

TECHNIX

2026 OFFICIAL PROTOCOL

Code Combat

Team: 2 Members

Mode: Offline

Phase 1: Screening

- Short logic & output-based queries.

Phase 2: Collaborative

- **Lang:** Universal (Any).
- **Task:** Real-life logic & algorithms.
- **Win:** Highest Score (Global Rank).

AdZap

Team: Max 2

Time: 11:00 - 12:00

- **Topic:** Uplink at 8:00 PM (Pre-day).
- **Format:** Skit, Pitch, or Roleplay.
- **Rule:** No Vulgarity, Zero Tolerance.

IQ Arena

Team: Solo

Structure

- 3 Rounds (20 Qs each).
- Tech, Logic, & Interview Data.

Victory Condition

- Speed + Accuracy = Points.
- Global Score determines rank.

MEME-E-MEME

Format: Creative

Type: Solo/Team

Unleash your wit in this creative showdown. Participants must craft original, tech-themed memes that blend humor with relevance to crack the viral algorithm.

⚠ PROTOCOL: Content targeting individuals, or containing offensive/sensitive material, is strictly prohibited.

THE ONE QUEST

"HUNT FOR THE RED PONEGLYPHS"

Objective

Be the **First Team** to compile 4 Red Poneglyphs.

- **Red Nodes:** 3 Hidden, 1 Locked until Endgame.
- **Grey Nodes:** Unlock Lore & Side Rewards.

Endgame Protocol

The 4th Red Poneglyph decrypts when:

1. 3 Teams acquire all hidden Nodes, OR
2. 2 Teams reach the Final Sector.

Engagement Rules

- **Path:** Locked at registration.
- **Data Trading:** **FORBIDDEN** except at Node 46/47.
- **Victory:** First report to Admin.

[SCAN FOR ACCESS]



TECHNIX 2026 – OFFICIAL RULEBOOK

Where Limits End, Ideas Begin

This document consolidates the official rules, format, and guidelines for all events at Technix 2026.

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1. General Rules

The following rules apply to all events at Technix 2026 unless explicitly stated otherwise within a specific event section. These are the common rules that are repeated across event-specific documents to ensure consistency and fairness.

1.1 Eligibility & Registration:

- All participants must register through the official fest website.
- Participants must carry a valid photo ID during the event as proof of identity.

1.2 Code of Conduct & Fair Play:

- Use of unfair means (external help, internet during offline events, collaboration where not allowed) will lead to immediate disqualification.
- Do not damage, remove, or alter any physical materials placed by organizers.
- Do not share answers, locations, or solutions with other teams/participants.
- Follow all instructions issued by organizers, proctors, and volunteers.

1.3 Safety & Accessibility:

- Participants must not enter restricted or unsafe areas.
- If you require accessibility accommodations or mostly-virtual routes, contact organizers before the event.

1.4 Submissions & Verification:

- When submitting answers, fragments, or deliverables, use the official method provided.
- Organizers will verify submissions; only verified items count.

1.5 Trading & Exchanges:

- Trading between teams is generally prohibited unless explicitly allowed (see event-specific rules for exceptions).

1.6 Decisions & Amendments:

- Organizer decisions are final. Organizers reserve the right to amend rules for safety and fairness; any changes will be announced before the event starts.

2. Code Combat

Coding Competition – Rules & Format

2.1 Team Composition

- Team Size: Exactly 2 participants per team.
- Solo participation is NOT allowed.
- Teams must register both members and choose a preferred programming language during registration.

2.2 Competition Mode & Overview

- Mode: Offline (on-campus) coding competition.
- Rounds: Two rounds — Round 1 (Screening) and Round 2 (Collaborative Coding).
- Languages Allowed: C, Java, Python. Choose one language at registration; it cannot be changed later.

2.3 Round 1 — Screening Round

- Duration: 15 minutes per team.
- Format: Short problem-solving and basic coding questions.
- Question Types: Output-based questions, logic-based problems.
- Participant Switches: Participants will switch every 5 minutes during Round 1.
- Code Ownership: The incoming participant CANNOT modify or change the code written by the previous participant. Teams should plan and coordinate work accordingly.

