IISc PRAVEGA CULTURALS A CRIME CORRESPONDENCE

THEME:

Gruesome murders, fool proof schemes, perplexing clues, multiple suspects and more awaits you and your team at the Farleigh House in Cheltenham. A Crime Correspondence is much more than a murder mystery event. To all the fans of crime, mystery books and genius detective stories, A Crime Correspondence provides you the unique opportunity to solve a crime by interrogating all the various suspects in real time. Asking the right questions, avoiding the clever lies and deceit, and keeping your wits about you as you delve deeper into the devious crime will help you in figuring out the chronology and concreteness of what actually happened on the fateful day.

MODE OF EVENT:

The event shall take place online, with the participants interrogating the suspects on a **video/voice call**. The teams subsequently have to get to the bottom of the mystery using the alibis, statements and clues and submit a detailed report of the case.

ELIGIBILITY CRITEREA:

Anyone and everyone can participate. It is a team event. Teams can contain between **2 to 4 members**.

REGISTRATION:

Please register for the quiz using the link below:

https://rb.gy/k2rwi5

Due to logistic consideration, we can only accept a **limited number of teams on a first come, first serve basis**. The registration will close as soon as the required number is reached, so kindly register at the earliest.

TECHINICAL DETAILS AND INSTRUCTIONS:

- 1) The event will take place on **30 and 31 July**. The event will be conducted in **two-hour time slots**, each time slot will contain up to 6 teams. The date and time of your slot would be **informed at least 2 days prior to the event**.
- 2) Once registration for the events is over, each team will be added to a WhatsApp group containing the team members as well as the organising team.
- 3) All the evidence related to the event will be shared **one day prior to the event** and each team is requested to go through it thoroughly.
- 4) Once the event begins, the team members would be free to interact with all the suspects.
- 5) It is up to the participants to ask pointed questions to the suspects, the answers of which will help solve the mystery. The suspect has no obligation to answer any question which he/she feels has no bearing on the matter at hand.
- 6) The interaction session would be divided into two halves (45 minutes each). Please keep in mind that during each half a team can interact with each suspect only once for a maximum time of 5 minutes.
- 7) At the end of 90 minutes, each team would be given **half an hour** to write a report reconstructing the murder.
- 8) The final results would be based on the team report as well as the relevance of the questions asked.

- 9) We will release the best 3 reports on our website, as well as the correct solution.
- 10) Except when prohibited by law, participation in this competition constitutes the permission to use the participants' name, likeness and prize information for publicity purposes, without further permission or compensation.
- 11) IISc, Bangalore is not responsible for any network issues from the participants' side.
- 12) If any participant is found using unfair means they shall be disqualified with immediate effect.
- 13) For any other queries, please contact the coordinators –

Daksh Sisodia – 9993545458 Aranya Chakraborty - 9650425868

PRIZES:

The total prize pool is worth 10 K.

Prizes will be awarded to the **first 3 teams.**

ACCEPTANCE:

The participation in the competition implies the acceptance of these terms, as well as the judging criteria.

FORCE MAJEURE:

This contest is subject to force majeure circumstances including without limitation, pandemics, floods, natural disasters, war, act of terror, political unrests, technical snags, act of God or any circumstance beyond the reasonable control of Pravega, IISc Bangalore ("Force Majeure Event"). Pravega, IISc Bangalore shall be not liable for any delay or adverse effect caused to the participants in the contest including the winners as a result of a Force Majeure Event.