



RULEBOOK

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Disclaimer

This Rulebook may not specify every circumstance which may occur during the gameplay weeks of the Activate Global League (AGL). The AGL Commissioner, appointed by Activate HQ, has sole and final decision-making power on any rules not contained herein.

Some rules found within this Rulebook may apply differently to League gameplay than they do to Activate gameplay outside of the League.

This Rulebook may be amended at any point at the discretion of the Commissioner. Player safety remains the primary priority for the League and will be prioritized over other rules found in this document.

Any questions about the rules contained in this document should be emailed to info@playactivate.com for Commissioner review.

Team Members

1.1 Team Size

Each AGL team is comprised of three to five (3-5) Registered Players. “Registered Players,” also called “Rostered Players,” are enrolled during the registration period prior to the beginning of an AGL season. These are the Players that paid the admission price at the time of registration.

1.2 Minimum Team Count

To be considered a complete team, a minimum of three (3) Players must complete registration before the registration period closes. Teams with two (2) or fewer Players will be ineligible to compete and will be refunded in the first weeks of gameplay.

1.3 Responsibilities of the Team Coordinator

During the registration process, one person must act as the Team Coordinator (TC). Each team must have a Team Coordinator. The TC is responsible for creating and naming the team. Upon team creation, they must share the link to join the team with the intended team members. The TC also has the power to remove unpaid Players from their team. The Team Coordinator is not automatically added to the Roster and must go through the registration process to join the team.

It is the TC’s responsibility to ensure all Players adhere to the AGL Rules found in this document. Any number of Players found to be breaking the rules will result in the punishment of the entire team.

1.4 Locking In the Roster

At the time that the registration period closes, all Rostered Players are locked into their team. Changing teams or removing or adding Players is not possible after the registration period ends. See “Substitutions” section of this document for additional information.

Weekly Structure

2.1 Gameplay Structure

AGL competition is played in a series of rounds, often referred to as “Weeks.” Each week of competition falls into one of three categories: Regular Season, Playoffs, and Finals. All teams are eligible to participate in the Regular Season. AGL gameplay must be completed in the designated timeframe, typically Monday through Wednesday each week. Typical season length is seven (7) weeks including Playoffs and Finals.

2.2 Regular Season

The Regular Season of AGL competition is comprised of five (5) rounds, each taking place over the course of the week. As the season progresses, teams are ranked based on their standings from games played in the Regular Season.

Standings in the Regular Season are determined by the results of each matchup. Matchups are determined by the AGL software, which selects two teams from the same Division to compete in a game available to both teams. During each week of the Regular Season, teams will play a series of matchups. To win a matchup, a team must score a higher score during one (1) of their three (3) attempts at the assigned game than the other team does in any of their three (3) attempts. Each week includes seven (7) Matchups and one (1) additional You Vs. The World game (more info on page 14). The quantity of weekly matchups may vary in the Elite Division.

Weekly Structure

2.3 Playoffs

At the end of the Regular Season, the top teams qualify for Playoffs. Playoffs is the round immediately after the Regular Season and is typically comprised of the top 18 teams based on Regular Season performance. In the Elite Division, the number of teams in Playoffs and Finals varies.

During Playoffs, each team faces the same opponent in their Division for all games. Matchups are seeded according to Regular Season ranking, where the first-place team plays against the eighteenth-place team, the second-place team plays against the seventeenth-place team, and so on.

2.4 Finals

The winners of each matchup during the Playoffs round proceed to Finals. The Finals round is the only round where all teams compete against all other teams in a competition of raw combined score. Teams will play the requisite number of games, and the highest scores among their three (3) attempts of each game are combined to form their final score. Teams are then ranked based on their final score and the winners are crowned.

Employee Eligibility

3.1 Employee Participation

Employees of Activate are welcome and encouraged to form and join AGL teams.

3.2 Employee Limits

Each AGL team may have at maximum one (1) Activate employee.

3.3 Competition Location

Activate employees may register to compete at any Activate location.

3.4 Substitutions

Activate Employees may sub on teams where no other employee is playing; either as a sub for an employee or on a team where no Registered Players are employees.

