

WELCOME, JACK!

THANKS FOR JOINING US FOR 24: THE BANG. UPON CHECKING IN WITH OUR SQUAD LEADER, YOU SHOULD HAVE RECEIVED THE FOLLOWING:

- THIS INSTRUCTION SHEET
- AN ANSWER SHEET
- AN OPERATIONAL MAP OF SAN JOSE
- A CODE SHEET
- A LARGE ENVELOPE CONTAINING YOUR FIRST TASK
- A SMALL ENVELOPE CONTAINING THE FINAL LOCATION

LET US KNOW IMMEDIATELY IF YOU HAVEN'T RECEIVED ANY OF THESE ITEMS. *PLEASE DO NOT OPEN EITHER ENVELOPE UNTIL INSTRUCTED.* AT THIS TIME EVERYONE ON YOUR TEAM SHOULD HAVE SIGNED A WAIVER. IF YOU HAVE NOT SIGNED THE WAIVER, YOU CANNOT PARTICIPATE IN THIS BANG.

TASKS

DURING 24: THE BANG, YOU (AS JACK BAUER) WILL BE VISITING VARIOUS SITES IN DOWNTOWN SAN JOSE. EVERY LOCATION WILL BE STAFFED WITH ITS OWN CHLOE (CRANEA HELP LINE AND OPERATIONAL ENVOY). CHLOE WILL BE WEARING A TAN CRANEA SHIRT AND SUNGLASSES.

UNLIKE SOME BANGS, NOT EVERY ANSWER IS A SINGLE ENGLISH WORD. HOWEVER, EVERY CORRECT ANSWER SHOULD BE EASILY PRONOUNCEABLE. ONCE A TASK HAS BEEN SOLVED, WRITE THE SOLUTION ON THE ANSWER SHEET AND VERIFY IT WITH CHLOE. IF CORRECT, YOU WILL THEN BE GIVEN A SHEET DIRECTING YOU TO THE NEXT LOCATION. THERE IS NO PENALTY FOR WRONG ANSWERS.

TASKS MAY REQUIRE INFORMATION AND MATERIALS YOU HAVE ACQUIRED DURING THE DAY. HOLD ON TO EVERYTHING YOU RECEIVE DURING THE GAME, AS IT MAY BE USED AS EVIDENCE LATER.

NAVIGATION

YOU WILL USE THE OPERATIONAL MAP YOU RECEIVED AT CHECK-IN FOR NAVIGATION. EVERY CLUE SITE IS CONTAINED WITHIN THIS MAP. IF YOU ARE GOING OFF THE MAP, YOU'RE DOING IT WRONG. ALSO, WE WILL USE THE GRID OF THE MAP (USUALLY REFERRED TO AS "SECTORS" OR "COORDINATES") TO HELP YOU PINPOINT YOUR LOCATION. THE MAP AND SECTORS ARE NOT USED AS A PART OF ANY TASK. DON'T TRY TO SOLVE THEM.

HINTS

THIS IS A RELATIVELY LONG BANG, AND SOME OF THE TASKS MAY BE CHALLENGING. WE WANT YOU TO TAKE HINTS WHEN YOU'RE NOT HAVING FUN. YOU CAN TAKE HINTS AND STILL WIN THIS GAME (SEE SCORING BELOW). WE WILL ATTEMPT TO CUSTOMIZE HINTS TO YOUR PROGRESS AND DESIRES. ONCE YOU HAVE REQUESTED A HINT, YOU CAN ASK FOR AS MANY HINTS AS YOU LIKE.

EVERY TASK HAS A 60-MINUTE "HINT COUNTDOWN" WITH A STARTING COST OF 30 MINUTES. FOR EVERY TWO MINUTES YOU SPEND SOLVING A TASK, THE COST OF TAKING A HINT IS REDUCED BY A MINUTE. FOR EXAMPLE:

- AFTER 10 MINUTES, A HINT WILL COST YOU 25 MINUTES.
- AFTER 30 MINUTES, A HINT WILL COST YOU 15 MINUTES.
- AFTER 60 MINUTES, A HINT WILL BE FREE.
- EQUATION: HINT COST = 30 MINUTES (CURRENT TIME TASK START TIME)/2

SCRATCHING

IF AT ANY POINT YOU ARE NO LONGER HAVING FUN, OR SIMPLY WISH TO MOVE ON, YOU CAN REQUEST THE SOLUTION TO ANY TASK BY "SCRATCHING", AND YOU WILL NOT RECEIVE CREDIT FOR THE SOLUTION. IF WE THINK YOU ARE VERY CLOSE TO SOLVING THE TASK, WE'LL LET YOU KNOW BEFORE ALLOWING YOU TO SCRATCH.

ANSWER SHEETS & GAME END

AT EACH LOCATION, CHLOE WILL NEED YOUR ANSWER SHEET WHEN YOU ARRIVE, SUBMIT AN ANSWER, OR TAKE A HINT/SCRATCH. SINCE ALL PENALTIES AND SOLVE TIMES ARE TRACKED ON YOUR ANSWER SHEET, IT IS IMPERATIVE THAT YOU NOT LOSE IT. ANSWER SHEETS WILL BE DUE BY 6:15 P.M. AT THE FINAL LOCATION. AT 6:00 P.M., WE WILL STOP STAFFING LOCATIONS. AT THIS TIME, PLEASE OPEN YOUR FINAL LOCATION ENVELOPE AND MAKE YOUR WAY TO THE FINAL LOCATION TO TURN IN YOUR ANSWER SHEET.

SCORING

TEAMS WILL BE RANKED USING THE FOLLOWING CRITERIA, IN ORDER:

- 1. NUMBER OF TASKS SOLVED (16 POSSIBLE)
- 2. TOTAL TIME (FINISH TIME START TIME + HINTS)
- 3. HOW BEST YOUR TEAM EMBODIES THE SPIRIT OF JACK BAUER

FOOD

TASK #4 WILL TAKE PLACE IN A LOCATION NEAR FOOD. TASKS #5 AND #6 WILL NOT. SO, FEEL FREE TO ORDER LUNCH DURING TASK #4. THERE SHOULD BE FOOD AROUND FOR TASKS #7-10, BUT PLEASE KNOW THAT OUR FINAL LOCATION IS A RESTAURANT. WE WOULD APPRECIATE IF YOU WOULD CONSIDER PATRONIZING THEM, AS THEY WERE KIND ENOUGH TO WELCOME OUR LARGE GROUP.

PHONE NUMBERS

CHLOE WILL BE AVAILABLE AT EACH LOCATION TO ANSWER QUESTIONS YOU MAY HAVE. IF AT ANY TIME YOU FEEL YOU ARE BEING ASKED TO DO SOMETHING ILLEGAL, IMMORAL, DANGEROUS, OR SOMETHING THAT MIGHT OTHERWISE CAUSE YOU HARM, PLEASE CONTACT US IMMEDIATELY AT ONE OF THE FOLLOWING NUMBERS: