Studio name _____

Escape room waiver

Each player signs before the game starts. It takes about two minutes.

About you

Your name
First name

Last name

Date of birth (MM/DD/YYYY)

Mobile phone

Email

Emergency contact

Before you take part

These questions help the staff keep you safe. They aren't medical advice, so check with your doctor about anything you're unsure of. The staff may ask you to sit out if an answer means the activity isn't safe for you today.

Do small, dark or locked-feeling rooms make you anxious?

☐ Yes ☐ No

Do you have seizures, or do you faint or get dizzy easily?

☐ Yes ☐ No

Do you have a heart condition or high blood pressure?

☐ Yes ☐ No

Tell us more.

Have you had a back, neck or joint injury or surgery in the last year?

☐ Yes ☐ No

What was it, and when?

Are you pregnant?

☐ Yes ☐ No

Is there anything else about your health the staff should know before you take part?

☐ Yes ☐ No

Tell us more.

Risks and rules

The risks

Escape rooms have risks, including:

- Trips and falls in low light or over props on the floor
- Bumping your head on low ceilings, doorways or hanging props
- Pinched fingers in locks, drawers, boxes and hidden doors
- Strains from crawling, kneeling or reaching in some rooms
- Anxiety or panic in an enclosed, dark or timed space
- Startling sounds, flashing lights, fog or actors in some games

I understand these risks, and others no one can foresee, and that some remain even when the staff and other guests take care. I choose to take part.

Initials ☐

Game rules

- Don't force, pry or climb on anything. Every clue works without strength.
- Ceiling tiles, outlets, light fixtures and smoke detectors are never part of the game.
- Walk, don't run.
- Ask for help through the hint button or the camera at any time.
- No food, drinks or open flames in the rooms.

I'll follow these rules and every instruction from the staff. The staff may stop me or ask me to leave if I don't.

Initials ☐

Leaving the room

The staff showed me how to leave the room or reach them at any time during the game, and I'll do that if I feel unwell or unsafe.

Initials ☐

Props and sets

I'm responsible for damage I cause on purpose or by forcing props, locks or sets.

Initials ☐

What you agree to

My answers

My answers are true. I'm not impaired by alcohol or drugs, and I'll tell the staff if anything about my health changes before or during my visit.

Template from Digital Waiver Software https://waivers.greatwork.company/waivers/escape-room
This is a template and general information, not legal advice. Rules differ by state and sometimes by county, so check yours with a lawyer in your state before you use it.

Initials

Release

To the extent the law allows, I release the business, its owners and its staff from claims for injury, illness or damage that come from the inherent risks of this activity. This release doesn't cover anything the law doesn't let me give up.

Initials

Emergency care

If I'm hurt or become ill, the staff may give first aid and call emergency services. I'm responsible for the cost of any care I receive.

Initials

Photos and video

This waiver covers your visits for one year from the day you sign. The business may ask you to sign again sooner if its rules or this form change.

the studio uses your health answers only to do your appointment safely and to keep the records the law requires. They are never used for marketing or sold. They are stored encrypted, and every time someone at the studio opens them it is logged.

Your signature

Date

Printed name

For the staff (For the studio)

Visit details

Booking or group name

Room

Anything that came up during the visit