

# Zero Latency Consent Form

## LIABILITY WAIVER

### Terms and Conditions

- 1.Virtual Reality Gaming Ltd., as the supplier of virtual reality simulation services, sells all tickets, and supplies all virtual reality simulation services and facilities to you (the customer) including, but not limited togaming, simulation walk throughs, training exercises, use of motion capture and tracking technology, use of wearable computing technology, use of wireless controllers, use of haptic feedback technology, use of head mounted virtual reality displays, use of free roam untethered virtual reality simulation technology and equipment, recreation and waiting areas, equipment rental and maintenance, use of tracking spaces and the presence of people and objects therein, the surrounding areas and any other associated activities , hereby known as the simulation activities in the Zero Latency venue subject to the following conditions:
- 1.1.By purchasing a ticket for or by using any of the facilities at any Virtual Reality Gaming Ltd.venue, the customer agrees to be bound by these conditions.
- 1.2.Virtual Reality Gaming Ltd. its employees, directors and agents are not liable to the customer, your dependants or legal representatives for personal injury or death suffered by the customer because the simulation activities were not supplied with due care and skill or were not reasonably fit for their purpose or because of the negligence, breach of contract, statute or statutory duty by Virtual Reality Gaming Ltd.
- 1.3.RISK WARNING: The use of tracking spaces, head mounted virtual reality displays, free roam untethered virtual reality simulation technology and equipment or any other equipment and technology at any Virtual Reality Gaming Ltd. venue involves a significant risk of Customers suffering personal injury including the possibility of serious injuries, permanent disability or death. All Customers who engage in such simulation activities do so at their own risk. The customer acknowledges that the simulation activities are dangerous with many inherent risks and hazards and as a consequence assumes and accepts all such risks and hereby waives the right to sueVirtual Reality Gaming Ltd. for any personal injury or death in any way whatsoever caused by or relating to the customer’s participation in such activities.
- 1.4. The customer agrees to pay the cost of and authorises Virtual Reality Gaming Ltd. to take all steps it considers reasonably necessary to protect his/her welfare in the event of personal injury, including the administration of any emergency medical treatment and ambulance transportation.
- 1.5. If the person playing is less than 18 years of age, this waiver must be co-signed by a parent or guardian. Customers of 15 years of age or under must be accompanied by a parent or guardian to use the facilities at any Virtual Reality Gaming Ltd. venue in Ireland. Customers between the age of 16-17 years do not require parental or guardian supervision but they still must have a signed liability waiver to use the facilities at any Virtual Reality Gaming Ltd.in Ireland. In all circumstances listed above, the parent or guardian agrees to be bound by the conditions in the liability waiver on behalf of the minor.
- 1.6. Customers agree they are in good health and free from any adverse medical conditions. For safety reasons, pregnant women, customers with pre-existing health issues such as epilepsy, heart conditions, , fractured or broken limbs, severe hearing loss, or require the use of a wheelchair or other assisted mobility devices are not permitted to use tracking spaces, head mounted virtual reality displays, free roam untethered virtual reality simulation technology and equipment or any other equipment. Virtual Reality Gaming Ltd. can not and does not provide medical advice therefore if in doubt, please seek professional medical advice.
- 1.7. While in any Virtual Reality Gaming Ltd.venue you consent to images and video being taken for security or promotional purposes of yourself, your children or of children for whom you are responsible.
- 1.8.Customers must comply with all signs or other directions of Virtual Reality Gaming Ltd.and it may suspend or cancel the customer’s and a participant’s access to simulation activities at any Virtual Reality Gaming Ltd. venue in its absolute discretion for non-compliance with these conditions, or for reckless or careless conduct.
- 1.9.Customers must not be under the influence of drugs or alcohol as failure to comply may result in Virtual Reality Gaming Ltd. trading suspending or cancelling the customer’s access to simulation activities at any Virtual Reality Gaming Ltd. venue.



1.10.If you purchase a ticket for the use of the tracking spaces, head mounted virtual reality displays, free roam untethered virtual reality simulation technology and equipment or any other equipment or facilities at any Virtual Reality Gaming Ltd. venue on behalf of another person, you and that other person both agree that you make that purchase as the authorised agent of that other person so that he/she will be bound by these conditions. I, the below signed, agree that I have read and understood the above terms and conditions. I agree to be bound by them at all times and use the tracking spaces, head mounted virtual reality displays, free roam untethered virtual reality simulation technology and equipment or any other equipment or facilities at any Virtual Reality Gaming Ltd.venue at my own risk.

Birthday Party Boy/Girl's Name

Signing on behalf of (your child's name)

X \_\_\_\_\_



# Signature Certificate

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**Audit**

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Cunningham - hello@zerolatencyvr.ie IP 89.19.79.41



This audit trail report provides a detailed record of the online activity and events recorded for this contract.