



Buyer Liabilities Agreement

for Escape Rooms



Buyer's Liabilities Guide



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1 INTRODUCTION

This Appendix outlines the Buyer's responsibilities to ensure a smooth construction and installation process for the escape rooms provided by the Constructor. With over 200 escape rooms delivered across four continents, the Constructor is committed to delivering a quick, efficient, and stress-free experience.

The Buyer's obligations include venue preparation, shipping management, electrical compliance, and construction requirements. Failure to meet these responsibilities may result in additional charges due to delays or adjustments to The Package during installation.

This guide provides clear instructions to help the Buyer prepare effectively and ensure the successful completion of the project.

Important! These liabilities are critical to ensuring the Constructor can fulfill their obligations and deliver a smooth installation process with long-lasting results. Failure to comply with the outlined requirements or to meet the necessary preparations will result in delays, potential rescheduling, and additional charges. Please ensure all work is completed accurately and on time to avoid disruptions and extra costs. Your cooperation is essential for the project's success!

2 FLOOR PLANS & DIMENSIONS

2.1 VENUE DIMENSIONS

Accurate dimension measurements are essential for efficient and timely work. The Buyer must provide initial plans that include the following measurements:

- Width, length and height of the intended escape rooms space.
- Exact, measured location and dimensions of escape rooms main entrance and exit.
- Exact location and measurements of concrete columns, if any.
- Exact location and measurements of any other non-movable items, such as A/C units, radiators, windows, pipes, foot pedestals.
- Marking of removable walls, if any.

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2.1.1 FLOOR PLANS

The Buyer is required to provide a **detailed and accurate floor plan** of the intended escape room space. The plan must be submitted **in an architectural format**, such as **PDF** and/or **DWG** files. It should precisely show the dimensions of the space and include all relevant details, including but not limited to **heating devices, air conditioning units, girders, pipes, windows, openings, balconies, shared spaces, and hallways.**

If architectural formats are not available, the Constructor can accept floor plans in a non-editable image format, strictly provided that all measurements and space details as written above, are clearly displayed and accurate. However, architectural formats remain the Constructor's preferred option.

Additionally, the Buyer must supply **multimedia documentation of the venue**. This includes photographs taken from multiple angles and heights, as well as walkthrough videos of the space. These materials will enable the Constructor to assess any potential issues that may affect the project design.

In particular, some specific details that the Buyer is obliged to inform promptly the Constructor about:

- The existence of **230V / 110V¹ cables inside the walls**, and where they are located at. So that the installation crew can pierce walls safely and without electrical damages.
- The existence of heating devices, air conditioning units, girders, pipes, windows, openings, balconies, shared spaces, and hallways.
- If there are **windows**, the Constructor must know if they are opening or not.
- The existence of solid and unremovable structural formations like **pillars and columns**.
- The Constructor must know if there are windows behind a drywall placed in front of them by the Buyer.
- The Buyer must provide the Constructor with **precise dimensions for the entrance/exit doors**.
- The Constructor requires a height of 2,44 meters / 8 – feet to operate and install the Package. Any **constructions** like ventilation pipes, **must be above the 2,44-meter / 8-feet height²**.

The Constructor reserves the right to withhold the initial project deposit if the Buyer fails to deliver accurate floor plans and multimedia documentation as specified.

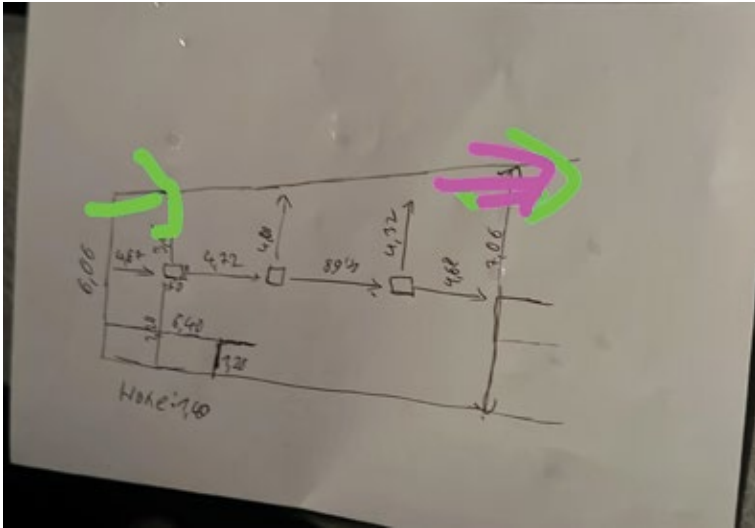
¹ **Note:** Voltage, electrical specifications, and metric measurements may vary depending on the destination country. Please consult the Country-Specific Requirements Table in Section 3 – Page 18 to verify the standards applicable to your region before proceeding.

