



## HOW IT WORKS The Low-down on the throwdown

Know before you go to get the most from your rage time.

- **Please arrive 15 minutes before your appointment time. Failure to arrive 15 minutes before your scheduled rage time will result in a shorter time in the rage room. This time is needed to sign and/or review waiver, check IDs, get safety instructions, ask questions, and gear up.**
- We are not responsible for bad traffic, weather, or that friend that's always late. It's your responsibility to arrive on time.
- Choose your weapon from the Weapon Wall. You cannot bring your own weapon.
- You are welcome to document your rage session on your mobile device at your own risk. Otherwise, you can purchase an electronic recording of your rage time from us. ELEVATE (Pottsville FBC) is NOT responsible for any damage to these devices.
- Friends don't let friends rage drunk (or high). If you decide to enter ELEVATE Rage Room under the influence of drugs or alcohol you will be asked to exit promptly and will not be refunded for your session.
- **We highly encourage booking your rage time online in order to secure a session. You may cancel 72 hours or more prior to the rage session. Any notice less than 72 hours will result in a forfeiture of funds.**
- Walk-ins are accepted on a first-come, first-serve basis. (If availability allows)
- Children can rage with a parent in the room, but they must be able to fit into our safety gear and follow rules and redirection. Our safety gear typically fits most children aged 10 and up. If you're unsure whether your child can participate, please give us a call. We reserve the right to determine whether a child can safely rage in our rooms—their safety is our top priority. Anyone under the age of 18 must be accompanied by a parent or guardian in the rage room at all times. Everyone in a room during a rage session is considered a participant. All participants must suit up, pay to rage, and sign a waiver. Parents or guardians must sign the waiver on behalf of any minors.
- Flying debris is part of the deal; damage can happen as a result. Any damage done by rageables breaking or ricocheting are considered an accident. However, any damage done (especially by direct hit) to the rage room itself, walls, ceiling, door, cameras, speakers, etc through negligence or by choice will be paid for by the participant.