



## Sanitation and Distance Procedures

- Our scheduling system, allowing separation of arriving and departing groups, minimizes larger groups lingering in an enclosed space.
- We sanitize all equipment in-between rounds with a safe-to-handle disinfectant fogger. Players and operators will sanitize hands upon entering and exiting the game room.
- Games can be staged in spaces larger than those listed on the tech rider. Room size is mostly a matter of game atmosphere; we're very flexible on the logistics.
- Operators wear masks the entirety of their time on-campus.
- Players will be reminded of distancing before the start of each round.
- We're able to offer shorter 15min rounds for teams capped at six members. We subtract puzzles so that it's still possible to win, and our choices are weighed toward puzzles that involve greater transmission risk.
  - This will only fit 72 students per room across the four hours instead of the traditional 84. Rooms cannot be made shorter without compromising the games, especially with sanitation precautions. If you wish to add another hour, that will fit 18 more players per room, and costs an additional \$350 per room.
- We're happy to adapt our policies to meet those that your organization has in place.
- For a fully-remote experience, we offer virtual versions of all our escape rooms. The games will be staged for six person teams (anything larger and the crosstalk is too much), and can be run with the standard 25min rounds or the 15min rounds described above. Players guide the operator as their avatar in the room, and see through an attached camera. Each of those rooms is \$1900 for 4 hours.