Creative Computing Society

GET READY TO GET LOST

RULEBOOK

LABERINTO

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1. It's a 2 day event. The competitions starts on 14th August and the maze closes on 15th august. The participants have a limited time to strive to escape the laberinto maze.

2. It's an Intra college team event and a team should consist of 2-3 members.

3. Each team starts with a fixed amount of points.

4. Once entered, the maze branches out to different paths, the path to be taken depends on the choice of the team.

5. Each choice would require you to solve a problem. If solved correctly, you might be able to move to the next level in the maze. Correctly solving a question will also fetch you some points which can later be redeemed to buy hints for any question.

6. Beware! Some paths could also lead to a dead end. But you can always go back and try another path in the room.

7. If you are able to solve no questions of a particular room in the maze, you can always come back a level and try some other path.

8. Your current score and the points needed to redeem a hint for a given question, will be displayed on the portal, during the competition.

9. The answer format is case insensitive.

10. Winning criteria: The teams which reaches the end/-closest to the end of the maze (In case no team is able to finish) in the least amount of time, wins. The amount of points you have has no relation to winning. Points can only be used to redeem hints for questions.

11. It is compulsory for the participants to join the Laberinto discord server.

12. The leader board will be updated every 4 hours on the instagram stories of ccs_tiet. So don't forget to follow the handle.

13. In case of any discrepancy or conflict, the decision of the organizers will be final and binding.