



Hitman Rules

1. Hitman begins on the 23rd of April at 23:59 and ends on the 30th of April at 23:59. The competition takes place in Tartu and it's surroundings.
2. Pre-registration will start on the website <http://studentdays.ee/en> on the 3rd of April and end on the 19th of April. All registered players need to fill out a short form with personal information which will be available for other players during the game. No personal information will be posted on a website or any other media available to the general public. NB! The e-mail and the phone number of the contestant will be used only by the organizers regarding the game of Hitman and won't be visible for other players.
3. The contestant must be at least 18 years old and stay in Tartu for at least 5 days of the week (24th of April until 30th of April). If during the game it turns out that the contestant has to leave Tartu for more than 2 days, he/she must inform the organizers immediately.
4. The rules and the content of the game:
 - The goal of the game is to eliminate all your targets and to be the only person remaining alive. In the beginning of the game each player will be given a target and a personal code. After eliminating the first target the player gets another one and so on until there is only one player alive. It can be assumed that (until all others are eliminated) the player won't get himself/herself as a target.
 - In case more than one player remains alive, the winner will be the one with the most „kills“.
 - The first target will be sent to the player via e-mail. The player receives the next target after entering the eliminated target's personal code to the websystem (more precise information about the system will be sent to players after registration).

- The elimination must be made using a valid weapon. The valid weapons are a spoon touched to the body of the target, a water pistol or a nerf gun. All other tools are forbidden and using them won't count as an elimination.
- The elimination is considered successful when the target's torso is visibly hit with water from a water pistol (splash doesn't count), unmissably shot with a bullet from a nerf gun or undoubtedly touched with a spoon. Use the weapons responsibly, do not drench your target, nor aim for the head.
- You can only eliminate your target and not the other players, unless given a special permission by the organizers.
- It is prohibited to eliminate your target in vehicles, workplace, school or any other place where it could lead to injuries for yourself or any other player, or damage to private property.
- After being eliminated it is forbidden to share any information obtained during the game or get involved in any way. Please have respect for the other players and the integrity of the game by not talking about the game. In real life, dead men tell no tales.
- There will be 6 extra missions during the game. Completing those missions is not mandatory and not related with the player's score in the game. The fastest player to complete the mission will be awarded. The information about the extra missions will be sent to contestants' e-mails continuously during the game.
- Also there is an award for the best picture or story about the most original „kill“ or the coolest moments of the game. The winner will be chosen from the pictures/stories sent to the e-mail ingel.parmas@gmail.com or posted publicly and tagged with #HitmanTartu2017. By submitting a picture or a story the contestant gives permission to publish the picture or the story on Facebook, website, printed materials or any other promotional materials distributed by Tartu Student Days.
- The winners and the information about where to receive the awards will be announced on Facebook and sent to the contestants via e-mail.

- It is forbidden to indulge in any action that could lead to injuries for yourself or any other player, or damage to private property. You can not hurt, endanger, or physically assault your target or any other player in any way. You cannot restrain your target in anyway. Players are responsible for their own actions and must exercise common sense at all times, avoid inconveniencing non-players.
- The coordinators are simply organizers of the game and do not take any responsibility for actions performed by the participants. Any activity which goes against the stated rules and regulations on this site will not be the responsibility of the coordinators. The coordinators will not, under any circumstances, be responsible for any kind of misconduct performed by any participant.
- Contestants must follow all laws of the Republic of Estonia. Do not undertake in any action that is either illegal or that could be construed to be illegal. By registering, participants confirm that they have read and agreed to all of the competition rules. Going against any of the rules will lead to automatic disqualification from the game.
- If you feel another player is acting unreasonably or not in accordance with this or any other section of the rules contact the organizers of Hitman.

Good play:

- Stay outside and participate in the game.
- Respect other players, their property and reputation.
- This game is non-violent. There is no excuse for strength to be used on another player.
- Be aware that not everyone is aware of the game and people are easily alarmed. Do not indulge in any activity that will frighten members of the public, do not use weapons that could be mistaken for real weapons, do not dress up in an intimidating fashion.
- In case of any problems or questions don't hesitate to contact the organizers of Hitman.

– Above all, remember this is just a game to be played for fun.

5. The organisers of Hitman reserve the right to change the competition rules. If this happens, all participants will be notified before the start of the competition.