2.4 Round 2 — Collaborative Coding Round

- Duration: 30 minutes per team.
- Format: Teams will be assigned a part of a larger project (similar to LeetCode-style sub-problems). Each team must develop the assigned subpart of the project.
- Collaboration: Both team members must collaborate effectively during the round. Proper coordination and division of work are essential.

2.5 Time & Language Notes

- Round Timings: Round 1 — 15 minutes. Round 2 — 30 minutes.
- Language Selection: Preferred programming language is chosen at registration and cannot be changed afterwards.
- Difficulty Calibration: Higher-level languages or languages with richer libraries may have correspondingly higher-difficulty problem statements.
- Switching Languages: Changing language after registration is not permitted unless explicitly approved by organizers.

2.6 Important Rules & Conduct

- Use of external internet resources, pre-written code snippets, or collaboration with other teams is prohibited and may lead to disqualification.
- Teams must follow the instructions of the organizers and proctors at all times.
- Organizers reserve the right to inspect computers or code during or after the contest for fairness.
- Any form of malpractice will result in immediate disqualification.

2.7 Scoring & Results

- Scoring methodology will be announced before the competition starts. Generally, solutions will be evaluated based on correctness, efficiency, and code quality.
- Tie-breakers (if any) will be handled by additional test cases, execution time, or a short tie-break challenge as decided by the organizers.
- Final decisions regarding scoring and winners rest with the organizers and judges.

2.8 Miscellaneous Notes

- Organizers reserve the right to modify rules or the format for fairness or logistical reasons. Any such changes will be announced before the contest starts.
- Participants should arrive at the venue at least 15 minutes before their scheduled slot and carry a valid ID.
- Participants are responsible for bringing their own laptops and any necessary adapters. The organizers will provide internet connectivity and basic infrastructure.

3. IQ ARENA

Quiz Competition – Rules & Format

3.1 Overview & Eligibility

- Format: Solo quiz competition (individual participation only).
- Eligibility: Open to all registered participants of the fest unless otherwise specified by organizers.

3.2 Quiz Structure & Rounds

- Total Rounds: 3 rounds.
- Difficulty: Question difficulty increases with each round.
- Questions per Round: 15 questions.
- Time per Round: 7.5 minutes (7 minutes 30 seconds) per round.

Round details:

- Round 1 — Introductory / Warm-up (easier questions)
- Round 2 — Intermediate (moderate difficulty)
- Round 3 — Advanced (highest difficulty)

3.3 Question Types & Example Questions

Questions may include a mix of the following categories:

A. Fundamental Tech Quiz

- Example: In UPI transactions, what confirms that the payment is successful?
- Example: Why are passwords usually stored in encrypted (hashed) form?

B. Aptitude Quiz

- Example: A train 120 m long passes a pole in 6 seconds. What is the speed of the train?

- Example: If $x + 1/x = 5$, then the value of $x^2 + 1/x^2 = ?$

3.4 Scoring System

- Live leaderboard: A live leaderboard will be displayed during the quiz, updating points in real time.
- Points allocation: Correct answers earn points; faster correct responses receive higher points.
- Negative marking / penalties: If applicable, will be announced. Otherwise, "No negative marking unless announced."
- Tie-breakers: If participants have identical points at qualification or final placement, coordinators may use a rapid-fire tie-break round or time-of-last-correct-answer as a tie-breaker.

3.5 Qualification System

- Shortlisting: Participants will be shortlisted for next stages (if any) based on their overall scores.
- Classroom-based selection note: While top scorers from each classroom will be considered, overall points are prioritized over classroom rank.

Example: If Classroom 1 has Top 5 qualifiers and Classroom 2 has Top 5 qualifiers, but the 6th place participant from Classroom 2 has more points than the 5th place participant from Classroom 1, then the Classroom 2 participant will qualify. In short: overall points matter more than classroom position.

3.6 Winner Selection

- After the final round, the top 2 participants with the highest total points will be declared winners (1st and 2nd place).
- Prize distribution: As announced by organizers. Winners must be available for prize distribution and photo/video recording.

3.7 Additional Rules & Conduct

- Use of unfair means (external help, internet, collaboration) will lead to immediate disqualification.
- Participants must join and be present at the designated start time; late entry may result in disqualification or forfeiture of that round.
- All decisions made by the quiz coordinators are final and binding.

