Chase Down Rules

# Objective

The goal of the game is to have the most points at the end of the game by completing challenges and avoiding being tipped by the hunters.

# Game Setup

* The game lasts **3 hours** (There is a timer on the website).
* Players form **pairs**:
  + **Hunters (Tippers):** Start as the taggers, equipped with water guns.
  + **Runners:** Try to avoid being tipped while completing challenges for points.
* There will be **1 pair of Hunters** and **3-4 pairs of Runners** at the start.

# Scoring System

* **Challenges:** **Earn points** by completing **challenges** (each worth a set amount).
* **Time Limit:** You have **20 minutes** to complete a challenge (unless otherwise specified). If you fail, you lose **half** of the challenge's points.
* **Getting Tipped:**
  + When a hunter tips a runner, the tipped runner pair **becomes hunters**. They immediately **lose 10%** of their points. They then must **close their eyes** and **stay still** for **2 minutes.**
* **Penalty for Being a Hunter:**
  + Hunters **lose 10% of their current points every 5 minutes**.

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# Challenges

**Hunt the Hunters (40):** Video the Hunters for 1 min without them noticing. The Hunters must always be on video and they have to be easily made out.

**High Five (10):** Find another pair of Runners and give them a high five. You both gain 10 points.

**Out in the Open (30):** Stand out in an open area for 2 mins.

**Get Rich (40):** Find some strangers' money on the ground. You must make an effort to return it to its owner. It cannot be above $2. Someone you know can not have found the money prior to starting the challenge. You have 30 mins.

**Become a Comedian (20):** Tell a joke to a stranger. They must look above the age of 10. They must properly hear you.

**Bush Survival 101 (40):** Build bush shelter from scratch. There must not be any prebuilt, man-made shelter. You must both be able to fit under it. After building it you must post a picture on the group chat. You have 30 mins.

**Just Dance (30):** Do a full dance from your phone. It must be at least 1 and a half mins. You must not move away from where you are while doing the dance.

**In Plain Sight (30):** Saty in an area with at least 5 people within 15m for 5 mins.

**Team Player (50):** Join a game or sporting event (e.g. soccer, handball, cricket, tips) organised by strangers. They must allow you to join the game and you must actively play (e.g. not standing in line or on the bench) for at least 5 mins. You have 30 mins to find a game.

**Pushup Prowess (40):** Challenge a stranger to a pushup competition and have them accept and engage.

**Cats or Dogs (30):** Survey 20 different people on whether they prefer cats or dogs. They must answer. You must record their answer on a spreadsheet or table.

**Where are you Max? (50):** Find a pet or person named Max. They must be a stranger. You must get confirmation from the stranger. You can not name them.

**The Way of the Pig (30):** One partner must give the other a piggy back for at least 2 mins without putting them down.

**Moosuiance (10):** One partner must pretend to be a cow for 30 seconds. This requires mooing and crawling around. You must be within a 10m radius of a stranger.

**Echo Chamber (10):** You must both yell ‘COO-EE’ 3 times, as loud as you can. You must face directly up in the air.

**Social Butterfly (30):** Join a group of at least 3 strangers and actively talk with them for at least 3 minutes.

**Serious Business (20):** Walk up to a stranger and give them a completely ridiculous but serious-sounding piece of life advice with a straight face. They must acknowledge it. You have one attempt.

**Mannequin Challenge (30):** You and your partner must freeze in a position generally considered “weird” for 1 full minute in a crowded area.

**Speedy Slider (10):** You and your partner must go down 3 different slides. You have 10 mins

**Words of Wisdom (20):** You and your partner must ask three strangers for inspirational quotes. They must give it.

**Speedy Gonzalez (20):** Challenge a stranger to a race. (They can be on bikes, scooters etc.). You must beat them.

**But I’m Tired… (20):** Lie down and pretend to sleep for 3 minutes. Your eyes must be closed for the entire 3 mins.

**For the Gram (30):** Get a Selfie with a Stranger. They must know that you're photographing them and consent to it.

**Expert Reporter (30):** Interview a stranger on an obscure topic. They must give an actual answer.

**Like and Subscribe (40):** Get a stranger to subscribe to Remy’s Movies (@remysmovies7740)

**David Attenborough (20):** Photograph a turtle and eel in one photo

**Monkey Business (10):** Climb a tree. It must be at least 5 m tall. You must climb at least 3m.

**Nerd Alert (30):** Do the homework that it shows you. You have 15 minutes and may not use your phone or a calculator for help. You must get at least 75% correct to succeed.