Substitutions

4.1 Substitutions

All Rostered Players are eligible to participate in AGL competition during each of the five (5) weeks of the Regular Season. If a Rostered Player is unable to participate in any of the Regular Season weeks, they may find a substitute Player (“Sub”) to play in their place at no extra cost.

4.2 Honest Representation

Subs must play on their own Activate Player Profiles. They are not permitted to use the Player Profile of the Rostered Player they are substituting for.

4.3 Team Size with Subs

Teams may temporarily replace their Rostered Players with Subs at a ratio of 1:1. If a team wishes to bring a Sub, a Rostered Player must give up their place for that week.

4.4 Minimum Rostered Players

At minimum, one Rostered Player must be present each week. By example, a team of three (3) Rostered Players may not bring more than two (2) Subs in any given week.

4.5 One Week at a Time

Subs may only sub for one team per week. Subs are active for the entire week and cannot be switched out halfway through the gameplay week.

Substitutions

4.6 Ineligible to Sub

Subs may not be Rostered Players on any other AGL team and may not be Activate employees who are currently working a shift. Activate employees may only sub for teams where no other employee is playing that week.

4.7 Minimum Player Count

Teams must have, at minimum, three (3) Players each week of the competition. If a team of four (4) or five (5) has three (3) Rostered Players available, they are not required to find a Sub to replace Rostered Players that are not participating that week.

4.8 Playoffs and Finals

Teams may only bring Rostered Players during the weeks of Playoffs and Finals. No Subs are permitted during these weeks. If a team cannot meet the minimum of three (3) Rostered Players, they will forfeit the round.

4.9 Substitutions are Free

No refund will be given if a Rostered Player is not able to attend one or more of the weeks of competition. Additionally, there is no cost associated with bringing a sub to replace a Rostered Player.

Timing

5.1 League Admission

Registering for AGL entitles teams to five (5) weeks of Regular Season competition. Each week, teams are given 90 minutes of time to complete all of their games in that round. Teams who qualify for Playoffs and Finals rounds will be given 90 minutes to complete their games in those rounds as well. During AGL sessions, the only games available to teams are the games they have been assigned for their matches.

5.2 Converting to Open Mode

If a team completes all of their AGL games before their 90 minutes runs out, the Activate Front Desk may allow them to convert remaining time to Open Mode time, which allows the team to play any games they have available during typical Open Mode sessions.

Converting AGL time to Open Mode is not guaranteed and is at the discretion of the Activate Front Desk. Policies may vary by location and/or region.

5.3 League First

Teams may not use “excess” AGL time at the beginning of their session to practice games. All AGL sessions must begin with AGL competition games. Teams must complete all of their AGL game attempts before requesting to convert remaining time to Open Mode.

Ties

6.1 Ties During Regular Season

In the event of a tie during a Regular Season matchup, a tie is a valid result. Results are displayed in Win-Loss-Tie format.

If a tie appears in the standings during the Regular Season, they are broken by the result of the matchup between the tied teams. If two teams have a 30-4-1 result in the standings, but Team A beat Team B in their matchup, Team A is ranked above Team B.

If the above tiebreaker yields no result, the cumulative World Game scores are referenced, where the team with the higher cumulative World Game score is ranked above the other team.

6.2 Ties During Playoffs

If a Matchup results in a stalemate, such as 3-3-1 or 2-2-3, raw cumulative scores for that round will be referenced. The team with the higher cumulative score will proceed to Finals.

In the case of a tie within the cumulative scores, the AGL Commissioner may choose to progress both teams to the Finals round at their sole discretion.

6.3 Ties During Finals

If two teams complete the Finals round with the same cumulative score, they shall share the higher finishing position. In the event of a tie at first, second, or third place, both teams shall receive duplicate prizes as allocated for that position in full. In such case, the two tied teams still fill two spots, so a tie at first place would result in the first two teams earning first place, and the next team earning third place.

Divisions

7.1 Division Sizing

At the end of the registration period, Activate HQ will divide all complete teams into Divisions. Division size may vary from season to season and Division to Division, but is typically thirty-six (36) teams per Division.

