



RULE BOOK

RED BULL ESCAPE ROOM WORLD CHAMPIONSHIP

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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.
- 1.2 The Single-Player Online Game starts 2-4 weeks before a Local Team-Qualifier (dependent on the city, the timing of the event and the local Red Bull Country).
- 1.2 Once a player has chosen a Local Qualifier he or she wants to qualify by playing the Single-Player Game. The time of the Single-Player Online Game will be saved and the player will be asked to create an online Team and invite additionally three friends via e-mail to join the team.
- 1.3 Once the team is fully formed, therefore invited player have accepted the invite and created an account on www.redbullmindgamers.com. The team captain can choose an open slot at the available Events. If all slots are already blocked the team can register for the waiting list and will be contacted by the local Red Bull staff if a slot becomes available. Red Bull does not cover any costs (travel, accommodation...) for the local qualifiers.
- 1.4 Age limit for participating in the Escape Room Tournament is 16+ (Born before 21.08.2002)

2. ONLINE WILDCARD

- 2.1 Players need to create an account at www.redbullmindgamers.com to have their playtime as a Team recorded and added to the high score list.
- 2.2 The Wild Card starts on November 15th, 2018 – with a new set of Rules and Terms specially for the Online Wildcard game.
- 2.3 Age limit is 16+ (Born later than 21.08.2002)

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 Game 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. In case of technical difficulties with the 3-screen version and additional back up tablet version is used, an algorithm comparing the results to the original 4 screen version will be applied.



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 and the team's stay will be covered by Red Bull.

5. FINALS

5.1. The top team per country qualifies for the World Finals in a secret location in March 2019. {The rules for the world final escape room game, will be revealed after the qualification on March 1st, 2019}

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.