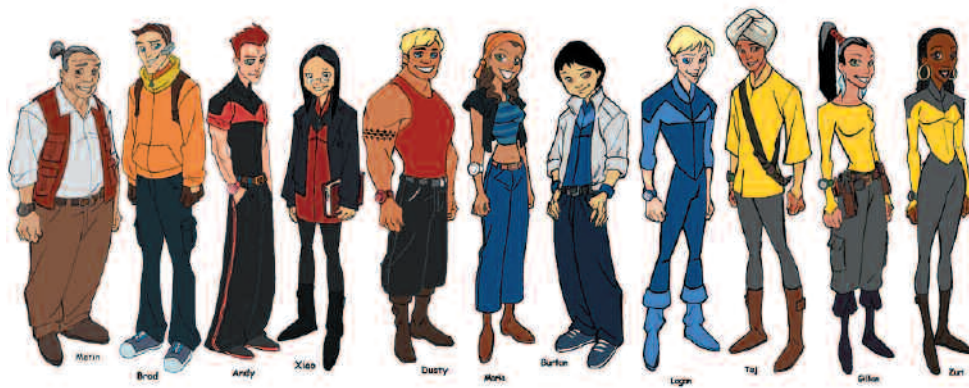


GEOX cross



FREQUENTLY ASKED QUESTIONS



The Racecourse

Geo Cross is a Point-to-Point Race.

Each point along the racecourse is referred to as a “Station”.

At each Station teams must pass through a checkpoint to validate their order of finish. At the checkpoint, each team will receive a digital stamp as proof of completion of that leg of the race.

Each Station is only revealed after the previous one has been reached. The full racecourse is unknown and only revealed one Station at a time.

The course from one Station to another is called a “Leg”

Each Leg of the race may take several days or even weeks to complete.

Teams may race only within an authorized area.

Rules of the Road

Racing is only permitted during daylight hours.

Each evening the vehicles will be stopped at dusk. Vehicles will remotely shut off immediately, at exactly the same time. Vehicles will be started again at dawn of the next morning. As the race is constantly monitored by Mr. Bereketli, no vehicle will be stopped in a position that would put the team in danger if injury.

Housing and meals will be provided at each of the Stations along the route.

Each vehicle contains food, camping, and emergency supplies in a special storage area.

The race and contestants will be monitored at all times via on-board video cameras and an overhead blimp.



Point System

The race is based on a point system that balances speed and other factors such as environmental care and cultural sensitivity. The system:

- 100 points for being first to arrive at each Station checkpoint
- 50 points for the second place finisher
- 25 points for the third place finisher
- Up to 175 Karma points will be awarded or deducted for each leg of the race by Mr. Bereketli based on his observations of the teams.

At each Station, vehicles will be refueled. As each vehicle has exactly the same fuel capacity, Karma points may be awarded or deducted in accordance with the level of energy efficiency demonstrated on the leg.

As no one knows when they will reach the final Station and the conclusion of the race it is important to accumulate as many points as possible each day.

Team standings will be posted every evening at the conclusion of the day's race.

Gifts

In addition to 100 points, the first place finisher at each Station checkpoint will receive two gifts of value. One gift is a Card. The Card is randomly issued from a set of 21 cards, each with a different value. For example, a card could be good for additional Karma points, for mechanical work to add new attributes to a vehicle, or for additional fuel. The cards can be traded with other teams or redeemed at any Station.

The second gift is a physical good that will be of clear universal value such that it can be bartered along the way for goods, services, or anything else required. As contestants are allowed to carry no currency of any kind, the "gift of value" will be a critical, especially during times of emergency.



Daily Clues

A daily clue will be provided each morning to all of the teams. When solved, this clue will provide specific information on the course for that day along with some hints as to the final destination for the current leg. The daily clue requires to solve complex riddles or puzzles, as well as the ability to read and interpret maps of all types. Each vehicle carries a special book of maps that has been prepared by Mr. Bertketli. In addition a special Internet site will give racers additional topographical maps and analytical tools.

In addition to providing direction as to the destination for a particular day, the daily clue may also include a mini-mission that the teams must complete. Non-compliance with the mini Mission could result in lost Karma points.

The sooner a team solves the daily clue, the quicker they are on the road and headed to the next Station.