7.2 Division Seeding

Activate HQ uses play history of the Players on each team to determine how teams compare to each other with regard to their skill in the games at Activate. Activate HQ may use several methods to determine how to cut the Divisions to give all teams a fair and fun competition. Typically, teams with Players who are higher-Ranked on the Activate Leaderboard(s) will be placed in higher Divisions, but that is not always the case.

Division placement is determined solely by Activate and cannot be influenced or altered by Players.

7.3 Opponent Selection

All opponents a team will face throughout the course of AGL will be from the same Division. The League is designed to give teams an opportunity to compete against every other team in their Division during the Regular Season, but this is not guaranteed.

7.4 Misrepresentation of Players

Players who are registering to join an AGL team must use their most advanced Activate Player Profile to compete in AGL in order to accurately represent their skill level. Players may not make new accounts in order to misrepresent their skill level. More information about Misrepresentation of Players can be found on page 20 of this document.

Prizing

8.1 Who Gets What

After the conclusion of the Finals round, winners will be announced on the Activate website, social media pages, and via email to Players. Each Division will award prizes to first, second, and third place teams, except in the case of a tie at first or second place.

8.2 Coins

In each Division, the top three (3) teams will earn Coins as their primary reward for their placements. These Coins are awarded in pools split evenly among all Rostered Players on the team. All pooled Coin prizes follow this scale:

First place: 15,000 Coins

Second place: 7,500 Coins

Third place: 3,000 Coins

The Elite Division Coin prize pools may vary from what is described here.

8.3 Additional Prizing

Additional prizes may be awarded at the close of the season at the discretion of the AGL Commissioner. These prizes may include complimentary or discounted admission, merchandise, or special privileges. Additional prizing may or may not be disclosed at the beginning of the season and may be altered at the discretion of the AGL Commissioner as deemed necessary.

8.4 Subs

Substitute Players are not eligible for prizing, including any prizes for World Game winners.

You Vs. The World

9.1 Overview

In each week of the Regular Season, all teams in each Division will be assigned the same game to play, called the “You Vs. The World” game, or simply the “World Game.” This game is typically played in Hide and varies from week to week.

9.2 Prizing

Each week, the team with the highest score in the World Game in each Division will earn 100 Coins per Player. This prize is only awarded to Rostered Players.

9.3 In the Case of Exemption

If a team faces a technical issue in a game room that cannot be repaired during their AGL game time, or if a game room is closed due to unforeseen circumstances, the Activate Front Desk can exempt a game from a team’s schedule. In the event of an exemption, the World Game will replace the exempted game for **both teams** in the matchup.

9.4 Global Glory

Winners of the World Game for each week will be announced on the official Activate social media pages.

Community

10.1 Global Community

The AGL community is part of the wider Activate community. This community is vital to the AGL experience, and all participants must act in a way that is conducive to the longevity of this community, both in the Activate facility and online. This applies to Players, employees of Activate, and guests.

10.2 Friendly Competition

While AGL is a serious competition with a considerable prize, the primary goal at Activate is to have fun. Players must behave in a way that emulates mutual respect for their fellow competitors at all times. Bullying, putting down, or disrespecting other Players, employees, or other guests in person or online is strictly prohibited.

The Elite Division

11.1 Formerly Division 1

The Top Division each season is known as the Elite Division. The Elite Division is comprised of hand-selected teams who have demonstrated Elite-level skill, knowledge, and enthusiasm.

11.2 Elite Prizes

The prizing for the Elite Division often varies from the rest of the Divisions, and can vary from season to season. This may mean the quantity, value, or number of teams who get prizes is different from the rest of the League.

In addition to the standard Coin pools awarded for first, second, and third place, the fourth-place team in the Elite Division will win a pool of 1,500 Coins, evenly split among all Rostered Players.

11.3 Elite Format

The format for Elite Division gameplay is often different than other Divisions. The Elite Division is smaller than other Divisions, so the teams selected for Elite may play more games, face each other more often, and/or have different formats for Playoffs and Finals. This information will all be shared with Elite Division Players at the beginning of the season.