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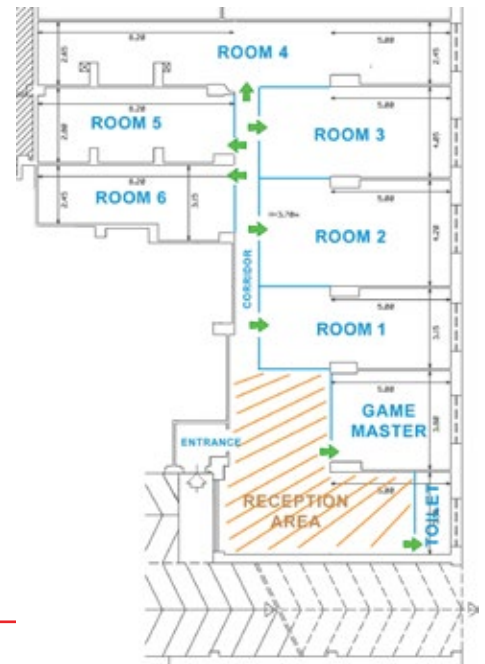


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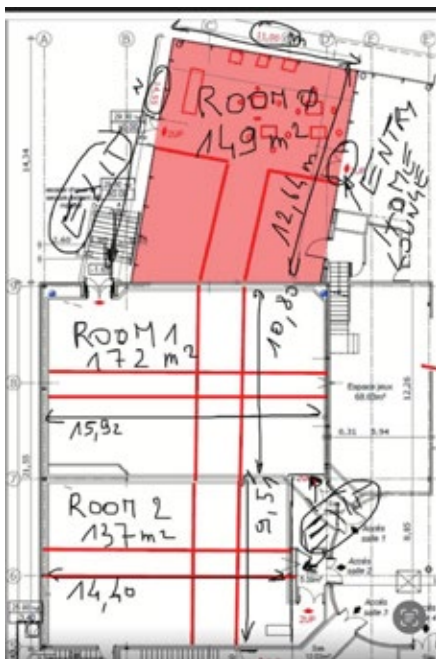
Examples of non-functional plans:



This is a hand-written floor plan, in a non-editable image format, where important details and measurements are missing and/or they appear written in a smudgy and blurry way.



While this plan technically includes all the basic measurements correctly, it is impossible to follow and/or edit the information given, since these have been marked above an image file with a mobile phone marker, making it messy.



This plan may look tidy and well-structured, but it is lacking vital information, such as column dimensions, reception dimensions and room 4 measurements, making it impossible to work with.