- Participants must follow any additional instructions provided by coordinators during the event.

3.8 Event Logistics & Technical Requirements

- Participants should ensure a stable internet connection (if the quiz has online components).
- Use of multiple devices for unfair advantage is prohibited unless explicitly allowed.
- Organizers will provide instructions on how to join the quiz platform and submit answers.

4. Meme-e-Meme

Meme Submission Rules & Guidelines (Fun Activity)

- This is a light, fun activity designed to encourage creativity. There is no cash prize for Meme-e-Meme.
- Memes must not target or disrespect any faculty member.
- Memes should not harm, insult, or offend any individual or group.
- Content must be appropriate, respectful, and non-vulgar.
- The winning meme will be displayed across the college campus.
- Users will be anonymous. Full privacy will be maintained while printing the meme. Only the internal fest Crew will have access to the participant mail and details.
- The decision of the judges will be final and binding.

5. THE ONE QUEST

Semi-Virtual Treasure Hunt – Official Rulebook

5.1 Registration & Team Formation

1. All teams must register through the official fest website before the event.
2. Team Size: Minimum: 3 members; Maximum: 4 members.
3. Each team must designate one team leader during registration.
4. At the start of the event, team leaders will be informed of their assigned starting path.
5. Once the hunt begins: the assigned starting path cannot be changed under any circumstances.

5.2 Objective of the Game

The primary objective of The One Quest is to collect four special fragments known as Red Poneglyphs.

Three Red Poneglyphs are hidden across different paths and can be collected through normal gameplay. The fourth Red Poneglyph is NOT available at the start of the hunt.

There is NO point-based scoring system.

5.3 Winning Condition

The first team to complete all of the following is declared the winner:

- Collect and verify all four Red Poneglyph fragments
- Combine the fragments to form the final clue
- Reach the treasure location
- Report the discovery to the organizers

Organizer verification is mandatory. Organizer decisions are final.

5.4 Fourth Red Poneglyph – Global Reveal System

The fourth Red Poneglyph will be announced to all teams simultaneously when any ONE of the following conditions is met (whichever happens first):

- Five teams successfully collect all three hidden Red Poneglyphs.

- Three teams reach the final node and report it to the organizers.

Once either condition is satisfied: Organizers will globally release the clue or location of the fourth Red Poneglyph. Teams may then proceed to collect it. After collecting all four fragments, they must be combined to generate the final treasure clue.

5.5 Normal (Grey) Poneglyphs — Story & Runner-Up Rewards

Apart from Red Poneglyphs, teams may also discover Normal (Grey) Poneglyph fragments.

Grey fragments are NOT required to unlock the final treasure. Each Grey fragment reveals a part of the hunt's story/lore. Collecting more Grey fragments unlocks more narrative content.

Runner-Up Determination: If a team does not finish first, the following may be used to decide runner-up positions:

- Grey fragment count
- Overall game progress

These factors contribute toward runner-up positions and consolation rewards.

5.6 What to Expect

This is a semi-virtual treasure hunt, combining online challenges with on-campus exploration. Participants may encounter:

Virtual Elements:

- Riddle-based clues on web pages
- Hidden hints on fest-related pages or posts
- Small downloadable files (e.g., simple programs that reveal the next location when executed)
- Surprise digital challenges

Physical Elements:

- QR codes
- Printed slips placed safely on campus
- Surprise physical clues

Each solved clue leads to the next location. Different teams may follow different paths, but all teams have a fair chance to reach the treasure.

5.7 Physical & Virtual Clues

The hunt includes both virtual and physical components. Participants should expect to switch between:

- Online problem-solving
- Short on-foot navigation

All physical clues are placed only in safe, public, and accessible areas. Restricted or unsafe locations will never be used.

5.8 What to Bring

Mandatory: Smartphone with internet access

Recommended: Laptop (for certain virtual/code-based clues), Comfortable shoes, Power bank

Optional: Pen and paper

No advanced coding knowledge is required.

5.9 Submissions & Verification

When a Red Poneglyph fragment is found, it must be submitted using the official method provided during the event. Organizers will verify each submission. Only verified fragments count toward progress.

