

# SCALA hunt rules

## General

- 5 pairs of SCALA foxes are scattered throughout Enschede
- Your objective is to find all SCALA foxes
  - You will do this by navigating the city using puzzles and instructions you receive
  - The goal of your team is to win as many points as you can, in order to win the SCALA hunt
- Points are won by finding SCALA foxes and doing assignments
- The winning team will receive an amazing prize!

## SCALA foxes

- Will walk around Enschede
- Are dressed according to their theme
  - Carry items that signify their theme

## Participants

- Will travel in teams of 3 to 5 people
- Will travel by foot or bicycle

## Points

- Finding a SCALA fox (5 points)
- Completing an assignment given by a fox (2 points)
- Completing a bonus assignment (1 point)

## Puzzles

- Will be emailed to the teams
- Every 30 minutes a team receives a new puzzle
- Puzzles lead to the locations of the SCALA foxes
- Puzzles are in the same theme as the SCALA foxes that they lead to

### **Bonus assignments**

- Every team receives a list of bonus assignments
- Bonus assignments can be done at any time, for instance when a team is struggling to solve a puzzle
- Can be handed in at any time before the end of the game
- Every assignments needs a picture as proof
- The teams can send their pictures digitally

### **Extra rules**

- Teams are not allowed to move using motorized vehicles such as public transport
- After the end time of the game, no more points will be rewarded
- The game will take about 2,5 hours
- All teams start at the same location
- The themes of the puzzles and the SCALA foxes are:
  - Avatar the last air bender
  - Pokémon
  - Winx club
  - Spongebob
  - Totally Spies