Features:  
- special effects;  
- Theatrical performance;  
- maximum of entourage and detailing;  
- non-standard transitions between locations;  
- performance under tension in the literal sense of the word;  
- "live", "lifeless" actors, as well as "non-actors" at all - the inhabitants of the quest;  
- Ability to choose the level of fear (3 versions of the game: Light, Medium and Hard).  
Levels of fear:  
- Light - without contact with actors, actors frighten players with bu-effects (suitable for children 13-17 years old or for shy girls);  
- Medium - full contact with the actors, you can grab, drag, steal, pick up (the most optimal mode, fits all);  
- Hard - for particularly sophisticated quests, who have dozens of terrible horror quests, this version includes full contact with actors with pain, bruises can remain on the body, the threat is real, fear and adrenaline go off scale.

Maximum people:7

Group 2-4 people 60$

add one + 10$