



## Box Office Manager Vacancy at SlingShot

### Summary

We are a world leading, innovative games company with a hit product 2.8 Hours Later. The 2012 UK tour of this game is just getting underway and we are looking for a box office manager to handle all aspects of the sales experience for the game.

### More about the job.

2.8 Hours Later is a cross-city zombie chase game we stage in city centres. Players move between game locations, encountering performers and avoiding crazed zombies. We sell tickets directly to players via an online box office and using e-tickets. You will be managing this ticket platform, dealing with issues, apportioning ticket allocation and managing returns. You will also be selling the game through our social media channels, announcing dates, releasing news and dealing with enquiries.

This is a temporary contract for nine months, with a six week paid holiday mid-term.

### Key Responsibilities

The role has four main areas of responsibility.

- Managing our ticket platform.
- Dealing with player ticket enquiries and issues within our service culture.
- Managing the box office on game nights.
- Conducting a conversation with our players and potential players in our social media channels.

### In Detail

We have developed a new creative form and a business model to sustain it. This is incredibly exciting but also very challenging. A key part of this is our ability to sell tickets efficiently, exploiting the power of digital media channels to connect with people and to create a community around what we do. The key part of this is understanding our service culture and the voice we use in all comms with the public. We are a business deeply rooted in community values. The contract is for nine months, full time, with a paid six week holiday mid-summer. You will be:

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- creating game events on amiando, our ticketing platform.
- assigning ticket volumes.
- dealing with sales enquiries.
- addressing ticket purchasers' concerns.
- managing corporate sales.
- managing the comps list.
- our voice in the game Facebook channel.
- managing the box office space on game nights. This involves managing paid and volunteer staff, processing tickets, dealing with comps and corporate sales customers and controlling players entry into the game space.
- producing sales accounts and liaising with amiando on settlement.

## Who You Are

You will be remarkable. What we are asking is a tough one: a combination of a super affable communicator, with a steely numbers person. Maybe you don't exist? Our hunch is you do but you don't know it yet. We are a maverick company and we really get oddballs and people who haven't come up the 'right way'. So, we are flexible but highly demanding. We want someone who loves to talk, who digs people. However, you may have run cult nights in a dingy dive in Stokes Croft, but you'll also be a total expert in spreadsheets, word processing and digital comms. There's no negotiation here; you **have** to be extraordinarily digitally literate. Our business is based absolutely on these technologies and we need people who can work within that.

What have you done before? Run a stage at Glasto. Built a part-time business on ebay. Worked in a charity shop. Organised the office party. Sold door to door. You will notice that there is no mention here of actually running a box office, although if you have, that's cool too.

This is a highly responsible position so you'll understand that we will be thorough in following up your exemplary references.

## Salary

£16,000 - £20,000 pro-rata.

## How to Apply

Send a covering letter and update CV to [jobs@slingshoteffect.co.uk](mailto:jobs@slingshoteffect.co.uk)