

Virtual Escape Room: “EUNICE Odyssey”

Rules & Conditions of the Game

1. DEFINITION OF THE CONTEST

On the occasion of the Europe Day 2026, EUNICE seeks to bring Europe and European affairs closer to society, and especially to its student and staff members.

“EUNICE Odyssey” is a virtual contest in the format of an “escape room” in which EUNICE students and staff members can learn about the ten EUNICE countries culture and win different prizes.

2. RULES AND CONDITIONS

PARTICIPANTS

Participation in the competition is open to **all students and all staff members** of EUNICE Universities.

Requirements to be considered **eligible** to participate:

1. For students: To be enrolled in one of the EUNICE Universities in the academic year 2025/2026 at any level of studies (Bachelor, Master, PhD, Lifelong Learning...).
2. For staff members: To have a contractual relationship with one of the EUNICE universities.
3. For all (students and staff members): To have a valid institutional email from their home University to be able to access the game.

DATES

The competition will be **launched on Monday 4 May** and will **close on Sunday 31 May 2026**.

DESCRIPTION OF THE GAME

The contest is based on a “**virtual escape room**” game in which players must discover clues, solve puzzles and answer questions in a digital environment. The goal is to **reach the final screen after solving the puzzles posed during the virtual journey through the ten EUNICE countries** in the shortest time possible.

Main rules:

- Individual play.
- Only one attempt per player.
If more than 1 attempt is submitted, only the first one will be taken into account.
- Maximum time: there is no time limit, but users who complete the game in less time will receive a higher score.
- Difficulty level: beginner. No specific knowledge about Europe and global issues is required.

The **theme** of the game is based on fulfilling the mission of safeguarding the future of the EUNICE Alliance. The EUNICE Intelligence Service is facing one of the most critical moments in its history. A temporal anomaly has been detected in the system that threatens to destroy the future of the alliance. To avoid chaos, a journey through time must be undertaken across the 10 EUNICE countries, demonstrating that the discoveries, history, culture and values of each country remain unchanged over time and have been passed down from generation to generation to the present day. To accomplish this mission, the Intelligence Service needs the help of its best students and staff members, who will become undercover agents on the mission.

The EUNICE Intelligence Service has designed a plan for its undercover agents, in which they will visit the ten EUNICE countries (Germany, Spain, Italy, France, Sweden, Belgium, Greece, Poland, Finland and Portugal), by travelling through time, where they will be welcomed by different distinguished figures in each country, whom they will have to help solve the questions and puzzles posed to them to demonstrate their knowledge of the country. Those agents who are able to answer the questions correctly and decipher the different puzzles will succeed in recovering the secret artefacts in the country. During the mission they also will discover the route they must follow, paying attention to everything around them. The best agents will be rewarded after completing the mission.

SCORING SYSTEM

During the game, players will answer a series of questions related to each EUNICE country. After the questions, they must solve puzzles or riddles to progress.

The scoring system works similarly to *Kahoot!*, meaning that **points are awarded based on accuracy and response time**. Each correct answer has a maximum score of 1000 point, which gradually decreases as time passes. Each puzzle solved has a maximum score of 2500 points, which gradually decreases as time passes. There is an option to skip the puzzle without solving it, but in that case no points will be added to the score.

No points are deducted for incorrect answers or for using clues. However, using more time, or needing clues, will naturally result in a lower score, since the time factor already acts as an implicit penalty.

3. WINNER SELECTION, PRIZES AND RESULTS ANNOUNCEMENT

JURY COMPOSITION

An appointed **Jury** will be in charge of the evaluation of the results, as well as the final decision for the selection of the winners.

This committee will be composed of members of the EUNICE Office at the UC.

- * The jury reserves the right to exclude participants suspected of game misuse (cheating).
- * The jury reserves the right to declare the allocation of the prizes void under justified circumstances.

EVALUATION CRITERIA AND PRIZES

A **podium composed of a first, a second and a third position** will be determined according to the final scores obtained (check the “scoring system” section 2 to know more). The three players who manage to travel through the ten countries solving the questions and puzzles in the shortest time will be the winners.

The winners will each be awarded a **double Interrail ticket**.

- * In the event of a tie, the Jury reserves the right to make the final decision, taking into account the order of participation.

* In the event that any designated winner is unable to accept the prize, it will be awarded to the next player on the waiting list.

RESULTS ANNOUNCEMENT

Results will be published on the **EUNICE website** and **winners will be notified by email**.

Winners will have a deadline to accept the prize. After accepting, they must provide the necessary information for the purchase of Interrail tickets for the two beneficiaries. This information will be requested by the EUNICE Office at the University of Cantabria.

4. INSTRUCTIONS TO PARTICIPATE

Those interested in participating in the virtual escape room will have to follow the next easy steps:

1. Access the game via the link available on the EUNICE web page.
2. Fulfil the simple registration form once they are already in.
3. Complete the game.

In case of questions or needs, please contact eunice@unican.es.

5. TERMS OF PRIVACY PROTECTION

In accordance with Articles 12 and 13 of the General Data Protection Regulation – (EU) 2016/679, the personal data provided by participants in the competition are collected by the Evaluation Committee with the sole purpose of managing the selection of the Awards described in these regulations and any subsequent additions. The provision of such data is mandatory for the purposes of assessing the participation requirements.

6. GENERAL CONDITIONS

These regulations are subject to change at the discretion of the contest Jury. Any changes will be communicated promptly to all participating students.

By participating in the competition, students agree to comply with these regulations and any additional guidelines provided by the contest Jury.