

DO NOT SIGN BLINDLY: READ EVERYTHING

It verifies that you are able to do this game. Your safety depends on it.

Liability Waiver – The Castle of Eternal Suffering

The essentials in 30 seconds (does not replace reading the full document)

- Ages 16 and up. Players aged 16 or 17 also need a parent or guardian's signature.
- Maximum 6 players. Each player signs their own waiver.
- Empty pockets. No phones, devices, hats, caps or hair clips inside the room.
- Health contraindications apply, including a sudden physical effect (sections 1 and 5).
- Detailed information sheets, which contain spoilers, are available on request at the front desk.
- Uncomfortable during the game? Say it out loud to your game master, at any time.
- Breaking the rules or stopping the game ends it, without refund (section 7).

Questions about the room?

Before the game begins, you may ask our team any questions you have about the room. If you don't mind spoilers, detailed information sheets, including on strobe effects, confined spaces, presences in the room and sudden physical effects, will be provided on request. This information is available **only at the front desk, at the start of your game**. It is not shared by phone or in advance.

The Castle of Eternal Suffering is an immersive experience featuring special effects and physical challenges. This document explains the conditions of participation, in the order you will experience them.

1. Before booking: participation criteria

The game is not recommended in the following cases:

Health

- Pregnancy.
- Back, neck or spinal conditions, osteoporosis or reduced bone density, or any condition that could be aggravated by physical impact (ask for the spoiler sheet, which contains spoilers, if you need more information to decide).
- Lingering effects of a previous accident or injury (car accident, hip injury, etc.) that could resurface upon impact or sudden movement.
- Sensitivity to strobe lighting or a history of epilepsy (a sheet detailing the light sequences, containing spoilers, is available on request at the front desk).

- Asthma or respiratory sensitivity: the game uses artificial smoke.
- Weight over 300 lb (136 kg): the equipment and some passages are not designed beyond this limit.

Fears

- Claustrophobia.
- Fear of heights.

Color blindness does not prevent participation, but may make some visual elements of the game more difficult.

⚠ If you participate despite these contraindications, you do so **at your own risk**.

Age and number of players

- Minimum age: **16 years**. The waiver of a participant aged 16 or 17 must also be signed by a parent or guardian.
- Maximum: **6 players**. This limit is due to physical and technical constraints of the scenario. Any additional person will not be allowed to participate.

2. Responsibility of the person making the reservation

The person making the reservation agrees to inform all participants of the rules and participation criteria, and to advise them that **each person must complete their own waiver** before the start of the game. No one may participate without having signed it.

3. Upon arrival: safety instructions

- Pockets must be **completely emptied** before entry.
- Hats, caps and hair clips are not allowed inside the room.
- No external objects (flashlights, tools, etc.).
- Lost items may be unrecoverable. Sauve Qui Peut assumes no responsibility for lost, stolen or damaged property.

4. Protecting the experience

- No photos, videos or audio recordings inside the room.
- Phones and any device that can create light (smartwatches, etc.) are prohibited from the beginning to the end of the experience.

5. During the game: accepted risks

By signing, the participant acknowledges and accepts the following risks:

- **Physical activity:** climbing, crawling, descending, entering tight spaces, temporary isolation. Risk of minor injuries (scratches, bruises, etc.).
- **Special effects:** flashing lights, total darkness, loud sounds, artificial smoke and other stimuli that may cause stress or discomfort.
- **Confined spaces:** some narrow passages may trigger anxiety or claustrophobia.

- **Immersion:** the Castle holds surprises, including presences and apparitions. You must never touch them; the reverse is not guaranteed, but any contact will remain light and, most of the time, they will keep their distance.
- **Surprise effect:** this scenario includes a physical effect involving sudden movement and impact onto padded surfaces. **Nothing announces it: it happens without warning, when you least expect it.** Full details are available on a spoiler sheet that reveals game content, on request at the front desk before your game begins. This effect can also be disabled entirely on request, before or during the game.

6. During the game: rules of conduct

- Follow all staff instructions.
- Do not touch staff members or any character or living element of the experience.
- Do not damage props or equipment (legal action is possible).
- Do not participate under the influence of alcohol or drugs.
- Behave respectfully toward staff and other players.

Discomfort and stopping the game

- **If you feel unwell or uncomfortable at any point during the game, say it out loud to your game master.** No justification needed.
- If you cannot continue the game, you must let us know.

Emergency buttons

- You can press an emergency button at any time, if you are in danger or cannot continue.
- Activating an emergency button ends the game for the entire group.

7. End of game and refunds

The game ends, **without refund or compensation**, in particular in the following cases:

- A participant has not signed their waiver.
- A group of more than 6 players (additional persons are refused).
- Failure to follow the rules of conduct in section 6.
- Unjustified deliberate use of an emergency button.
- Disrespectful or violent behavior (immediate expulsion).
- Serious or repeated violations (game terminated for the entire group).

Stopping the game at a player's request or by means of an emergency button, including for discomfort, feeling unwell, or the aggravation of a personal condition, does not entitle you to a refund. A refund is only granted if the game stoppage results from negligence by Sauve Qui Peut.

These rules apply even if they are not all repeated verbally at the front desk.

8. Cameras, recordings and personal information

- The room is under **continuous video and audio surveillance**. The game master relies on these images and sounds during the game to make sure every player is conscious, alert and able to continue.
- Recordings (video and audio) are **kept by Sauve Qui Peut, which holds all rights to them** and may review them at any time, including for service quality control and to verify that staff follow the guidelines.
- In the event of an incident or claim, including if a participant alleges that the game aggravated a preexisting condition without having reported it during the game, or only at the end, **the recordings may be used to establish what was said and done**.
- By signing this waiver, you consent to this video and audio recording.
- The information provided on this form is used only to administer your visit and is not shared with third parties.

9. Acknowledgment and waiver

By signing this waiver, the participant:

- confirms having **read, understood and accepted** all of the rules above;
- confirms participating **voluntarily, knowingly and at their own risk**;
- waives, to the extent permitted by law, any claim against Sauve Qui Peut and its employees.

While Sauve Qui Peut implements strict safety measures, the company disclaims all liability for injury, accident or material damage, except in cases of gross negligence.

This document constitutes a legal agreement. By signing, you accept all of the above terms in full.

In case of discrepancy between the French and English versions of this document, the French version prevails.

Participant

Name: _____ Signature: _____ Date: _____

Participant aged 16 or 17: parent or guardian

Name: _____ Signature: _____ Date: _____