5.10 Trading, Missing Clues & Support

Trading Rules (Normal Gameplay): Trading between teams is strictly prohibited during normal gameplay.

Limited Trading (Endgame Only):

Trading may be allowed only at Node 46 and Node 47 and only if:

- Teams have already reached one of these endpoints.
- Trading is explicitly announced by organizers.
- Trading happens under organizer supervision at a defined spot.

Any attempt to trade before reaching Node 46 or 47 may result in penalties or disqualification.

Missing or Damaged Clues: If any physical clue is missing or damaged:

- Inform an organizer immediately.
- Recovery instructions or replacements will be provided.
- Do not attempt self-fixes.

5.11 Conduct & Fair Play

All participants must follow fair-play guidelines:

- Do not damage, remove, or alter physical clues.
- Do not share answers or locations with other teams.
- Do not interfere with other teams' progress.
- Follow all organizer instructions.

Violations may result in: Warnings, Time penalties, Disqualification.

5.12 Safety & Accessibility

Do not enter restricted areas or attempt unsafe actions. Respect campus rules and public spaces. If you require accessibility accommodations or a mostly-virtual route, contact organizers in advance.

5.13 Final Verification & Treasure Discovery

A team officially wins only after:

- All four Red Poneglyph fragments are collected and verified.
- The fragments are combined to form the final clue.
- The team locates the treasure.
- The discovery is reported to organizers.

The treasure location is not disclosed in advance. Organizer verification is final.

5.14 Event Timing

The treasure hunt begins at 2:00 PM onwards. Participants are advised to arrive early for check-in.

5.15 General Notes

Event duration and additional details will be announced in the fest schedule. Organizers may make minor adjustments for safety or fairness. Organizer decisions are final in all disputes.

6. Adzapp: Rules & Regulations

6.1 Team Composition

- Team Size: Exactly 4 members.
- Participation: All members must participate in the skit.

6.2 Phase 1: Preparation (30 Minutes)

- Single Title: All teams will be given the same product or topic at the same time.
- Task: Use this time to write your script, rehearse your skit, and compose your Slogan or Jingle.
- Poster (Optional): Teams may create a poster to use as a prop during their skit, but the poster itself will not be scored.

6.3 Phase 2: The Performance

- The Skit: A live theatrical act (drama, comedy, or parody) based on the given title.
- The Slogan/Jingle (Compulsory): The performance must include a catchy slogan or a musical jingle. This is a key part of your score.
- No Speech: No formal introduction or explanation is needed. Jump straight into the action!
- Time Limit: 2–3 minutes per team.

6.4 Important Constraints

- Zero Tolerance: Any vulgarity, indecency, or offensive content will lead to immediate disqualification.
- Originality: Do not replicate existing TV or internet commercials.

6.5 Judging Criteria (Total: 30 Marks)

Category	What the Judges want to see	Marks
Skit Execution	Acting skills, creativity, and how well the story is told.	15
Slogan/Jingle	Is it catchy, original, and well-integrated into the act?	10
Team Coordination	How well all 4 members work together on stage.	5

6.6 Additional Notes

- All team members must be present during the performance and ready at the scheduled slot.
- Use of props is allowed but must be safe and non-offensive. Organizers may inspect props before the performance.
- Time overrun beyond the limit may attract penalties or deduction of marks as decided by the judges.
- The judges' decision is final and binding.

7. Prizes

Prize money for the main competitive events:

- Code Combat — 1st Prize: ₹1,000 | Runner-up: ₹500
- IQ Arena — 1st Prize: ₹1,000 | Runner-up: ₹500
- The One Quest — 1st Prize: ₹1,000 | Runner-up: ₹500
- Adzapp — 1st Prize: ₹1,000 | Runner-up: ₹500
- Meme-e-Meme is a fun activity with NO cash prize. The winning meme will be displayed across the campus and the creator will remain anonymous(if you want you can include your name below the meme).

Note: Prize distribution and tax/deduction rules (if any) will be communicated by the organizers at the prize distribution ceremony.

8. Contact & Support

For accommodations, queries, or support for any event, contact the event organizers via the official fest website or the event helpdesk.

Organizers reserve the right to make final decisions and amend rules for safety and fairness; any changes will be announced before the event starts.