches the Terms, does not follow the staff's instructions, endangers themselves or others, or is intoxicated or under the influence of intoxicants. An excluded person is not entitled to a refund.
20. If the game is interrupted or cannot take place for reasons attributable to the Organiser (e.g. equipment failure, the need for evacuation) or due to weather conditions preventing an outdoor game without the possibility of moving it inside the fort, the Organiser – at the ordering party's choice – enables the game to be completed on another agreed date or refunds the part of the fee proportional to the unused playing time.
21. Every accident, injury or sudden deterioration of well-being must be reported to the staff by the Participant (or, in the case of a minor, by their guardian) immediately, before leaving the Venue. The staff provide assistance and draw up a report of the incident.

§ 4. Liability

1. The Participant is liable for damage caused by them as a result of failing to comply with the Terms, the briefing or the staff's instructions. Damage caused by a minor Participant is the responsibility, under general rules, of the person supervising the minor.
2. The Organiser is not liable for the behaviour of other Participants or for damage resulting from a Participant's breach of the Terms, the briefing or the staff's instructions.
3. The Organiser holds third-party liability insurance in respect of its business activity. The Organiser does not provide Participants with personal accident insurance; Participants may take out such insurance themselves.
4. The provisions of the Terms do not exclude or limit the Organiser's liability to the extent that such exclusion or limitation is not permitted under mandatory provisions of law, in particular liability for personal injury caused through the Organiser's fault.

§ 5. Child protection and personal data

1. The Organiser applies Child Protection Standards, available at www.lasertagpoznan.pl and at the Venue (full and abridged versions). The Organiser's personnel are obliged to comply with them. Every Participant, parent and guardian may report to the staff or to the child protection coordinator any incident threatening the welfare of a minor.
2. The controller of the personal data of Participants and their guardians processed in connection with bookings, consents to participation in the game and the course of the game is the Organiser. Detailed information on the processing of personal data, including CCTV monitoring and the publication of game results, is provided in the Privacy Policy available at www.lasertagpoznan.pl.
3. Game results are published only under nicknames chosen by Participants. A Participant should not use their first name and surname or other data enabling their identification as a nickname.

§ 6. Complaints

1. Complaints concerning a game may be submitted by e-mail to office@vanguardarsenal.pl or in writing to the Organiser's registered office (ul. Szarych Szeregów 39 lok. 8, 60-462 Poznań) within 14 days of the date of the game. A complaint should include the contact details of the person submitting it, the date and time of the game and a description of the objections.
2. The Organiser considers the complaint within 14 days of its receipt and informs the person submitting it of the outcome at the address provided.
3. A Participant who is a consumer may use out-of-court complaint and redress procedures, including through the municipal (district) consumer ombudsman or the Voivodeship Inspectorate of Trade Inspection.

§ 7. Final provisions

1. Joining the game is tantamount to accepting the Terms. In the case of a minor Participant, the Terms are accepted by the parent, legal guardian or group leader when giving consent to participation in the game.
2. The Terms are available in Polish and English; in the event of discrepancies, the Polish version prevails.
3. The Organiser may amend the Terms for important reasons (e.g. changes in the law, changes in safety rules, changes in the scope of services). Amendments are published at www.lasertagpoznan.pl. Bookings made before an amendment are governed by the Terms in force on the date of booking, unless the new provisions are more favourable to the Participant.
4. Matters not regulated herein are governed by Polish law, in particular the Civil Code. Disputes with Participants who are consumers are resolved by the common courts having jurisdiction under general rules; in disputes with other Participants, the court having jurisdiction over the Organiser's registered office is competent.
5. The Terms enter into force on 1 October 2026 and apply to games taking place from that date.

Management Board of VANGUARD ARSENAL sp. z o.o.