Defining Cheating

12.1 Overview

The Commissioner's sole priority is for a fair and fun AGL experience for all teams competing. Teams who understand and adhere to the Spirit of the Game, represent themselves honestly and transparently, and are kind to others in the Activate facility are model competitors in AGL.

12.2 Spirit of the Game

Each game at Activate is designed with an intended way to play. In most games, the intended way to play is explained via audible instructions, flashing lights, or through in-game tutorials in the lower levels. Tactics used to complete a level outside of the intended way to play are considered outside of the Spirit of the Game and may be classified as cheating. This Rulebook includes more specific examples in later sections.

12.3 Misrepresentation of Players

AGL Divisions are determined based on each Player's playing history at Activate. Players who have demonstrated themselves to be more skilled than other Players may contribute to their team being placed in a higher Division. As a result, it is imperative that the Players registering to a team do so with their most advanced Player Profile. Players who hold multiple Player Profiles may be required to register with the account with the highest standing.

Players must not make new Player Profiles with the intention of being seeded into a lower Division. This action may result in disqualification or ineligibility for prizing.

12.4 Unsportsmanlike Conduct

Players are expected to compete in AGL with respect for all other persons, including other competitors, patrons, and Activate employees, at all times. Inappropriate behaviour may result in disqualification.

Spirit of the Game

13.1 Game Design

Games at Activate are created with a designated way to play in mind. In most cases, the designated way to play each game is explained through instructions and guides in the lower levels. Playing any game in ways that are not the designated way to play may result in removal of scores, disqualification from prizes, or ejection from the League at the discretion of the Commissioner.

13.2 Game Scaling

Many of the games at Activate are built to scale to the number of Players playing. For example, a team of 3 Players would have to make fewer baskets in Barrage (Hoops) than a team of 5 Players would for the same level. Teams may not scan in less or more Players than enter the room to play the game to avoid having an illegitimate advantage.

13.3 Abuse of Game Components

The game rooms at Activate use a variety of sensors to orchestrate gameplay. Partaking in any tactics that knowingly disrupt the proper and intended function of any of these sensors is strictly prohibited. This includes, but is not limited to, covering sensors or triggering sensors in unintended ways.

13.4 Outside Materials

The games at Activate are designed to be played by the people in the room, not their electronic devices. The use of technology such as phones, headphones, or smart devices like watches or glasses to assist in completing a level is strictly prohibited.

Any other materials such as pens, paper, sticky notes, or anything in similar categories must be left in the team locker and not used during gameplay. Clothing items must remain on the person or be returned to the locker.

Safety

14.1 Playing Safe

The safety of all persons, including Players, Activate employees, and guests, is of the utmost importance. Players must prioritize their own safety at all times. This includes, but is not limited to, playing the games as they were intended to be played. Actions such as climbing on ball catch platforms or other game room components that are not designed for climbing is not allowed.

14.2 Room Closure

In the event that an Activate game room is unplayable for safety reasons, such as a flood or malfunction, the Front Desk Staff may close the room for an extended period of time. In this case, the Front Desk will process game exemptions for any impacted teams.

Misrepresentation of Players

15.1 The Player Profile

When Players register to join AGL, they use a Player Profile. Player Profiles store score data and game information for each Player, and are the starting point Activate uses to place teams in their Divisions.

15.2 During Registration

Players seeking to join AGL must register with their own Player Profile.

15.3 Arriving to Activate

When Players arrive to Activate, they must present to the Front Desk to have time added to their wristband. This can be a wristband owned by the Player, or a blank temporary wristband provided by Activate.

15.4 During Gameplay

The Players who sign into the room must be the exact Players who enter the room to play. Players may not trade wristbands, share wristbands, or use another Player's wristband at any time during the AGL competition. All Players who scan into a game are required to enter the room to participate in the game. Players who are not scanned into a game are not permitted inside the room, including in the entry or exit doorways during gameplay.

Attempts and Exemptions

16.1 Three Attempts

By default, teams receive three (3) attempts at each of their assigned games. In the event of an issue or malfunction caused by factors outside of the team's control, scores earned during the first three attempts can be deleted to allow a replay. This is also sometimes called "a new attempt."

