

VEGA*

**sky-high bar
and restaurant with
a side of bowling**

celebrate with us

Our semi-private function room is free with a minimum spend of £500 on Fridays and Saturdays and £300 from Sunday to Thursday. This minimum spend amount can be made up of food and drink orders [bowling sessions must be paid for separately].

The function room has a capacity of 30 people. For larger groups, we will try to incorporate surrounding areas of the bar to allow for enough space. No deposit is required, however we will require that the minimum spend is authorised in order to secure the booking of the room [please note that this money will not be taken from your account at this time and will only be recouped should you fail to show or if we need to make up for lost revenue].

Elevate the Party

- * Speakers
- * Live DJ's on weekends
- * Soundbar
- * Karaoke package [with 2 microphones] £75

Food and Drink

We offer big groups the option to pre-order drinks to have on arrival at VEGA. When you book, you will be sent a pre-order link to select any drinks you wish to be ready for you, such as bottles of prosecco, buckets of beer etc.

If you would like food during your visit, we have a dedicated menu available.

Booking

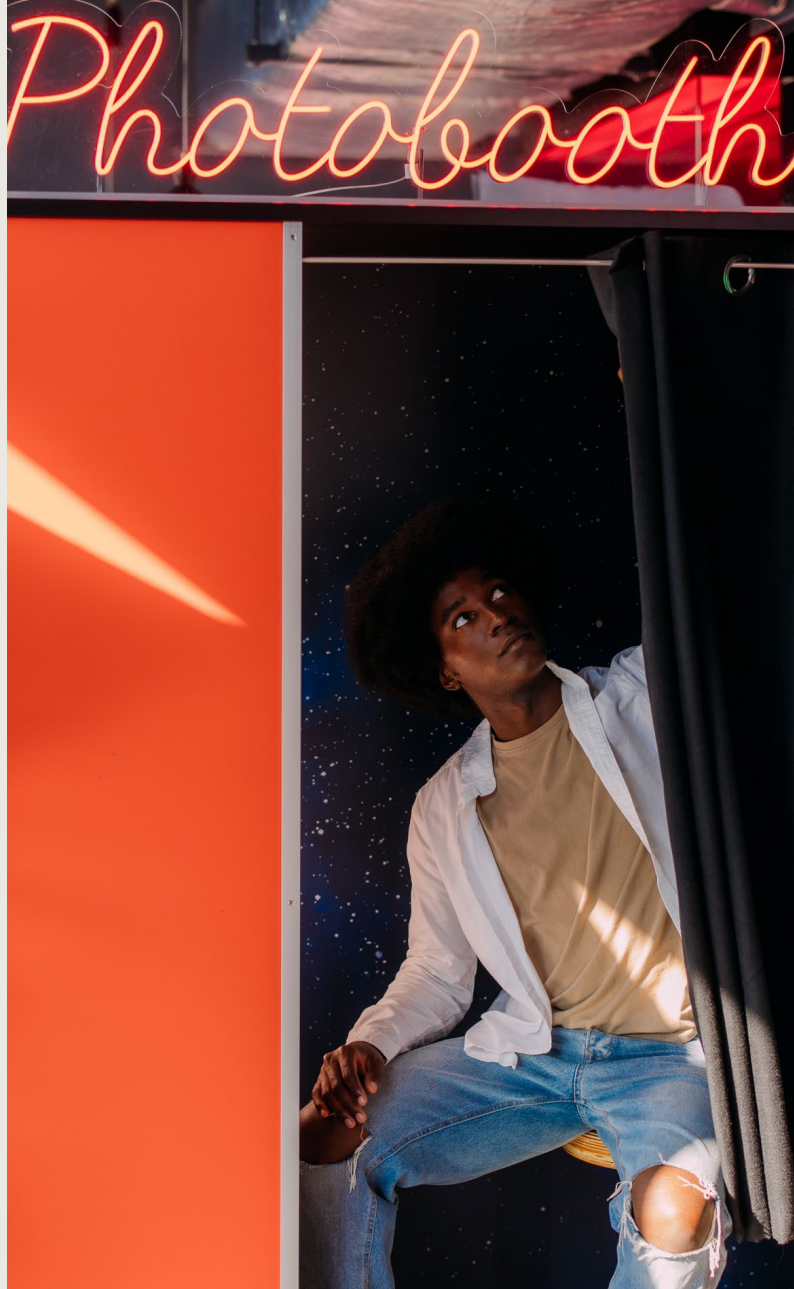
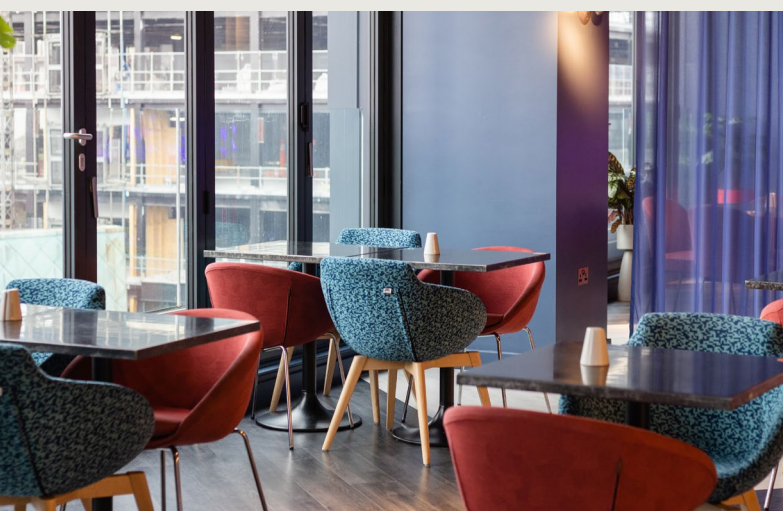
To book our private room, simply search for the date and time you are looking for via our booking portal on vegaglasgow.com.

