



## FREQUENTLY ASKED QUESTIONS FOR PARENTS & GUARDIANS

1

### ARE PARTICIPANTS ACTUALLY TRAPPED?

No, participants are never truly trapped. They are always able to exit via the entry door and can leave at any stage.

2

### ARE THE EXPERIENCES DANGEROUS?

There is nothing inherently dangerous in any TRAPT experience. TRAPT experiences are comprised predominantly of mental challenges and therefore require minimal physical exertion. There are no jump scares and no requirement to crawl, climb or lift heavy objects.

3

### WHAT IS AN EXAMPLE OF A TRAPT PUZZLE?

A TRAPT puzzle may require that participants work together to decrypt a code or discover a pattern in a series of pictures. Participants may have to find a hidden object and put it in a specific location or it may be as simple as finding a key.

4

### WHAT ARE THE BENEFITS FOR PARTICIPANTS?

TRAPT delivers fun experiences that drive the development of enterprise skills such as effective communication, teamwork, creativity, problem-solving, working through uncertainty and time management.

5

### WHO WILL BE SUPERVISING THE PARTICIPANTS?

It is a condition of entry that all participants under 18 years of age have written parental consent and be accompanied in the experience. For example, we can cater for teams comprised of 1 adult and up to 4 students in Alchemy and Oz, 1 adult and 5 up to students in Prohibition and Espionage.

## FOR MORE FAQs

[WWW.TRAPTMELBOURNE.COM.AU/TRAPT-FAQ](http://WWW.TRAPTMELBOURNE.COM.AU/TRAPT-FAQ)