



RULES OF THE RACE

At the beginning of the race, you are given a roadbook full of riddles to solve. Each riddle leads to a challenge.

5 CATEGORIES OF CHALLENGES

Each series is composed of 5 challenges, one of each category (Art, Sport, Extreme, Charity and Culture). You can validate the challenges in the order you like, but should always have completed a full series before starting a new one. In each category, you can pick the challenges in the order you like.

FOR THE FIRST CHALLENGE

You need to start the race with one of the categories. Your mandatory category is listed at the top of your checkpoint sheet. When you have completed your first series (ie one challenge in each category), you can start the next series with any challenge.

BONUS CHALLENGES

Some challenges have a special mention on your roadbook. If you complete them, you can either:

- win 10 minutes to cross the finish line
 - ask the team to reveal the challenge of your choice
 - pick a challenge you can validate in ANY category
- of challenges before crossing the finish line.

TO VALIDATE A CHALLENGE

Both members of the team need to complete it, except when told. If you fail at a challenge, you can move to another challenge from any of the categories you haven't validate yet in your current series. The Pop In Team member on site is the sole judge of the validation of a challenge by the team.

MEANS OF TRANSPORT

Partners are to stay together at all times. You can use all public transport : trams, metro, bikes... Hitchhiking is fine, so is roller-blading and skate-boarding. Not ok: paid rides, rented bikes, personal transportation.