If your booking is above the room capacity of 30 or if it is an exceptionally large social event then please fill in our 'private hire - social' form and we will get back to you.



Bowling at VEGA

We offer a bowling experience like no other at VEGA. There are four lanes in the sky with a maximum group size of six players per lane. Each lane has its own console where you can choose what bowling experience you would like to have (see below for more info). Bumpers are available and can be set up using our consoles. Bowling shoes are not mandatory unless you are wearing high heels. Just speak to one of our crew if you would like to borrow a pair.



Pricing and Sessions

Bowling is priced at £11 per person per game for adults and £5 for children (ages 14 and under).

Your session will last as long as it takes to complete your game as long as this does not run into the next booking. Typically, a game takes 10 minutes per person to complete so, for example, a session for a group of 6 players should take approximately one hour to complete one game. When you make your booking, we will always try to add between 10-15 minutes extra to account set up time and ordering drinks etc. When booking online, you will be given the option of one or two games. If you wish to play more than two games, please get in touch with us by emailing vega@yotel.com.

bowling experiences*

On the consoles located on each lane, you can choose if you would like to mix things up a bit and try out some different bowling experiences. Below you will find a brief description of the different options available when you bowl with us.

YouToons

Put yourself inside the game. Take your picture on the SuperTouch LCD bowler console and YouToons will turn you into hilarious animated characters on the screen as you bowl!

Battle on the Lanes

Destroy the castle of the opposing player/team and you win! Play lane versus lane or team versus team [on a single lane]. The number of pins knocked down determines the stones thrown and the amount of damage done to the opponents. The skill level can be selected for each bowler before starting the game; the more expert the bowler, the better they have to bowl to do damage. One shot per turn.

Even Better

The player must bowl an even number of pins, but not a strike. If the player knocks down an even number of pins, their score is recorded as normal. If the player knocks down an odd number of pins or a strike or a gutter, the score will be zero.

Odd Duck

The player must bowl an odd number of pins, and not a strike. If the player knocks down an odd number of pins, their score is recorded as normal. If the player knocks down an even number of pins or a strike or a gutter, the score will be zero.

3-6-9

The traditional game that handles the score modification automatically, along with the added benefit of inserting auto-strike in any one of the frames.

Odd / Even

Based on the No-Tap rules with a difference whereas if you roll an even value your score will be recorded as a strike or spare, or if you roll an odd, it will remain as is.

Low Game

A game of skill whereby the system scores in reverse and the winner is chosen by the player with the lowest score. Knock down the 7 and the 10 pins only in each frame for a perfect game. Reverse means that a gutter will be converted into a strike or spare.

Head Hunter

The object is to hit the head pin without getting a strike. If you don't hit the head pin or score a strike, the score will be zero. The first ball of each frame is displayed and managed as a gutter [it counts zero and it does not add to the previous frame, in case it was a spare]. To score, the ball must hit the head pin, and your score will be how many pins you knock down.

Last Pin Standing

The aim is to knock down as many pins as you can without hitting the head pin. If you knock down pins [but not the head pin] on the first ball, you can throw the second ball. If the second ball knocks down the head pin, hits no pin or is a gutter ball, you'll receive just the score from the first ball.