

Urban Quest Pty Ltd

Insomnia Race

## **RULES AND REGULATIONS**

### **1. GENERAL PROVISIONS**

#### **1.1. Main and directional document**

The game Insomnia Race (“The Race”) is guided by one single rules document, which establishes the order of the game.

#### **1.2. Changes to the rules**

The Race organizers reserve the right to modify these rules. Notification regarding change of rules to persons taking part in the game (“participants”) will occur not later than seven (7) days prior to the start of the game. In emergency situations, the rules can be changed immediately, or as the need arises in this.

#### **1.3. Abidance by rules**

The participants must abide by these rules. Each participant has the right to expect that the other participant will abide by the rules at all time.

### **2. PARTICIPATION IN THE GAME**

#### **2.3. Agreement**

By registering in the Race, the participant agrees:

2.3.1. with these rules, and assumes the rights and obligations associated with participation in the game

2.3.2 that they are 18 years of age or over

2.3.3. that their registration may be rejected by the Race organizers at their discretion

2.3.4. that the Race organizers have no liability for any events that may arise in relation to the game. The organizers accept no responsibility for participants or their belonging and/or property during the game.

2.3.5. that should a dispute arise between participants, the Race organizers should be notified and will make a final decision on the outcome of the dispute. If the organizers, for whatever reason, cannot make a decision, then they will notify team captains and a decision will be made by a vote of the team captains.

2.3.6. that the games follow a strict time schedule, except in the case of unexpected event or weather.

2.3.7. that any errors occurred during the Race as well as errors in the level tasks may naturally be out of organizers' control.

2.3.8. that any photos or media captures of the participants can be used by organizers without further consent.

## 2.4. Claims

All participants waive any financial and/or any other demands and claims against the organizers of the Race, as well as against other players.

## 2.5. Refusal to participate

If a participant refuses to participate there will be no refunds. If participants are unable to attend the game they must contact organizers before the scheduled game date in order to credit their payment for any other forthcoming game scheduled no later than one month from the date of the original booking.

A participant and/or team may be disqualified at the discretion of the organizers if they have refused to comply with the Race rules. In this instance, the entry fee is also non refundable.

## 2.6. Restrictions

### 2.6.1. Age restrictions

All participants must be 18 years or over. Each team is responsible for ensuring that all their team members are 18 years or over.

2.6.2 Participants must be registered for participating in the Race.

### 2.6.3. Team Restrictions

There is a limit of one car per team, unless specified differently in the game description.

In the case of a vehicle breaking down, the team should immediately notify the organizers. A decision to replace the vehicle must be agreed with the organizers.

The number of players in the team should be at least two (2) to a maximum of five (5). Additional participants may be added if the rules of the game allow.

### 2.6.4. Limited number of participants

There are restrictions on the number of teams involved in the game. Changes are permitted at the discretion of the organizers.

### 2.6.5. Extraneous advertising

Any advertising or promotion of brands not related to the Race by the participants during or before the game is prohibited without consent from the organizers.

### 3. THE BASICS OF THE GAME

#### 3.1. Starting the game

The game commences at the announced time. There will be no individual notification to participants.

#### 3.2. The essence of the game

The participants should be logged on and joined the game they are about to play following the procedure outlined in the FAQ section on the website or the confirmation email.

All teams are debriefed at the start on how to use the gaming software and general course of the Race. The teams will be given a task, for example to solve riddles, to perform certain actions etc. In the process of solving these tasks any methods can be used which are not prohibited by these regulations, including using the Internet, making phone calls, speaking to strangers.

Once the task is solved, the team travels to the next location and should look for the next task/code. A special box in the gaming platform dialogue will be found. If the code is correct the team gets the next task. Otherwise the search continues. If no code is found in the specified time or the code is still incorrect, the team automatically gets transferred to the next task.

#### 3.3. Number of Levels

The organizers determine the number of levels for each game individually.

#### 3.4. Additional props

The organizers can ask for any additional props. They will be specific supplies and/or requirements for a particular game, needed for the performance of certain tasks.

#### 3.5. Communication with the organizers

Throughout the game organizers cannot give any explanations and/or comments about the tasks individually.

In urgent situations, communication with the organizers of the game may occur via phone. Urgent cases include accidents with the players during the game that require outside intervention or force majeure.

The participants will receive push notification through the gaming platform dialogue in case of any disruptions to the game, such as road works or accidents or bad weather that may significantly affect the game.

