

# RULES & INSTRUCTIONS 1

## **The Challenges & Tokens of Mastery**

The challenges will be presented to you in an unsealed packet, and you may complete them in any order you see fit. There are more clues than you can finish. The task is not to complete them all, but to complete as many as possible before the end of time. In the case of a tie, the difficulty of the challenge will be a determining factor as well as the total number of party people found. Use as much strategy in choosing which challenges to pursue as in solving them.

Completion of a challenge is demonstrated by either finding or being rewarded a token of mastery. These tokens of mastery will have the daysign of the clue on one side and your team symbol on the other.

Your quests will take you to the world around you, the underworld below, and above into the spirit realms, but you are still likely to cross paths often. Active cooperation is neither suggested nor forbidden. Trading of information is at your discretion, and is allowable if you find any profit in it. A competitive spirit is encouraged, but you are not allowed any physical contact with the other team: no pushing, shoving, pulling, tripping or other monkey-like behavior.

Some challenges are yours alone but may or may not be near the challenges of another team. Some are for all of you and will have six tokens and six party people all in the same place. In every case do not disturb the tokens for another team and if you find the party people, take one and leave the rest behind. You are on the honor system as well as in many cases being observed by an unknown party. Messing with the rewards for another team will result in disqualification, derision and public ridicule as well as a revocation of all free alcohol privileges for the remainder of the weekend. In some cases you might have to rummage through several tokens to find your own, just make sure you return the others securely where you found them.

## **The Rally Bags**

To facilitate your quests you will be given 2 rally bags containing items to help you complete them. We are giving you two copies of the clue packets, so all four of you don't have to huddle around a single page and facilitate the back seat and front seat to be able bark conflicting orders to the driver. The gods have thoughtfully provided a notebook and a number of writing instruments to work through the challenges. Use them as you see fit, but anything returned in reasonable condition can be donated to the school when you are done. We have also included a pair of scissors, as some tokens might be secured by a string and it is quicker to snip them off than untie it, but we will be policing the area after the rally to make sure no junk is left behind. We have also provided an assortment of finger lights; some work, some don't, fate is a bitch. Finally, inside one of the large bags is a smaller pouch to hold your tokens and party people.

## **Party People**

For most, but not all, challenges a small party person has been hidden within fifteen feet of the token. They are smaller than a classic party animal, and can conceivably be disturbed by interlopers or weather. They are probably there and will help your score, but another token is always worth more than a party person. There is no penalty for not finding one.

# RULES & INSTRUCTIONS 2

## Team Uniforms

Your team will be provided with a uniform consisting of a hopefully too large t-shirt, a bandanna, and stretchy bracelets in coordinating colors. The t-shirts must be worn, but can be cut and modified in any way to make them fit comfortably, one or two are smaller than their tag would otherwise indicate and will require this if a tiny person cannot be found. The bandanna must be worn, but the wearer has discretion as to how or where it is placed. If your paws are too large for the stretchy bracelets, you are excused from wearing them, but the gods will be pleased if you find other creative uses for them.

## Lunch

You have been served breakfast, and your annihilation at 6 PM will obviate the need for dinner. There is no mandatory lunch this year. You can decide with your teammates if, when, and where you would like to eat. If a teammate really needs to eat and you don't, please work out some sort of compromise. A Rally team moves on its stomach, among other things.

## Expenses

In some cases there are a few incidental expenses such as tolls or island treats. We've tried to keep them to a minimum, and it should be a pretty cheap day.

You will also be visiting a number of commercial establishments that have been warned of your arrival. We ask that you please show your gratitude for their cooperation by purchasing at least a couple beers. Island life moves slow, and transactions can seem to take forever when you are antsy to take on the next challenge, but maybe you should take a minute to take a look at where you are and chill the fuck out. Mmmmmm, nice isn't it? To bad it is all going to be gone in a couple hours.

By the way, you do not have to finish your beers where you buy them. It is perfectly legal to take them on the road. Grab a couple of koozies on your questing to keep them cold.

## The End of the World

You are expected to return your cart to the appointed location no later than 6 PM. Any carts returned after that will be charged a late fee and be judged poorly in the final analysis. No one clue is worth coming in late. From the cart drop off, it is a very short walk back to the beach at Exotic Caye for the closing ceremonies and the end of it all.

## Hotline

Cell phone calls from the island can be expensive. Since you'll never be further than a 10 minute cart ride from the starting point, we are going to set up base there and you'll just have to come talk to us if you need anything. The hosts will have local cell phones, and we will provide you with our numbers, but don't bother us unless it is very impractical for you to simply come to us.