

BUKEMON

Rules of the game

- Each team will get the map of the area, divided into sectors
- Each team will get the descriptions of the objects and hints about sectors in which these objects are hidden. Each object is worth a certain number of points which will also be noted there
- After the official start each team will have 90 minutes to find as many objects as possible
- Each team will have to deliver all found objects to the board and the members of the board will evaluate the points in accordance with the scoreboard
- The winner is the team that has the highest number of points

The winners can expect attractive prizes, eternal glory and numerous admirers.

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Pravila igre:

- Ekipa dobi zemljevid področja, z označenimi sektorji
- Ekipa dobi opis predmetov, stvari, ... v angleščini in namig v katerem sektorju se nahajajo ter njihovo točkovno vrednost
- Razpoložljivi čas za iskanje bo 90 min in bo pričel teči ob danem znaku za začetek igre
- Ekipa mora vse najdene predmete po devetdesetih minutah prinesiti fizično pred komisijo, ki v skladu s točkovnikom ovrednoti doseženi skupni točkovni dosežek ekipe
- Zmaga ekipa, ki doseže največji seštevek točk

Zmagovalce čakajo privlačne nagrade, večna slava in nešteto oboževalcev.

Vse avtorske pravice so izključno last Bukefanov GMS, morebitno posnemanje bo strogo sankcionirano.