### 3.6. The principle of fair play

To comply with the principle of fair play participants are prohibited from:

3.6.1. Following the organizers and their cars during the games set up and games; penalty - disqualification from the game;

3.6.2. Preventing other teams' access to the codes or essential elements of the game. If a team member finds a code before the game, they shall immediately notify the organizers and shall not use for the team benefit during the game; penalty - disqualification from the game;

3.6.3. Getting information about the content of the game and/or the answers (surveillance, eavesdropping, etc.) in any way except receiving it through the gaming platform dialogue using the team login while solving the task; penalty - disqualification from the game;

3.6.4. Having access to tasks of other teams; penalty - disqualification of a team from the game;

3.6.5. Communicating with other teams or receiving any information about the levels which are not their current ones; penalty - disqualification from the game;

3.6.6. Using bruteforce for solving the tasks; penalty - charging full-time level in the statistics;

3.6.7. Interfering and helping other teams, or creating obstacles and/or destroying tasks and codes designed for other teams; penalty - disqualification from the game;

3.6.8. Breaking the age limit rules; penalty - disqualification from the game;

3.6.9. Violating the restrictions on the number of vehicles or participants in a team; penalty - disqualification from the game;

Failure to comply with the principles of fair play is penalised regardless of whether this occurs by accident or with intent. Penalties may apply to a person or the whole team.

### 3.7. Equality of conditions

Games organizers are responsible for providing fair conditions for all teams.

### 3.8. Control

The organizers have the absolute right to question the teams how they have dealt with a particular task, how they solved the riddle, or where the next clue was found. If the team cannot explain how it carried out the task or found a particular code, it may be penalized or disqualified at the discretion of the organizers.

### 3.9. Force majeure

In case of failure to pass a level by reason of external interference, a decision to make a transition to the next level, or to terminate the game may be made by the organizers. The organizers will ensure fair conditions for all teams.

### 3.10. Identification marks

Players must use the required markings, such as stickers on cars or any other specified by the administrators. In the case of non-compliance, penalties or disqualification may occur.

### 3.11. Safety requirements

Organizers at each particular level determine the estimated risk or safety requirements and participants may be warned about the risks in the task. In case of participants not fulfilling mentioned safety requirements the game organisers are not liable and the time penalties are applied.

## 4. THE RESULTS OF THE GAME

### 4.1 Finish

The game may continue until the last team has finished.

The game can be stopped or terminated by a decision of the organizers.

### 4.2. Winning the Game

The winning team is the first to carry out all the tasks in the shortest amount of time, including all the bonuses and penalty charges applied (if any). The winning team cannot have broken any rules of the game.

### 4.3. Rating and summing up the season.

Teams are awarded with points for participation in games throughout the certain period of time, usually the season, 6 months.

### 4.4. Ranking

The Ranking is the system of points that each team earns for each Race depending on the place taken.

Then these points sum up to get the Total Points, which show the Rank, and that will depend on number of Races played.

At the end of each season those total points will be used as a certain time advantage during the Grand Final Race where the teams will be competing for the title of Insomnia Race Champion.

Below is the Points System explained:

Races with less than 20 teams: depends on total number of teams and place taken. For example, 1<sup>st</sup> place out of 12 teams earns 12 points, 2<sup>nd</sup> place – 11, 3<sup>rd</sup> - 10 and so on.

Races with 20 teams and more:

1<sup>st</sup> place - 20 points

2<sup>nd</sup> - 18 points

3<sup>rd</sup> - 16 points

4<sup>th</sup> - 14 points

5<sup>th</sup> - 12 points

6<sup>th</sup> - 10 points

7<sup>th</sup> - 9 points

8<sup>th</sup> - 8 points

9<sup>th</sup> - 7 points

10<sup>th</sup> - 6 points

11<sup>th</sup> - 5 points

12<sup>th</sup> - 4 points

13<sup>th</sup> - 3 points

14<sup>th</sup> - 2 points

15<sup>th</sup> and lower - 1 point

## 5. RESPONSIBILITY

### 5.1. Compliance with laws and traffic regulations

The tasks to be completed cannot threaten the health or wellbeing of participants or any other persons and are subject to the safety regulations.

Violation of laws, regulations and rules, including road safety rules is unacceptable under any circumstance.

Any participant or team seen by the organizers in violation of traffic rules will be fined. The administrators will decide the size of the penalties.

### 5.2. Responsibility of participants

Every person who takes part in the game shall agree with all the rules and regulations, and bears full responsibility for any risks arising during the game.

The decision to take part in the game should be understood to the depths of his nature, so at the time of registration persons aged less than 18 must not take part in the game. All participants before the commencement of the game should understand the nature of the game.

### 5.3. Responsibility of the organizers

The organizers are not responsible for any event or outcome of the game. Each participant or team wishing to participate in the game must have agreed and acknowledged Terms and Conditions of the Race.

### 5.4. Law enforcement authorities

Contact with law enforcement or any other competent authorities is purely the responsibility of the participants.

#### 5.5. Fair play

Principles of fair play are based on the preceding paragraphs. Any violation of these is punishable regardless of whether this occurs by accident or intentionally. The participants' task is to play fair and with dignity, without breaking the rules of fair play, to ensure all teams enjoy the game.

#### 5.6. Punishment of participants and teams

In case of violation, organizers reserve the right to punish a participant or team by imposing time penalty, removing rank points or with disqualification. For larger violations a participant or team may lose the opportunity to play in the next game or be completely banned from the project.