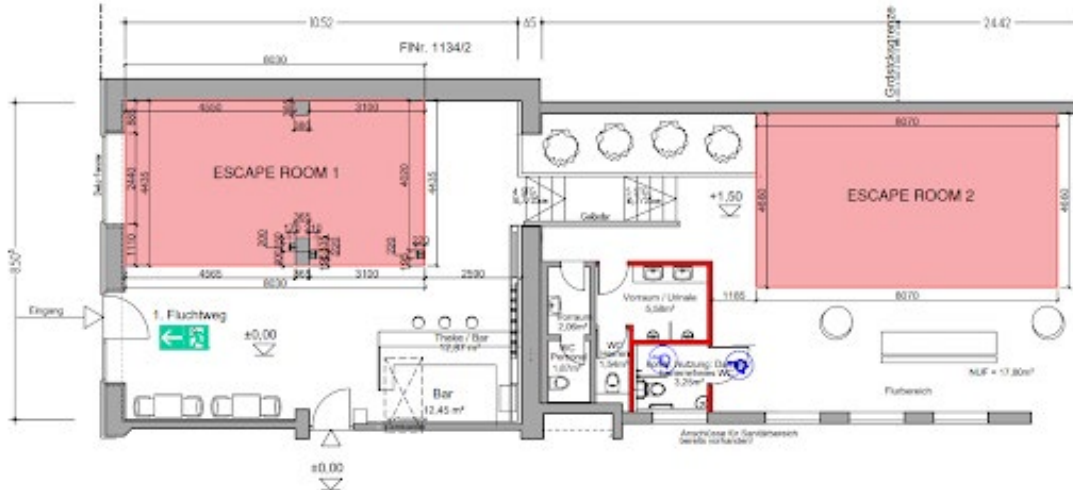
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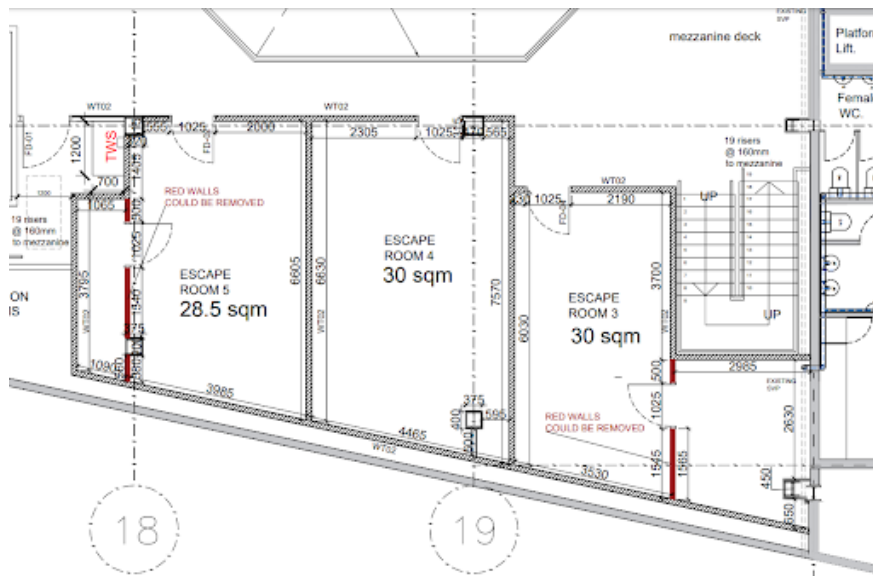
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Examples of approvable floor plans:



Aside from its clear format, this plan highlights all the important measurements, including intended escape room area, entrances, column dimensions, and height difference between escape room 1 and escape room 2 (which is important, in case there is one).



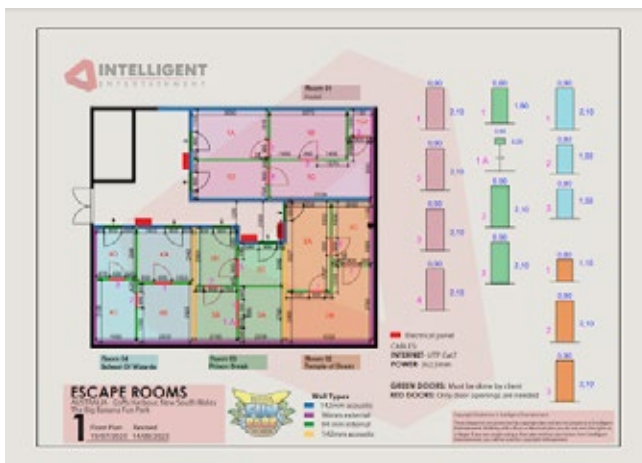
This floor plan is tidy, shows all the important information in a very clear way, including the highlighting of removable doors.

