

Group Booking Information for Flippers360 Game Room

Availability:

Flippers360 Game Room is available for Group Bookings Monday thru Friday (excluding all major Holidays) by any Corporation or Organization ("Company") registered and licensed to do business in the State of Florida.

Booking Time Slots – (1) Business Day Advance Notice required for all Bookings.

- Morning Time Slot – 10:30 a.m. to 12:30 p.m.
(All Participants and Supervisors must exit Flippers360 Game Room by 12:45 p.m.)
- Afternoon Time Slot – 1:00 p.m. to 3:00 p.m.
(All Participants and Supervisors must exit Flippers360 Game Room by 3:15 p.m.)

The "Company" should arrive to the location and have all Participants ready for Check-In no later than (15) minutes before your scheduled Time Slot. **Late Arrivals will not be permitted to stay beyond the original end time of their Time Slot.**

Price: The Cost for each person to participant in the Flippers360 Game Room is **\$6.00**

- If "Company" Employees, Volunteers, Counselors, Supervisors, Representatives, etc. want to use the gaming equipment, the individual(s) must pay the \$6 fee and obtain a wristband before participating. No person is permitted to use any of the Flippers360 equipment without first obtaining a wristband.

Check In:

Upon arrival, each and every "Company" will be greeted by a Flippers Cinema Employee. The Flippers Cinema Employee will verify the "Company's" reservation as well as perform a head count of each and every Participant. To complete the Check-In process and before the "Company" Participants will receive a wristband to enter the Flippers360 Game Room, payment in full is required by the "Company" Representative.

- Upon Check-In, a wristband will be placed on each Participant by a Flippers Cinema employee. The wristband is only valid for; (1) person, on the day of purchase, for a single Time Slot. Once a wristband has been placed on a Participant, the Wristband is not transferable from person to person. All sales are final and no refunds/rainchecks will be issued to any Participant.

Attendance Requirements:

Minimum

- A minimum of (40) Participants is required to reserve a single Time Slot.
- A "Company" with fewer than (40) Participants can reserve a Time Slot but, will be charged a minimum of \$240.00 for each Time Slot.
- If a "Company" reserves a Time Slot in advance with an expected attendance above (40) Participants but, arrives with fewer than (40) Participants, the "Company" will be charged a \$240.00 minimum if they wish to enter the Flippers360 Game Room.

Maximum

- Maximum number of participants per Time Slot is (130) persons.
- Multiple "Companies" may be booked by Flippers Cinema for the same Time Slot.
- Flippers Cinema guarantees that it will not exceed the total maximum number of Participants of (130) persons per Time Slot.

Exclusive Use of Flippers360 Game Room:

- A guaranteed minimum payment of \$600.00 is required by a "Company" wishing to obtain exclusive use of the Flippers360 Game Room for the duration of a single Time Slot. The minimum payment will secure entrance into the Flippers360 Game Room for the first (100) Participants. Each additional Participant above (100) will be charged \$6 per Participant. **(20% Non-refundable deposit required.)**

Group Booking Information for Flippers360 Game Room (continued)

Cancellation – The “Company” is required to notify Flippers Cinema of a cancellation within (1) Business Day. Failure to provide proper notice of cancellation will exclude the “Company” from being permitted to reserve access to Flippers360 Game Room in the future.

Age Restrictions:

- All Participants must be at least (8) years old.
- Because of the Game Ratings on some of the Game Titles (see General Guidelines / Game Rating for more info), It is recommended that Participants under the age of (17) years of age, complete and return to the “Company” a Parental Consent Form permitting the Participant to access the Flippers360 Game Room.
- By allowing Participants to access the Flippers360 Game Room, the “Company” guarantees to Flippers Cinema that it has received the necessary consent of either a parent or legal guardian for each person under (17) years of age.
- A basic Parental Consent Form is available for download on the Flippers Cinema website..

Supervision:

Flippers Cinema

- Flippers Cinema will provide (1) Game Room Attendant per (50) Participants.
- The Game Room Attendant is responsible for:
 - Assisting all Participants with any and all Game related issues or questions.
 - Checking all Participants to make sure they have the proper Wristband.
 - Ensuring that all Participants have equal time to play on popular equipment. (Please See General Guidelines / Shared Gameplay)
 - Notifying “Company” Representative of any misconduct by a Participant.

“Company”

- The “Company” must provide at least (1) Representative per (20) Participants.
- The Representative must remain in the Flippers360 Game Room at all times for the entire duration of his/her Time Slot and should not play the games.
- The Representative must be able to provide adequate supervisory oversight.
- In addition to tending to the general needs of each “Company” Participant, the Representative must also be able to resolve any and all behavioral and/or conduct issues associated with his/her “Company’s” Participants.

Both

It is the responsibility of both the Flippers Cinema Game Room Attendant and the “Company” Representative to limit access to the Flippers360 Game Room to authorized Participants only.

Group Booking Information for Flippers360 Game Room (continued)

General Guidelines:

- **Shared Gameplay** – The Flippers360 Game Room has (100) Xbox 360 Game Consoles and more than (125) individual Xbox 360 Game Titles. Multiple copies of the most popular games are available but in limited numbers. In the (5) Years that we have been operating this Game Room and with more than 50,000 annual attendees, we have developed a system we simply call “Shared Game Play”. Our system prevents any single person from monopolizing a single Game Title or Game Station for any unreasonable length of time and assures that any person wishing to play a certain Game Title or Game Station will be given an ample opportunity to do so. Our system is not perfect but it is extremely effective in maintaining the overall “Fun Factor” of our Game Room.
- **Game Ratings** -- The Flippers360 Game library includes games with ESRB Ratings ranging from “E” to “M”. To check out what these rating mean visit www.esrb.org. For a complete list of our Game Library please visit www.flippercinema.com and view our Flippers360 page.
- Access to the Flippers360 Game Room will be restricted to participants with valid wristbands only.
- Any Participant who modifies, removes, damages or in any other way alters his/her wristband will be asked to leave the Game Room immediately and will not be given a refund or a replacement wristband.
- Any Person found playing games or otherwise using Flippers360 Equipment without first obtaining a valid wristband will be asked to leave Game Room immediately and will not be permitted into the Game Room in the future.
- Flippers Cinema has a Zero-Tolerance Policy regarding Horseplay, Fighting, Bullying or Harassment of any type by any person. Any person engaging in such behavior will be approached by a Flippers Cinema Employee and asked to cease with his/her behavior immediately. The Flippers Cinema Employee will then notify the Flippers Manager and the “Company” Representative. The Flippers Manager has the sole discretion to determine whether or not the offending person shall remain in the premises.
- The “Company” is responsible for the immediate monetary reimbursement of any costs associated with the repair or replacement of any equipment damaged or stolen by any of the “Company’s” Participants or Employees.
- Participants may enter and exit the Flippers360 Game Room Area as needed during their Time Slot.
- No Food is permitted in the Flippers360 Game Room. Drinks purchased at our Concession Counter are permitted providing that the drink has a lid or a screw cap installed.
- No Backpacks, Large Bags, Lunch Boxes or any similar items are permitted in Flippers Cinema.
- All Payments are due and must be paid in full prior to wristbands being issued and any Participant entering the Flippers360 Game Room. Flippers Cinema only accepts Cash, Visa, American Express or Company Checks. We reserve the right to refuse Company Checks for new accounts or from any Company that has issued checks to Flippers Cinema with insufficient funds in the past. No personal Checks will be accepted. All sales are final.
- Late Arrivals will not be permitted to stay beyond the original end time of their Time Slot nor will they be given a discount on the original purchase price.