



SpaceCon

# GRAPH MADNESS

Harnessing Innovation for  
a sustainable cosmos

# RULEBOOK



## IDEATHON TENTATIVE TIMELINE

The game selected for this event is called Desmos Skribbl. It is a creative competition where teams must use mathematical functions to visualize words for their teammates to guess.

- This is a points-based tournament; all teams will participate in all rounds.
- The winner will be determined by the highest cumulative score from both rounds.
- There will be a prize pool for the top-performing teams.

## RULES AND REGULATIONS

1. Registration: All teams must register on the official platform before the deadline. No late entries will be permitted.
2. Hardware: Every team is required to bring their own laptop. Ensure the device is fully charged and capable of running the Desmos Graphing Calculator smoothly.
3. Team Structure: Teams must consist of 2 to 3 players. Roles (Artist and Guesser) can be swapped between easy and hard rounds.
4. Drawing Protocol: One team member (the Artist) will be shown a secret word. They must recreate that object on Desmos using only mathematical equations and functions.
5. Strict Visual Rule: The Artist must draw the actual object. It is strictly prohibited to graph letters, numbers, or any textual hints related to the word.
  - Example: If the word is "Sun," you must graph a circle with rays; you cannot graph the letter 'S' or '88' to hint at it.



6. Communication: \* The Artist cannot speak or use physical gestures to provide hints.
  - The "Label" feature in Desmos must remain turned off.
  - Any attempt to "write" the word using coordinates will result in an immediate zero score for that round.
7. Reporting: Teams must report to their station within 10 minutes of being called.
8. Discretion: The judges have the final say on whether a drawing constitutes a "proper object" or an "illegal hint."

**We extend our best wishes to all participants of the SpaceCon 2026.**