

MMB Official Rules

MIDNIGHT MADNESS BREVARD

Team Guidelines & Requirements:

- 1) Teams must be comprised of at least 4 and no more than 6 members.
- 2) Each team must contain at least one member from each gender.
- 3) All team members are required to wear shirts that are the same color as their teams designated color.
- 4) All members of a team must be present at the start of the game. If a member is added at any point during the game, that team will be disqualified and their entry fee will not be returned. If a team member leaves their team at any time, they are not permitted to rejoin the game. If the team member leaving causes that team to drop below the 4 person per team minimum, then that team is disqualified.
- 5) All team members must ride in the same vehicle at all times, unless otherwise instructed by a MMB "Game Control" member.
- 6) Each team must bring their registration receipt and the balance of their \$60 nonrefundable entry fee to the start location.
- 7) Each team must bring a completed team roster form and present a signed disclaimer for each of its team members at the start location.

"The Game" Rules & Parameters:

The rules for Midnight Madness Brevard are purposely vague as to encourage creativity from competing teams. Each rule listed is deemed important to the separate concept that it applies to. "The Game" is a mixture of a few separate concepts all intertwined to create a fast paced and involved challenge. Each facet of the game is assigned a point scale that awards or penalizes teams accordingly for their effort or lack thereof. This combination of concepts makes for an exciting and challenging event that is designed to test intelligence, endurance, determination, general regional knowledge and team work.

Clues/Unattended Clues

Keeping with the tradition of the guidelines set forth by Allfather Leon, teams must use their cunning wit to solve clues. This is the first and most important concept of the game. While some clues are handed out at "Challenge Areas," some clues are "Unattended" and need to be found by deciphering clues. Each "Unattended Clue" location found will net your team 200 points. Each team is also required to call their designated MMB "Game Control" member when they find each "Unattended Clue" location as to allow "Game Control" to keep track of each team's progress.

If teams are struggling to solve a clue they are allowed phone calls to their official MMB "Game Control" contact for hints. Each call is a penalty of 50 points, with no limit on the amount of phone calls that can be made. The phone number of their MMB "Game Control" contact will be provided to teams at the starting line. Any team found to be tampering with any of the clues or creating misdirection by using the official MMB clue color of orange will have all of its members permanently banned from further competition.

Challenge Areas

During the course of the game, certain clues will lead teams to the second element of the game, "Challenge Areas." "Challenge Areas" will have MMB "Game Control" members conducting various events that teams will have to conquer and/or endure by using ingenuity, creativity and most importantly, team work. This is the second most important aspect of the game and possibly the most demanding. Teams are awarded 250 points for completing each challenge and the team to complete each "Challenge Area" first will receive a 25 point "Hustle" bonus.

Scavenger Hunt(s)

The third aspect of the game consists of a "Scavenger Hunt" or multiple "Scavenger Hunts". The hunt(s) consist of acquiring objects from a list that is supplied to the teams at the starting line. Depending on the hunt, certain objects may have a higher value than others when they are obtained. At the finish line, teams will need to show all "Scavenger Hunt" items to their assigned MMB "Game Control" contact.

Finishing "The Game"

The final component to the game is based upon teams being awarded points as per their finishing position. The first team to finish will receive 250 Points. The second place team receives 150 Point and the Third Place team receives 75 Points. All teams finishing after Third Place will receive no additional points.

The game officially ends when all teams arrive at the finishing location. If all the teams have not arrived at the finish within an hour and a half of the first three teams crossing the finish line, then the remaining teams will be called in to the finishing location by MMB "Game Control." The teams that are called in will automatically lose any points that they have not obtained from "Challenge Areas" and "Unattended Clue" locations that they have yet to reach.

Once all of the teams arrive at the finish location, their points are tallied and then the teams are presented with their trophies and prize money.

Game Duration:

Games, on average, last between 8 to 10 hours, so teams should prepare for a long evening.