**Broadcasting Live (40):** Send your current location on the groupchat with everyone.

**Iron Core (30):** Choose 1 partner. They must high or low plank for 2 mins 30 secs without putting any body part on the ground other than their hands and feet.

**Movie Fanatic (10):** You must recreate a famous movie scene. It must be at least 30s long. It must be in a crowded area.

**#1 Swiftie (20):** You must perform, with backing music, a Taylor Swift Song. You must perform the entire song. It must have been sung by Taylor Swift and it must be more than 2 mins long.

**The Floor is Lava (30):** You must cross a distance of at least 15m without any part of you or clothing attached to you touching grass, concrete, road or dirt.

**King of the Hill (30):** Stand at the highest point of Sydney park for 2 mins without crouching or hiding between obstacles

**Tourism (20):** You must touch 4 different identifiable landmarks in Sydney Park (e.g. smokestacks, skate park edge, cafe, major signs).

**One Leg Wonder (10):** Both partners may stand on 1 foot for 1 min without anything other body part or article of clothing touching anything but your partner.

**Meet the Parents (20):** You must find and stay with Remy’s parents for at least 1 min. (They get lonely)

# Power-ups (Purchased with Points)

**Eye in the Sky (80, 40):** You get a GPS location on everyone else for 5 mins.

**Tour de Sydney (40, 70):** You can purchase you and your partner the use of a bike for 15 minutes. You must return it to the bike locks within that time.

**Up the Ante (30, 30):** You may not choose this with a challenge active. When this is active, if you succeed the challenge, it doubles the points you receive, if you lose, you lose quadruple what you normally would. (e.g. if you pick a 40 challenge and win. You get 80 points. If you lose that challenge you lose 80 points)

**Invisibility Cloak (80, 60):** You don’t show up on GPS for the next 15 mins.

**The Oracle (30, 20):** You may ask 1 group a yes or no question via text. They must answer truthfully.

**Divide and Conquer (40, 60):** You and your partner may split up for 15 mins. You may activate separate challenges during that time but still have combined points. If one of you gets tipped, you both still do.

**Insight (10, 10):** You see everybody’s current points, role and power-ups.

# Additional Rules

* The game takes place in **Sydney Park**. You **may not leave** the park during the game.
* You may not leave your **partner**; unless you have the ‘Divide and Conquer’ power-up currently enabled.
* If **one** partner gets **tipped, both** of the pair do. The tipped partner must call the untipped partner and the untipped partner must make their way to the tipped partner. You may only start the two-minute grace period once both members of the pair are together.
* Every submitted challenge requires ideally video or at least photographic evidence
* Certain power-ups are different prices for the hunters and runners. The **runner price** is displayed **first** in the rules, **hunter’s second.**
* The pair with the **most points** after time runs out **wins**.
* **No criminal offences** under NSW state or Australian Federal law that would typically be enforced by a policeman who’s witness to it. **Nor** anything that would be considered **immoral** by a majority of Australians. **Nor** anything that you wouldn't want your parents seeing you doing.
* You **cannot steal** the hunter’s **guns**.

# Definitions

* **Open Area:** An area with no blockages (e.g. trees, buildings, large bushes) within 15m of you and only sparse bushland within 30m.
* **Stranger:** A person you or your partner have never met before.
* **Crowded Area:** At least 5 strangers must be continuously present within 20m of you for the full required time.
* **Tip:** A validtip occurs when the hunter makes contact with the runner’s body or clothing currently worn by the runner using water shot from their water gun or by making firm physical contact to the runner's body, whether through clothing or directly on skin—but contact with clothing alone does not count.
* **Grace Period:** The two minutes after a pair has been tipped where they must close their eyes and not move.