

TASK No 5 - United

Motto: "We know that we are better, and have more fun, together."

Outline: It's been a while since we met at the office. Gather a team in a selected location and go treasure hunting. We have prepared for you some brain teasers which will help you find the secret code. You will start your hunt by receiving a given envelope from the organizer's representatives.

You will have to solve 5 riddles on one floor in the location selected by Team Captain, for this task please select min. 5 members of your team. The first riddle which you'll receive in the envelope at the beginning of the task will guide you to the next one. The answers to next 4 riddles are parts of a secret code. Upon completion of the last riddle, you will have to pass the code to Team Captain. The Captain will have to type it in the proper field in the Gamification Platform.

Be fast! For the 1 fastest team we have the more scores to get. Ready, set, go!

Remember to bring your cell phone and a pen!

Your phone should be ready to scan QR codes (default camera app, Google Lens or similar app)

Task timeline:

11-13 January 2023 - Each team has to decide in which location and when they will participate in the Task. The decision is made by Team Captain in a dedicated form on the Gamification Platform.

18, 19, 20 January 2023 – Game Time! Each team takes part in the game in chosen time slot and location. Be ready to spend around 30 minutes solving all the riddles.

24 January 2023 – results will be published on the click4values.pl platform.

Annex 5 to the Rules:

Rules of the competition task:

1. Time for the competition task:
 - 1.1. Registration: 12:00 CET on 11.01.2023 to 16:00 CET on 13.01.2023.
 - 1.2. Game time: 18.01.2023, 19.01.2023, or 20.01.2023.
 - 1.3 Result: 24.01.2023
2. Registration:
 - 2.1. Date and location should be selected by Team Captain by filling out the reservation form on the Gamification Platform – click4values.pl.
 - 2.2. Location: Each team Captain has to choose one of 5 locations available for this task.
 - 2.3. Date and time: Team Captain chooses a one-time slot (30 minutes) from the indicated dates (18,19,20.01.2023) for the realization of Challenge 5.
 - 2.4. During the registration process we have the rule: First come, first served.
 - 2.5. Each team competes individually.
3. The formal conditions of the competition ask:
 - 3.1. Scheduling date, time, and location via the Gamification platform.
 - 3.2. Duration of challenge: up to 30 minutes.
 - 3.3. Place of the task: Atos office in a selected location (Bydgoszcz, Wroclaw, Warsaw, Lodz).
 - 3.4. Purpose of the task: Submission of correct answers from riddles placed around one floor in selected Atos office locations. Each riddle answer contains a part of the code and a hint to find another riddle.
 - 3.5. On-site Team should have a minimum of 5 members.
4. Description of the task:
 - 4.1. The first riddle will be given to the team members in a closed envelope on the day, time, and location selected in the form on the Gamification Platform.
 - 4.2. Sheet of paper with 1st riddle is also an answer card for the Team.
 - 4.3. Reception of the envelope will be acknowledged by team member by signing the list.
 - 4.4 The list should consist of the following fields: team name, date, location, team member signature, _____ and _____ start _____ time.
 - 4.5 The start time will be written by a member of the organizer's representatives in the list as the team member receives the envelope in the format: hour/minute/second and date.
 - 4.5 Answer for the 1st riddle will be a hint for searching the 2nd riddle location.
 - 4.6 Riddles 2, 3, 4, 5 will be placed in envelopes in locations hinted in previous riddles.
 - 4.7 Riddles 2, 3, 4, 5 will be accessible by scanning QR codes placed in envelopes around one floor in a _____ selected _____ Atos _____ office _____ location.
 - 4.8 Participants should keep the answer card and the envelopes with QR codes and deliver them to the organizer's representatives at the end of the run.
 - 4.9 Challenge ends upon entering the answer-code to the gamification platform.
 - 4.10 The code can be entered only by Team Captain.
 - 4.11 If substitution for Team Captain is needed, please contact Gamification Team via click4values@atos.net.
 - 4.12 Timer will stop upon submitting the code to the gamification platform.

5. Points will be awarded as follows:
 - 5.1. Verification of submitted code (carried out by the Jury)- max 4 points in total, 1 point per each proper code part.
 - 5.2. For each delivered envelope with QR code Team gains +1 point.
 - 5.3. The fastest team across all participants with proper code gains +2 additional points.
 - 5.4. Failure to complete the task, no envelopes with QR codes delivered, no participants showing up, and no scheduled time and location will result in 0 points.
 - 5.5. If the team fails to finish all riddles in time, the evaluation will be equal for the submitted, proper part of the code.
6. In case of a problem with entering the code to the Gamification Platform the team should deliver an answer card to the organizer's representatives on-site for time verification.
7. In case of questions, disputes, and other issues not covered by these regulations, the rules of the gamification shall apply.