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2.1.2 OPENINGS AND CEILINGS FINAL DIMENSIONS

The Buyer must provide the exact post-construction dimensions (width, height, depth) of all interior openings, including doors and secret passages, along with final ceiling heights. After receiving the Constructor's final floor and construction plans, the Buyer must confirm that the constructed interior dimensions match the provided specifications.

Any discrepancies, even as small as one centimeter, especially in door openings, may cause significant issues requiring reconstruction and additional charges.



This is an example of a finalized plan made by Intelligent Entertainment, the plan you will work with to prepare the interior walls and electrical cabling, prior to our installation crew's arrival.

2.1.3 OPENINGS AND CEILINGS FINAL DIMENSIONS

Before the Constructor's installation crew arrives, the Buyer must report any venue fixtures or objects in the venue walls, ceilings or floors, that could impact installation or require adaptations. This includes air conditioning units, windows, doors, columns, pipes, electrical panels, or other permanent elements. Failure to provide this information may lead to **installation delays, additional costs, or compromised safety and functionality.**

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3 CONSTRUCTIONAL LIABILITIES

The Buyer is solely responsible for completing the following construction work before the Constructor's installation crew arrives:

- Configuring the **reception and common areas** per the Constructor's plans, including floors, walls, ceilings, painting, decoration, electrical installations, lighting, A/C, ventilation, and fire safety systems.
- Providing **fire safety** equipment, including extinguishers, for all areas, including inside the escape rooms.
- Installing the **main entrance and exit doors** for the escape rooms.
- Configuring **windows and flooring** inside the escape rooms.
- Constructing interior walls within the escape rooms. The Constructor recommends wooden walls, specifically **OSB** wood. If drywall/plasterboard is used, an additional charge for one (1) extra working day will apply.
- Ensuring **accurate wall width details** (wood or plasterboard) and identifying any double walls, as this is essential for precise fitting and anchoring during installation.



Examples of interior wall installation. We prefer you to install OSB walls, instead of plasterboards that takes much longer for our constructions to be installed and modified in this particular type of material, causing delays and additional charges.

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4 ELECTRICAL INSTALLATION LIABILITIES

Following the delivery of the escape rooms' electrical plan by the Constructor, the Buyer must ensure that all wiring and electrical installations are prepared according to the provided instructions. This preparation is essential for the functionality, efficiency, and timely installation of the escape rooms. The specific requirements are as follows:

Network Cable:

- One (1) network cable (UTP Cat6 or equivalent) must be installed per escape room space.
- The network cable must also terminate in the Game Master room.

Power Cable:

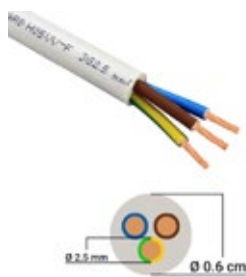
- One (1) power cable (3x2.5mm²) must be installed per escape room space, including a 10A fuse.

Cable Termination:

- Both the network and power cables must terminate in the HUB (Main Electrical Panel), which is to be located outside the main entrance of each escape room. Detailed instructions on the placement and connections will be included in the Constructor's electrical plan.
- If the Buyer wishes to position the HUB in a location other than the default position, the Constructor must be informed before the detailed electrical plans are created. Changes or modifications to the default placement cannot be accommodated upon the arrival of the Constructor's installation crew.

Patched and Ready-to-Use:

- All cabling must be delivered patched and ready for use by the time the Constructor's crew arrives.
- The Buyer must deliver the above cabling patched and ready-to-use.



A 3x2,5mm² Power Cable



A UTP Cat7.



A 5A safety fuse.

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In addition, some further electrical and wiring preparations must be accommodated:

Internet Connectivity:

- Active internet (Wi-Fi) must be available throughout the venue, including Ethernet and Wi-Fi access in the Game Master room.

Game Master Room Setup:

- The Buyer must install office desk(s) for the placement of the Game Master computers.
- Each Game Master computer position must have an extension cord with a safety button and at least five (5) outlets.

Network Switches:

- A 4-port network switch must be provided for each escape room position in the Game Master room. For example, if the venue includes three escape rooms, the Buyer must supply three (3) network switches, totaling 12 ports.
- One (1) ethernet port must be provided for each escape room computer position in the Game Master room. We suggest using 4-port network switches, unless the Buyer implements otherwise. For example, if the venue includes three escape rooms, the Buyer must supply three (3) network switches, totaling 12 ports



Example of preferable extension cords around the world.



