



RULE BOOK

RED BULL MIND GAMERS: MISSION UNLOCK ENOCH

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1. SINGLE-PLAYER ONLINE GAME

- 1.1 Players need to create an account at www.redbullmindgamers.com to have their playtime recorded and added to the high score list.
- 1.2 The Single-Player Online Game starts 4 weeks before a Local Team-Qualifier (dependent on the city and the timing of the event)
- 1.2 Once a player has chosen a Local Qualifier he or she wants to qualify by playing the Single-Player Game. The fastest time of the Single-Player Online Game Mission: Unlock Enoch will be saved and added to the local high score list.
- 1.3 Dependent of the available slots for players, the first (1-50) players in the high score list reserve a slot at the local qualifiers.
- 1.4 Once being within the top players range, the players get informed about their status and can invite up to 3 friends to join the game and reserve a timeframe when they will come to the local qualifier. Red Bull does not cover any costs (travel, accommodation...) for the local qualifiers.
- 1.5 Age limit for participating in the Mind Gamers Mission Unlock Enoch Tournament is 16+ (Born before 14.02.2001)

2. ONLINE WILDCARD

- 2.1 Players need to create an account at www.redbullmindgamers.com to have their playtime recorded and added to the high score list.
- 2.2 The Wild Card starts on September 5, 2016.
- 2.3 If players do not sign up for a local Team Qualifier but compete at the Single-Player Online Game global high score list, their time will be saved and added to that global list.
- 2.4 The top 4 players on the global high score list of the Single-Player Online Game Mission: Unlock Enoch (with the best time) will win a Wildcard for the World Finals and will form a team.
- 2.5 Red Bull will contact the players after closing the high score list on February 15, 2017, 10pm CEST. The costs for transportation to the World Finals in Hungary and their stay in Budapest will be covered by Red Bull.
- 2.6 Age limit is 16+ (Born later than 14.02.2001)

3. TEAM-PLAYER GAME

- 3.1 Players need to have created an account at www.redbullmindgamers.com to have their playtime recorded and added to the high score list.
- 3.2 Players can qualify through the Online-Single Player Game (Section 1)
- 3.3 Players can show up at the event and qualify directly at the venue (the qualification mode is up to the local event organizers)
- 3.4 Players of 4 enter the room and have to collaborate to win the game within the restricted time
- 3.5 The playtime is 20 minutes to solve the Multi-Player Game at the Local Qualification.
- 3.6 Players are **only allowed to play the cube once** – replay (also in other cities) is not permitted and will lead to a disqualification.
- 3.7 Playing again within another team is not permitted (see rule 3.6)



4. WINNING THE LOCAL QUALIFIERS

4.1 The fastest team after playing the Team-Player Online Game Mission: Unlock Enoch from all Local Team Qualifiers within one country will win their country qualifier.

4.2 If two or more teams have the same time, an expert jury will evaluate the video replays of the teams and reveal the country winner.

4.3 In case of technical difficulties and a 3 screen version is used, an algorithm comparing the results to the 4 screen version will be applied. Also an expert jury will evaluate the results.

4.4 The winner will be contact by the local Red Bull after closing the high score list. The costs for transportation to the World Finals in Hungary and the team's stay in Budapest will be covered by Red Bull.

5. FINALS

5.1. The top team per country qualifies for the World Finals in Budapest in March 2017.

{The rules for the world final escape room game, will be revealed after the qualification on January 31st, 2017}

6. HEALTH AND SAFETY

6.1. The health and safety of all persons within the playing area is of paramount importance to Red Bull Mind Gamers. In the event that any threatening circumstance, whether actual or perceived, comes to the attention to the organizers then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the organizer, the match referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

7. CODE OF CONDUCT

7.1. All players are expected to observe above conduct of the event, and to behave in a professional and respectful manner.

7.2. Serious misconduct may result in expulsion from the tournament for the whole team.