

CAMPUS QUEST 3.0

Rule Sheet:

1. Each team shall consist of four PotterHeads:
 - a. 2 **snatchers** disguised as **hunters**.
 - b. 2 **wizards** disguised as **coders**.
2. The quest consists of three rounds, each round of **50 minutes**.
3. Each team would start with 40 galleons which can be acquired/used in the 1st and 2nd rounds.
4. **For Round 1**, Wizards must solve a series of 10 coding problems.
 - a. Once a team solves all 10 problems, they are given a “Portkey” (Riddles).
 - b. The answer to the riddle unlocks a clue that points towards the Horcrux's location. The Snatchers must *decode* this magical message, locate the Horcrux marked by a distinctive flag, and retrieve it.
 - c. The first 20 teams to acquire the horcrux get into **round 2**.
5. **Round 2** follows the same structure of round, 1 testing the teams’ magical powers once more. **But with a mysterious twist.**
6. The twist would be a mystery until the commencement of the round. **However, Galleons may prove to be a valuable asset for this round.**
7. The top 5 teams of round two would reach **round 3** the final round of spellcasting. Just as round 1 each team would be given coding challenges and riddles; the abilities of the wizards and the snatchers would be put to test except the winner takes all.
8. **The Final Round has 1 Riddle – 1 Horcrux and ONE WINNER!**