Example of a preferable 4-port network switch.

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Country-Specific Electrical Standards:

The table below provides essential reference data for the electrical infrastructure standards in several key countries. These include the plug type(s), standard voltage, and frequency typically used in each region. This information is crucial for ensuring that your venue's electrical setup is compatible with the escape room equipment and installation tools provided by Intelligent Entertainment.

Important: The specifications for plug type, voltage, and frequency may differ from country to country. It is the Buyer's responsibility to verify and ensure full compliance with their local electrical standards.

This is especially critical for the correct installation of power-related infrastructure, as deviations may cause system malfunctions, delays, or require additional equipment such as adapters, transformers, or converters.

Please consult the table below to confirm your country's requirements. For countries not listed, contact Intelligent Entertainment for guidance or refer to your local authority or certified electrician.

For a complete list of country-specific requirements, please visit <https://www.iec.ch/world-plugs>.

Country	Plug Type(s)	Voltage	Frequency
Canada	A, B	120 V	60 Hz
USA	A, B	120 V	60 Hz
Germany	F	230 V	50 Hz
France	E	230 V	50 Hz
Netherlands	C, F	230 V	50 Hz
UAE	G	230 V	50 Hz
Australia	I	230 V	50 Hz

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5 VENUE PREPARATION

Prior to the arrival of the Constructor's installation crew, the Buyer must complete the necessary preparation work and provide specific materials to ensure a smooth and efficient installation process. The requirements are outlined below:

5.1 MANDATORY REQUIREMENTS

- **Floor Protection:**

The Buyer must cover the entire floor of the escape room interior **with two (2) layers of paint masking paper**. The masking paper must meet the specifications provided by the Constructor, and both layers should be applied evenly across all floors.



The masking paper type we require. You will need to have two (2) layers of the masking paper applied one on the other, across all floors of the escape rooms interior.

- **Lighting:**

The Buyer must supply one **(1) construction lamp or light per escape room**. LED lamps are preferred for energy efficiency.



Examples of appropriate construction lamps/lights.

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- **Work Platform:**

The Buyer must provide **one (1) work platform ladder** (wooden or aluminum extension) **per mission**.



Examples of appropriate working ladders.

- **Tool Storage:**

The Buyer must ensure **a secure storage area** for the Constructor's installation crew to safely store their tools at the end of each day. If no secure tool storage is provided and multiple construction crews are operating on-site, the Buyer will be **held liable** for any loss or theft of the Constructor's tools and must **compensate** the Constructor for the value of the missing items.

- **Air Compressor:**

The Buyer must supply **one (1) air compressor** with two (2) outputs, a capacity of at least 50 liters and a power rating of 2.5 HP.



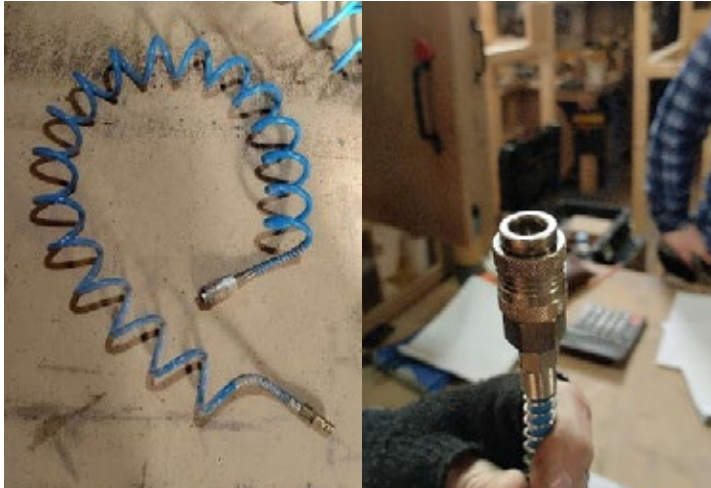
Examples of air compressors that meet the requirements (50 Lt, 2.5 HP).

