

Teen Consequences Agreement

Teen Consequences is an intellectual activity room where appropriate behavior is required. Please no rough housing.

The goal of the activity is to Escape the Room within 60 minutes but Escaping is not guaranteed.

Be gentle with the locks. The locks will open easily with the correct key or combination. There are instructions in the room how to open combination locks. Each key only opens one lock.

Please be kind to the furniture and props. Moving the larger pieces of furniture is not necessary to escape.

Use the props only as they were intended

Do not open the white door to the left of the Bank of Lockers.

This is a team activity. Working together to find clues, solve problems and perform tasks will be required.

The group will be warned if the game tech deems anyone is behaving inappropriately

If warned a second time, 10 Minutes will be taken away from the entire group's game time

The entire group will be asked to leave the room if there is a third incident. The group will not be permitted to return to the game room.

Sign your name here if you understand and will follow this agreement:

_____ Date _____

Fun is Guaranteed. ESCAPING is Not