



SpaceCon

GALACTIC GENIUS

Comprehensive
space science quiz

RULEBOOK

ROUND 1: THE EVENT HORIZON

Round 1: The Event Horizon (Elimination) 20 questions.

Date: 31/01/2026

Platform: Unstop (Online)

Participants: All teams that register.

Content: 25 questions (20 MCQs, 5 Numerical Entry)

Difficulty: 10 Easy MCQ, 10 Medium MCQ, 5 Hard Numericals

Time: 20 minutes

Goal: Filter 50 top teams

ROUND 2: STELLAR REASONING

Round 2:

Stellar Reasoning (Preliminary Round)

Format: Pen and Paper, Offline

Participants: Top 50 selected teams

Rules: Questions are shown on ppt, teams have to write answer on paper

Content: 20 questions and short answers.

Difficulty: Medium to hard overall

Goal: Filter 8 teams for final stage rounds

ROUND 3: GALACTIC SHOWDOWN

Participants: Top 8 teams

Throughout the rounds there will be 2 lifelines available to the teams in the form of a hint and a 50/50.

Lifelines will not be available for rounds 3.2 and 3.5

In the event of taking a lifeline, the score awarded to the team for that particular question will be reduced by half.

No lifeline on pouncing or passing

ROUND 3.1: CELESTIAL CARTOGRAPHY

- **Description:** Each team will be shown a quote related to any particular object in space or an equation or graph in math. If they directly identify, they will get 40 points. Then the team will be given an option to start seeing the image, each image will be divided into three tiles; top, middle and bottom. The team can open any tile they wish.
- **Scoring:** Answering after opening 1 tile gives 20 points
Answering after opening 2 tiles gives 10 points
Answering after opening 3 tiles gives 5 points

A lifeline can only be taken before the 3rd tile is shown, it won't be allowed after the full picture is shown. No passing/pouncing.

ROUND 3.2: THE BIG BANG

- **Description:** This will be a buzzer round. Questions can range from simple one word answers to answering chronological or logical orders of objects/events as specified. The questions are shown on a ppt only after QM has narrated the whole question.

Teams are allowed to press the buzzer anytime after the quiz master starts reading the question

If a team presses the buzzer before the QM completes reading the question, the QM will stop and then the team will have to answer based on what they have listened so far.

- **Scoring:** 20 points on getting the answer correct, -15 on getting it wrong

ROUND 3.3: THE BEAUTIFUL MINDS

- **Description:** There will be 8 categories of innovations, inventions or discoveries, 4 related to astronomy and 4 related to math

Participants will choose the category and then they will be allowed to see the question related to an achievement in that particular category.

1. Astronomy
2. Celestial Objects
3. Astronomical Phenomena
4. Astronomers and Astrophysicists
5. Expeditions

1. Mathematics
2. Constants, Symbols and Notations
3. Mathematical Concepts
4. Famous Mathematicians
5. Applications

1 question per team, order will be selected at random.

- **Scoring:** After a question is shown, a pounce window will be open for any team to answer.

+20 on a pounce, -10 on answering on wrong

No passing

20 points if a team answers correctly on their turn

ROUND 3.4: TO INFINITY AND BEYOND

- **Description:** This will be related to Math and Astronomy in pop culture. Each team will be given three hints in order to identify a famous figure, movie, book or any other piece of popular culture from astronomy or math
- **Scoring:** Answering on first hint gives you 40, second hint gives 20 and third hint gives 10

After the opening of every hint, a small pounce will be open for 10 seconds and teams can pounce for the same score as the one for which the current team would be playing, but -10 will be given for the wrong answer.

Passing will be allowed for half the points as the current team, and hint revealing will be locked

ROUND 3.5: SONIC BOOM

- **Description:** This will be a rapid fire round. A timer of 1 minute is set and each team will answer as many questions as they can in that time
- **Scoring:** +10 for every correct answer, no negative marking

RULES

1. General Participation

Each team must consist of exactly 3 to 4 members.

Cross-college teams are Allowed. The use of mobile phones, smartwatches, or any electronic gadgets is strictly prohibited during the rounds unless specified for digital platforms.

2. Preliminary Round (The Event Horizon)

and 5 Integer-type answers. The top 20–25 teams will advance to the stage rounds.

3. Scoring and Conduct

Pounce/Bounce: For the final rounds, specific rules regarding "Pouncing" (submitting an answer privately for extra points) will be explained by the POC on the spot.

Negative Marking: There is no negative marking in the visual rounds, but penalties apply in the Wager and Final rounds to discourage random guessing.

Ties: In the event of a tie, "Sudden Death" questions will be used to determine the winner.

4. Timeline of Events

Registration Deadline: [2-days before Prelims].

Preliminary Round: [Time - Duration 20 mins].

Main Quiz Show: .

5. Decision Authority-The quiz master's decision is final and binding in all matters regarding questions and scoring.

Any team found using unfair means or disrupting the decorum of the fest will be disqualified immediately.

For any queries, contact the designated Point of Contact (POC), and a response will be provided within 24 hours.

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