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- **Air Compressor Connectivity:**

For the air compressor's connectivity with the Constructor's installation tools, the Buyer must supply the Constructor with **one (1) pure air compressor hose** with universal output, and a set of universal quick connectors



Examples of a typical air compressor hose and a universal quick connector.

- **Radial Miter Saw:**

The Buyer must supply **one (1) radial miter saw** of at least 1500W.



Example of a 2000W radial Miter Saws.

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- **Table Saw:**

The Buyer must supply **one (1) table saw** of at least 1200W.



Example of a 1200W
Miter Saw.

- **Cable Drum:**

The Buyer must supply **one (1) cable drum** of at least four (4) plugs, twenty-five (25) meters and **EU plugs – type F**.



A common EU-type F plug
cable drum.

- **Heavy duty vacuum cleaner:**

The Buyer must supply **one (1) heavy duty wet/dry shop vacuum** of at least 15L capacity.



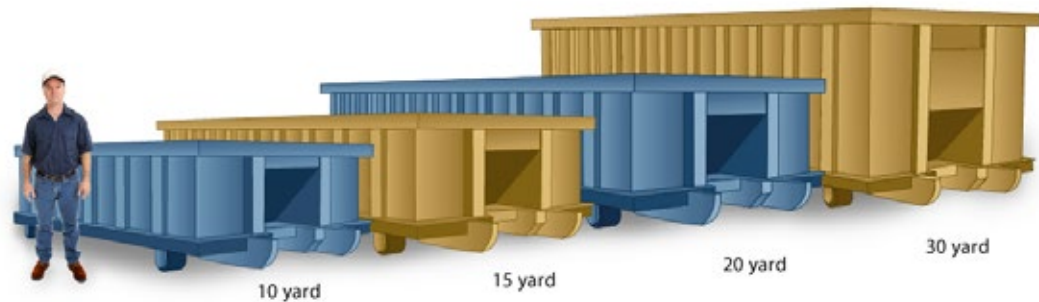
A common 17-Lt heavy duty
wet/dry shop vacuum.

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- **Dumpster:**

The Buyer must provide a **suitable dumpster**, placed outside the venue building, for the duration of the installation process. The dumpster is essential for maintaining cleanliness on-site by enabling the prompt disposal of spare materials, waste, and debris. A 10-yard or 15-yard dumpster size is recommended.



Real-size depiction of various dumpster sizes. We require a size similar to the 10-yard or the 15-yard ones.

- **Hallway Preparation:**

The venue's hallways must be fully prepared before the Constructor's crew arrives. During installation, hallways should be free from heavy construction, debris, and disposed items. Ideally, these areas should not have public access during the installation period.

- **Clear Work Area:**

The interior of the escape rooms must be completely cleared of debris, waste, packages, or any other items, including objects that will eventually be placed in the space. The area must be 100% available for the Constructor's team to perform the installation without distractions or obstructions.

- **Break Area:**

The Buyer must allocate a separate space for the Constructor's installation crew to use during lunch breaks.

- **Facilities:**

The venue must have operational toilets and provide a working environment with adequate and decent conditions for the Constructor's crew.

- **Installation timetable:**

The Constructor's installation crew operates on-site from 09:00 to 19:00, Monday to Sunday. The Buyer must ensure venue access during these hours. If adjustments are needed, the Buyer must notify the Constructor (prior to the installation crew arrival) to arrange a suitable schedule. Failure to comply may result in project rescheduling and additional charges for extended crew presence.

- **Overall Venue Safeguarding (if business operates during installation):**

If the venue is operational and open to the public during the installation period, the Buyer is responsible for safeguarding customer experience, health, and safety. The Buyer must ensure that construction noise, dust, or crew access do not disrupt gameplay or venue functionality.

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The following scheme is recommended:

- **Zoning:** Clearly zone off installation areas using physical barriers, curtains, or temporary partitions to prevent customer access.
- **Access Routes:** Establish separate entry/exit routes for customers and the Constructor's crew.
- **Safety Signage:** Post visible warning signs in both English and the local language to indicate restricted areas.
- **Temporary Walling:** Consider installing soundproof temporary walls between operating games and active construction zones.
- **Fire Exits:** Ensure that emergency exits remain unobstructed and fully functional throughout the installation.

