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ENGINEER ROUELETTE

BY GDG IIIT BHOPAL

Game Rulebook & Format

1. Team Formation

- The game will consist of 4 to 8 teams.
- Each team must have 2 to 4 members.
- Only registered college students are eligible to participate.
- The terms “team” and “players” will be used interchangeably throughout the game.

2. Game Board & Movement

- The board will contain numbered squares from 1 to 100.
- Squares will be of two types: **White** and **Coloured**.
- A dice roll will determine the movement of each team.
- Landing on a coloured square will assign a task to the team.

3. Task Categories

- Tasks will include technical, logical, and analytical problem-solving challenges.
- Arcade and interactive activities will also be conducted.
- Fun-based events such as quizzes, team challenges, creative competitions, and entertainment rounds will be included.

4. Task Evaluation

- All tasks will be judged solely by GDG-OC IIIT Bhopal.
- Judgement will be final and deterministic.
- Every task will be conducted under a fixed time constraint.

5. Turn & Round Definition

- A turn is completed when every team has rolled the dice and moved once.
- Each round will last 1 hour 30 minutes (90 minutes).

6. Difficulty & Step System

Colour	Steps on Completion	Stepson Failure
White	—	—
Green	+2	—
Yellow	+3	-1
Orange	+4	-2
Red	+5	-4
Black (Roulette)	+8	-6

Task difficulty increases progressively from Green → Black.

7. Token Unlock Rule

At the start of the game, each team's token will remain locked in its initial position. Upon rolling a single discrete unit input — that is, a “1” on the dice — the token will be unlocked and released onto the board for initial play.

8. Credit Scoring System

- The credit system is accumulative.
- +1 credit is awarded for passing each square.
- Additional credits for successful tasks:

Task Colour

Credits Awarded

Green

+5

Yellow

+8

Orange

+12

Red

+15

- No credits will be awarded on task failure.
- The leaderboard will be based on total credits earned.

9. Winning Criteria

A team will be declared a winner if:

- They reach the 100th square, OR
- They have the highest credits at the end of the round time.

10. Round Completion

- Each round will conclude once 2 winners are determined based on the credit system.
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11. Total Rounds

- The event will consist of 3 rounds in total.

12. Task Participation Format

- Tasks may be:
 - Individual, or
 - Team-based
- Teams are encouraged to have members from diverse domains/skills.