16.2 New Attempts

To be awarded an additional attempt at a game, the impacted team must report the issue at the time of occurrence to the Front Desk. The issue must be verifiable by the Front Desk, either through game logs, video footage, or the ability to reliably reproduce the issue.

16.3 Initiating Additional Attempts

New attempts need to be requested by the playing AGL team. Staff may notice issues and be proactive, but if a team wants to request a replay, they must do so with the Front Desk.

16.4 Commissioner Review

The AGL Commissioner retains the right and responsibility to review any new attempts issued. If new attempts are found to have been issued erroneously, the Commissioner reserves the right to remove additional attempts and restore previous scores.

16.5 Exemptions

If a game cannot be played by a team, such as in the case of room closure or persistent issues, the Front Desk can exempt the game from the team's schedule. When this happens, the AGL system will remove all scores for **both teams** in that matchup and replace them with score from the You Vs. The World game. The original game will not count toward either team's record.

Disallowed Tactics

17.1 Spirit of the Game

As stated in previous sections, maintaining the Spirit of the Game is of utmost importance in AGL gameplay.

17.2 Exceptions to the Rule

Tactics that support teamwork and are not obviously outside the Spirit of the Game may be allowed. Here is a list of explicitly allowed tactics:

- Holding a teammate's button in Relay and Mega Relay
- Stepping on a teammate's zone in Zones and Mega Zones
- A single Player using more than one laser blaster in Mega Laser (when playing as a group of 3 or 4)
- Hiding in the corners of Hide, out of range of the eye, in games like Words and Numbers
- Proceeding into the room past the green zone in Grid and Mega Grid (may risk losing a life)
- Acting as a passive memorizer in games like Simon Says (for example, memorizing patterns but not doing any throwing)

17.3 Banned Practices

In addition to the specific list below, any tactics which fall into these broader categories are not allowed during AGL competition:

- Any strategy or tactic which abuses functional failsafes built into the games to prevent maintenance issues, such as standing on auto-disabled tiles in Grid and Mega Grid
- Any strategy or tactic which circumvents the designed and intended way to play the game

Disallowed Tactics

17.4 Banned Tactics

Tactics which knowingly subvert the Spirit of the Game in a “game-breaking” way are not allowed. Here is a list of explicitly disallowed tactics:

- Standing, kneeling, or sitting on ball-catch platforms in Strike or Hoops
- Using corners of the platform in Grip and Climb games where a key component of the game is travelling from one side of the room to the other (for example, Traverse or Technique)
- Taking photo, video, or any type of recording of games where memorization is a key component (for example, Flip, Flash Mines, or Inside Out)
- Using a mobile device or printed guides to research solutions to puzzles in games such as Trivial or Globe
- Using game components in a way that does not activate the sensor when it should, such as covering the eye sensor in Hide or soft-pressing tiles in Grid, Mega Grid, or Control
- Holding more than one zone in Tile Relay
- Using outside materials, other than the single provided ball, in Pipes or Portals
- Using outside materials, including clothing, to mark or record solutions in games such as Link or Sequence

17.5 Unintentional Favourable Circumstances

In some rare instances, a game malfunction may result in a team receiving a score that is falsely inflated. In such a case, the Commissioner reserves the right to remove scores found to be earned through game error. Some examples of this include:

- Basketballs being stuck in a net in Hoops, resulting in incorrectly counted “baskets”
- Eyes not sensing properly in Hide
- More than one (1) ball being present in Pipes or Portals

Consequences of Cheating

18.1 Management Rights

Activate reserves the right to suspend, remove, or disqualify any team deemed to be acting in a way which is inappropriate or harmful to Activate, the League, or other Players or teams.

18.2 Score Validation

Activate, by power of the Commissioner, reserves the right to review all scores and game attempts completed during the AGL season. Scores may be deleted as a result of this review and cannot be appealed.

18.3 Multiple Instances

The first instance of cheating is typically punishable via score deletion for the impacted game(s) or attempt(s). In the instance that a team proceeds to cheat in later rounds or seasons of AGL, harsher actions may be deemed necessary by the Commissioner. These actions may include disqualification, ineligibility for prizing, or other retributions as determined by the Commissioner.