Venue Protection Measures:

- **Asset Liability:** The Constructor will not be held liable for any damage to existing venue décor, mounted items, or walls if these are unprotected or left in pathways used for transporting large constructions or tools.
- **Protection Requirement:** The Buyer must protect existing furniture, mounted items, walls, and floors along the designated transport routes and workspace. Soft paddings or barriers should be used to prevent accidental damage caused by movement of large constructions or tool sets.
- **Photographic Documentation:** It is recommended that the Buyer document the venue condition prior to the installation as a preventive measure and record of asset condition.

Important: The Constructor reserves the right to pause or delay installation if customer activity significantly interferes with crew work, or if safety cannot be guaranteed.

5.2 OPTIONAL REQUIREMENTS

It is recommended that the Buyer have a **representative available** at the venue throughout the installation process to address technical queries or resolve project-related issues promptly.

Important Notice: If the Buyer fails to meet the above requirements and causes delays in the Constructor's installation process, the Constructor reserves the right to charge the Buyer for additional expenses related to accommodation, board, and transportation for the installation crew.

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6 SHIPPING MANAGEMENT

6.1 MANDATORY REQUIREMENTS

The Buyer is responsible for managing the shipment of the Package from the Constructor's facility to the Buyer's venue. The Package will arrive shortly before the Constructor's construction team, and the Buyer is obligated to ensure its organized and smooth placement within the venue.

Specifically:

1. Shipping Coordination:

The Constructor will provide details of the shipping controller (e.g., the truck driver). Although the Constructor ensures that the truck departs with precise mapping of the Buyer's location and all relevant documents, **the Buyer is responsible for establishing direct communication with the shipping controller** before the truck's arrival and arranging any specific details required for the truck's access to the venue.

2. Unloading Logistics:

The Buyer must inform the Constructor in advance of the **unloading conditions at the venue**, including **permitted unloading hours, parking location, unloading space requirements** (eg. ramp existence) and any technical requirements, and confirm that the unloading area can accommodate the truck.

3. Porters and Internal Transportation:

The Buyer is responsible for **hiring porters** to transport the Package from the truck to the designated area within the venue.

4. Storage Requirements:

The Buyer must ensure a **designated storage area inside the venue** for the Package. If the venue is operational and open to customers, the storage area must be located near the installation site and remain inaccessible to the public.

5. Protection of Fragile Items:

The Buyer must take all necessary precautions to **safeguard fragile components of the Package** and ensure that any third parties (e.g., transportation companies or porters) are informed of the fragility of specific items. Fragile components will be marked by the Constructor, and the Constructor employs secure packing methods. However, **the Constructor is not liable for any damage** resulting from mishandling during unloading or transportation.

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This is an example of a finalized plan made by Intelligent Entertainment, the plan you will work with to prepare the interior walls and electrical cabling, prior to our installation crew's arrival.

Additional Requirements for Overseas Venues (Outside the EU):

- The Buyer must arrange for a **shipping agent** to handle the Package import, port documentation and access the Package at the port. Additionally, the Buyer is responsible for transporting the Package from the port to the venue. The Constructor ensures delivery of the Package to the nearest port but assumes no responsibility for the Package beyond its arrival at the port.
- The Buyer must inform the Constructor in advance of any **specific requirements** related to the destination country's **shipping policies** (e.g., **fumigation**). The Constructor is **not liable for delays caused by incomplete or inaccurate information** regarding these requirements.
- The Buyer must be aware of all **port-specific logistics**, including **pickup deadlines** and **transportation schedules**. The Constructor is **not responsible for any penalties or additional expenses** incurred due to misinformation about port logistics.

Truck and Parking Specifications (European Venues):

- The trucks used by the Constructor are 18 meters long with a 13.6-meter cargo compartment. The Buyer **must ensure the unloading area can accommodate trucks** of this size.
-
- The Buyer is responsible for **obtaining any required permits**, licenses, or local authority approvals for the unloading of the truck, including those related to the date, time, and location.

