LGS
Lahore Grammar School
Johar Town Senior Boys Campus

FANTASM

STUDY GUIDE

LAHORE GRAMMAR SCHOOL JOHAR TOWN FOR BOYS

INNOVENTIONS
'25 · INDULGE · INVENT · INNOVATE

12 · 13 · 14
SEPTEMBER

Introduction:

A theatrical and futuristic tour of memory, ethics and filmmaking, Fantasm is meant to challenge logic, creativity, storytelling, and multimedia ability through threerounds of immersive experiences. Delegates will unravel brain-stumping challenges, redeem classic villains and create engaging movie trailers that combine genres. Only the most creative and versatile teams will emerge victorious.

Round 1:
Delegate Count: 3
Duration: 3 hours 30 minutes

Delegates put themselves in the shoes of futuristic agents working to reclaim a pilfered memory implant from a protected digital vault. In order to enter the vault, teams have to navigate three science fiction–themed puzzle stations inspired by cult-classic movies.

- **Station 1:** Resident Evil 2 – A sequence challenge of logic questioning recall and sequence.
- **Station 2:** Dune Part 2 – A puzzle confusing illusion and reality.
- **Station 3:** The Amazing Spiderman 2 – A dream-layer puzzle of recursion and paradoxes.

Every finished station earns a 'code fragment'. Upon rotation through each of the threestations, teams have to utilize the fragments to decrypt the last vault puzzle.

Note: Round 1 may be an elimination round.

Round 2:
Delegate Count: 3
Duration: 3 hours 30 minutes

Teams will be randomly assigned a classic movie villain. They would have to develop a redemption arc, changing the villain to the star of a brand-new sequel. The arc will need to feature the following:
- A justified backstory twist
- A moral turning point
- A redemptive climax

Teams will then sell this arc to a panel of judges.

Delegates will have 30 minutes to prepare their arc and 10 minutes to deliver their pitch. The pitch will need to cover:
- The new plot
- The redemption of the villain
- Why this version should get a greenlight

Note: Round 2 is an elimination round. 50% of the remaining teams will make it to Round 3.

Round 3:
Delegate Count: 3
Duration: 2 hours 30 minutes

The last round tests teams to combine storytelling, editing, and narration. Teams will pick three random genres (e.g. rom-com, thriller, sci-fi) and will be required to produce a 1-minute movie trailer using preloaded silent clips, narration, and genre blending. Resources allotted are the following:
- 10 –15 silent video clips (5 seconds long)
- Storyboard sheets
- Clip selection board
- Voice-over tools

Teams will be given 10 minutes to present.

Trailers will be played in front of the audience and judges.

Note: Round 3 is the last round. Two teams will be Winner and Runner-up based on cumulative scores and audience response. Delegates will be given the clips one day prior. In the event of a tie, there will be a one-line impromptu pitch and the audience and judges will decide who wins.