



The Curious Case Company Ltd.

Terms of Play

1. Whilst exploring on your Case

1.1 Safety

1.1.1 You are responsible for your own safety and that of your group while participating in any case. The Curious Case Company Ltd. accepts no liability for any injury, loss, or damage incurred during play.

1.1.2 If children are part of your team, please ensure they are supervised at all times.

1.1.3 In the event of any emergency, the contact number in the UK is 999

1.2 Respect for surroundings

Please be respectful whilst on your case and considerate of your surroundings and other people. Please note:

1.2.1. Some of the land may be privately owned, and objects may be located on property that requires thoughtful and appropriate behaviour — such as gravestones or historical sites.

1.2.2 If at any time you are required to access private land during the case, you should make note and follow any conditions or restrictions that the landowner may impose.

1.2.3 Churchyards are places of quiet reflection, not public open spaces. While Rectors generally welcome visitors, they must remain mindful of mourners tending graves and ongoing worship. Group visits to churchyards should be arranged in advance, and players must respect any signage or restrictions in place.

2. Choosing the right case and making the right decisions whilst conducting your investigation

2.1. Choose the right case and options

We provide guidance on case suitability on our website. While we aim to ensure this information is accurate, it is provided for general guidance only and may not reflect real-time conditions.

2.2. If things aren't going as planned

If you feel the case is unsuitable at any point, you should stop immediately. Your safety and comfort are our priority, and we encourage you to contact us for support.

3. The story

3.1. All cases are entirely fictional. Any resemblance to actual events, locations, or persons (living or dead) is purely coincidental. Where real names are used, they are included for entertainment purposes only and do not imply any association with wrongdoing.

4. Cookies and data used in the case

4.1. To ensure the case operates correctly in your web browser, we use cookies to track your progress, store information related to your gameplay, and enhance your overall experience. These cookies are essential for the case to function. If you do not want to use cookies, unfortunately you will not be able to play the case.

4.2 The email address you provide to log in and play the case is used exclusively for case-related communications, unless you choose to opt in for updates from the Curious Case Company.