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6.2 OPTIONAL LIABILITIES

1. Unloading Equipment:

The Constructor's trucks do not provide porters, large-scale tools, or vehicles for unloading. The Buyer is strongly advised to use forklifts or similar equipment for handling heavier loads to minimize the risk of damage to the Package. The Buyer is also recommended to equip the venue with at least two (2) pallet jacks to ensure the safe and efficient movement of the Package within the venue.

2. Logistics Consultation:

The Constructor may provide optional consultation services to advise the Buyer on shipping and logistics arrangements and recommend suitable logistics companies. However, these recommendations are provided on an advisory basis, and the Constructor is not liable for any issues arising from the use of third-party logistics services.



Examples of an appropriate forklift
Clark and a pallet jack.

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7 BUYER LIABILITIES SUMMARY

FLOOR PLAN LIABILITIES

- Accurate floor plan in pdf and/or DWG format.
- Inclusion of all possible space details in the plan (heating devices, air conditioning units, girders, pipes, windows, openings, balconies, shared spaces, and hallways).
- Extensive multimedia of the venue space (photos/videos).
- Certainty that no appliance or installation stands lower than 2,44 meters.
- Separate information about windows existence and precision in existing pillars and door openings.

CONSTRUCTIONAL LIABILITIES

- Finalization (floors, walls, ceilings, painting, electrical installation/lighting, wiring, A/C, ventilation, fire safety) of all common areas, prior to the Constructor's installation crew arrival.
- Installation of the escape rooms' main entrance and exit doors.
- Installation of interior walls of the escape rooms.

ELECTRICAL INSTALLATION LIABILITIES

- One (1) network cable (UTP Cat7 or equivalent) must be installed per escape room space, with each network cable also terminating in the Game Master room.
- One (1) power cable (3x2.5mm²) must be installed per escape room space, including a 10A fuse.
- Both cables must terminate in the HUB (main electrical panel).
- All cables must be patched and ready-to-use.
- Active internet (Wi-Fi and Ethernet).
- Installation of desks in the Game Master room.
- Installation of 5-position safety extension cord per Game Master computer position.
- Provision of 4-port network switch per escape room (one dedicated port per game master

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VENUE PREPARATION LIABILITIES

- Floor covering with two (2) layers of paint masking paper.
- One (1) construction lamp/light per escape room.
- One (1) work platform ladder per escape room.
- One (1) air compressor of at least 50 lt and 2.5 HP.
- One (1) dumpster of at least 10 yards.
- Provision of heavy construction tools: One (1) air compressor, one (1) miter saw, one (1) table saw.
- Safe and private depository for the Constructor's installation crew tool cases.
- Empty and finalized hallways.
- Waste, debris and item-free escape rooms interior.

SHIPPING LIABILITIES

- Provision of shipping technicalities of the destination country, if any (e.g. fumigation).
- Hiring of shipping agency (if outside EU) for Package import & transfer from port to venue location.
- Transportation of the Package from the port to the venue location (if outside EU).
- Establishing direct communication with the Constructor's transporter.
- Provision of all unloading logistics details, including parking lot location and space, permitted unloading hours and access to the venue interior.
- Certainty that an 18-meter-long truck can safely approach and unload the designated space at the venue location.
- Obtaining all necessary paperwork, permits and approvals for the unloading date/time.
- Hiring of porters and unloading equipment following safety protocols.

Premium Indoor Entertainment, Re-Imagined



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Buyer's Liabilities Guide



I (The Buyer) acknowledge that I have received and read the Liabilities Guide provided by Intelligent Entertainment (The Constructor). I understand that this guide outlines the responsibilities and liabilities necessary for the installation of the escape room by the Constructor's installation crew. I recognize the importance of adhering to the guidelines provided. By signing this document, I confirm that I comprehend and accept the liabilities outlined in the guide and agree to fulfill the responsibilities mentioned therein.

THE CONTRACTING PARTIES

FOR THE CONSTRUCTOR

FOR THE BUYER

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