

UNEP-DHI Eco Challenge 2016

Competition Rules

Rules

This competition is generally open to all high school students between 14-17. The registration of the competition is handled by our country partners. Please refer to www.aquarepublica.com to see who the country partners are.

Students are registered in teams of two and with an accompanying teacher.

Each team will have a login account which will be issued by the country partner(s).

Students will play in teams of two and compete at their own schools/home or at a common venue (e.g. at a university) with internet access.

Students should have access to the game for a period of up to 3 days and can play as many times as possible within the 3 days.

Top 3 teams with the highest basin score for Mission One at the end of the country competition period will be national winners.

Top 3 teams with the highest basin score for Mission One among all countries at the end of April 2016 will be international winners.

All decisions concerning winners will be made by UNEP-DHI and country partners and are final.

Prizes

UNEP-DHI will provide certificates for national winners and schools as well as certificates for international winners and schools. These certificates will be recognised by UNEP

Country partners can provide additional prizes for national winners.

Known issues of the game

Multiple concurrent logins are possible. I.e. a player account can be used multiple times to play the game. This may create many connections and overload the server. Please note that participants will be disqualified if they log in multiple times concurrently.

Time out problem. If a player starts playing the game and takes a long break (20 mins or more), then the game may time out and causes scores to not be recorded on the leader board. It is recommended that the player play the game in one session.

The game is not supported in Chrome and is not playable on tablets (except Surface Pro running Windows OS)

Updated: 27/01/2016