

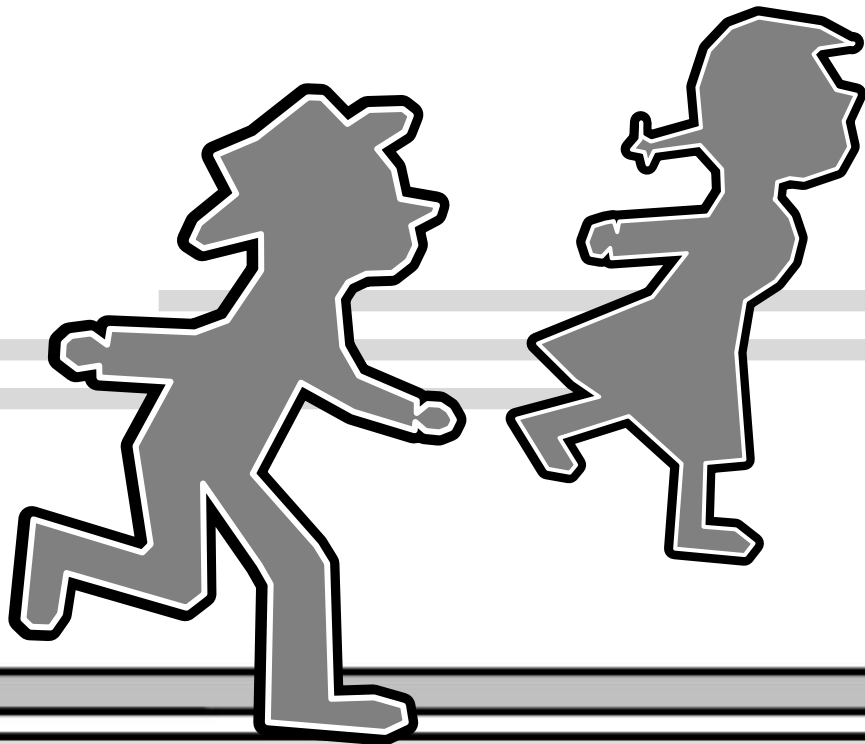
The **Hunt**

for

Mr.

X

Game Rules





Goal

The detectives try to catch Mr. X/Mrs. Y. Mr. X/Mrs. Y try not to be caught.

Identification of Mr. X/Mrs. Y

One member of the Mr. X-group wears a yellow high-visibility jacket. One member of the Mrs. Y-group wears an orange high-visibility jacket.

Valid Whereabouts

All groups must stay in a public transport vehicle or at a stop/station. Valid footpaths are specified in this document and the network map.

In a vehicle, groups must use the last car or the rear part of the vehicle. In double-decker cars, the lower deck is used.

Groups must stay together (it is not allowed to position a detective at multiple platforms of a stop).

Valid Means of Transport

The following means of transport are allowed for **all** groups within the Dresden fare zone (fare zone 10):

- Regional trains (S, RB, RE)
- Trams, city busses and regional busses

Mr. X/Mrs. Y are also allowed to use the Elbe ferries. (Note: the detectives may not use the ferry, but they can go to the ferry pier)

All other means of transport may not be used.

Mr. X/Mrs. Y are only allowed to stay in one vehicle for three stops (trains) and seven stops (bus & tram) respectively. They may double that number once after informing HQ of their intention.

The Hunt for

Mr. **X**

Start of the Game

The Mr. X-/Mrs. Y get a 15-minute head start before the other groups are allowed to start.

Contact with HQ

Mr. X/Mrs. Y are called every 15 minutes and give their position, the line they're in and their direction of travel to HQ.

The detectives share their information with HQ **independently** per WhatsApp at the minutes 59, 14, 29 and 44 for Mr. X's game and 09, 24, 39 and 54 for Mrs. Y's game. HQ informs all groups if the time changes after a break. The messages must contain the following information:

- Group name
- Line and direction, if in a vehicle
- Stop name, if at a stop

The positions of the other groups are sent to all groups who shared their position every 15 minutes.

At larger stations, especially "Dresden-Neustadt" station and "Dresden Hauptbahnhof" main station, groups must give their exact position.

Catching Mr. X/Mrs. Y

Mr. X/Mrs. Y count as caught if they are addressed by a group of detectives. They are to call and inform HQ immediately. Mr. X/Mrs. Y then give their high-visibility jacket to the detectives, who become the new Mr. X/Mrs. Y.

All groups must exit their vehicles and stay where they are while the new Mr. X/Mrs. Y get a 15-minute head start.



Withdrawal from the Game

All groups may withdraw from the game early after informing HQ, who tell the other groups.

End of Game

The game ends at the time set at the beginning. HQ will inform all groups about the end of the game.

HQ Contact Information:

Tel.: +49 351 463 36614

E-Mail: mrx@fphst.de

Valid Footpaths

- Within stations/stops of the same name (including train stations and their tram stops)
- “Hauptbahnhof”/main station – “Hauptbahnhof Nord”
- “Dresden-Cotta” station – “Cossebauder Straße”
- “Dresden-Trachau” station/“S-Bf. Trachau“ – “S-Bf. Trachau West”
- “Dresden-Friedrichstadt” station – “Waltherstraße”
- “Dresden-Friedrichstadt” station – “Sammelweisstraße”
- “Dresden-Kemnitz” station – “Zschonergrundstraße”
- “Dresden-Stetzsch” station – “Am Urnenfeld”
- “Niederwartha” station – “Hp. Niederwartha”
- “Gerokstraße” – “Permoserstraße”
- “Stallberg” – “Staffelsteinstraße”
- “Hebbelplatz” – “Grillparzerstraße”
- “Mockritz” – “Zschertnitzer Straße”
- “Infineon” – “Infineon Nord”
- “Moosleite” – ferry – “Alttolkewitz”*
- “Kleinzschachwitz, Freystraße”/“Kleinzschachwitz, Fähre” – ferry – “Pillnitz, Leonardo-da-Vinci-Straße”*
- “Diakonissenkrankenhaus” – ferry – “Gutenbergstraße”*
 - *) ferries may only be used by Mr. X/Mrs. Y, detectives may go to the ferry pier