



2002 OFFICIAL GAME RULES

Dear Challengers,

Thank you for playing the 2nd annual **WILD WEST DISNEY CHALLENGE!** For you returning players, I trust that you will find this years event more exciting, more fun and, of coarse, more challenging than last years. To all new players, I hope that this challenge will exceed even your wildest expectations. Before beginning the challenge, take a moment to familiarize yourself with these following pages. The Official Game Rules will give you valuable insight into the inner workings of the **WILD WEST DISNEY CHALLENGE.** (In perhaps more ways than one!)

I would like to take this opportunity to personally thank the six other members of the Event Staff. Johanna, Tony, Ginny, Rick, Melissa and Moose. Without their help, this event would not be a reality. I urge you to thank them yourselves for their tireless efforts. On the same note, if you enjoy yourself this year, please let us know. Your enjoyment is the only reward the seven of us get. (No, there aren't any secret bonus points given out for this, it's just a nice gesture!) Good luck to all of you and may the best team win!

Sincerely
~ Dave Mancini

How To Play

As stated before, the **WILD WEST DISNEY CHALLENGE** is a strategic-team-scavenger hunt-trivia-style event with an attitude! It's like a cross between a car rally on foot and an insane written Disney mid-term. This contest will challenge your knowledge of Disney lore, your observation skills, your wits, luck and above all, your ability to work as a team. This contest will not necessarily be won by the biggest Disney buffs, but by the team that strategizes and works best together.

Teams- Teams may consist of 3 or 4 players. All members of a team must participate in the contest and anyone who is not playing may not be with your team during the time of the contest. On the first page of the game sheet there will be a place to fill out your team name as well as your team members.

Where To Begin- The contest will begin at 10:00 AM (promptly). All teams will meet in front of Sleeping Beauty's Castle inside the park **ALL TEAMS AND TEAM MEMBERS MUST BE PRESENT BEFORE THE CHALLENGE WILL BEGIN.** Please do not hold up the challenge by being late. (Late teams may be disqualified at the discretion of the Event Staff.)

The Contest Format- Each team will receive a "Challenge Packet", a manila envelope containing things you will need to play. Inside you will find the "game sheet", a 16 page, 100 question test. All of the answers to this test can be found inside the park. Each question is assigned a point value based on the difficulty level of the question. There are a possible 388 points to earn.

Points- Each question is worth 1-5 points. (For the most part) The point value of each question will be written in blue at the end of the question. Be as detailed and specific in your answers as possible to obtain maximum points. Partial points may be awarded for partially correct answers.

Question Types- Challenge questions will fall into one of several categories. Some of those categories are:

General- General questions will make up the majority of the 100 questions. These questions may pertain to anything in or about Disneyland.

Example Question: How many happy haunts reside in the Haunted Mansion? (2 points)

999

Bonus Questions- These are additional questions pertaining to the last question asked and will be found immediately following the answer space of that question. They may be worth more, less or the same as the original question.

ACTION An action question will require one or more of your team members to complete a task. Proof of completion will usually be obtaining something.

COMPLETE THE PHRASE... These questions will ask you to finish a phrase of something either said or written.

PICTURE THIS! These questions will be followed by a picture. Your job is to write down where the picture, or the object in the picture, is located.

Money- Each team will be given an envelope containing \$5. There will be times you will need to spend money for this contest. Aside from personal expenses, (like food) every penny spent on this contest must be out of this \$5. Likewise, every penny must be accounted for at the end of the contest on the Team Expense Sheet included in your challenge packet. Failure to account for all \$5 will result in a **10 point penalty.**


Secret Bonus Points- I can't tell you much about these points because, well, there a secret! At least what you need to do to earn them is. I can tell you that there are a total of 70 points available, they will be assigned for doing specific things and they may just give you a better chance of winning. In case of a tie, secret bonus points will be **VERY VALUABLE!!!**

Scoring and Winning- The object of this contest is to accumulate the **most total points** (regular and secret bonus). In case of a tie, the winning team will be the team who has been awarded the most secret bonus points. If there is still a tie, the winner will be the team who answered the most 5 point questions correctly, 4 point questions, etc. and so on until a winner is chosen.

Crossing the Finish Line- The contest will end promptly at 5:00 PM. The location to turn in your challenge packet is on the last page of the game sheet. **YOUR ENTIRE TEAM MUST BE PRESENT WHEN YOU TURN YOUR CONTEST PACKET IN.** Place all items obtained; change, receipts, the game sheet, the expense sheet and anything else specified on the last page of the game sheet inside the Challenge Packet. **DO NOT BE LATE!** For **every minute** you are late your team will be penalized **1 point.**

The Rules

As stated before, this is a contest of strategy, and as such, there are not many rules. However, in order to make this contest fair and fun for everyone involved, please abide by the following rules:

- Once the challenge has begun, no member of your team may leave the park for any reason. (Getting kicked out will be considered leaving the park.)
- All answers must be obtained by your team members. Asking, trading or stealing answers from other teams is not allowed. Also, this year, asking for help with the answers to the challenge outside your group is prohibited. Only your team members may write on the game sheet and at no time should you show the game sheet to anyone not associated with the  **WEST DISNEY CHALLENGE** unless specifically notated on the test itself. (The first rule of Fight Club is you do not talk about Fight Club!)
- Everything your team is required to obtain during the contest is either free of charge or must be paid for with your team's \$5 budget. Stealing anything is unacceptable.

A Note on the Rules- Disneyland is a big place, and teams can not be supervised throughout the day. In other words, there is no way to enforce each and every rule. This contest will be played on an Honor System and I am counting on each of you to uphold that honor. The contest was designed to be as much fun as it is challenging. Breaking the rules will take the fun out of it for everyone. If any team is found to have broken any of these rules, or terms laid out in the How To Play section, that team may lose points or possibly be disqualified. (And that would not be fun.) Last year we had absolutely no problems or issues with this and I expect this year to be the same.

Emergencies

In case of an emergency, Dave will have his cell. Phone on him all day.

**Have Fun Everyone
And Good Luck!**