



BALLOON CUP TOWER

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- Aim of the game is for each player to form a pyramid of cups using only a balloon, their hands must be behind their back.
- The person must form a stacked pyramid of 6 cups.
- This is achieved with the balloon in their mouth, whilst in their mouth they put the balloon in the cup and inflate the balloon to secure the cup. They then move the cup over to their target table and put it on the table by deflating the balloon and finally make the stacked pyramid.
- The fastest person to get the cups in a pyramid stack using just this balloon technique wins the game.
- Coordinators and event head's decisions will be final.
- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.





Precaution :-

- Violation of any of the above-mentioned rules will be ground for immediate disqualification.



RULE BOOK





BOUNCER

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- The aim of Bouncer is to end up with one ping pong ball in each of 5 glasses.
- Game will be played for 3 minutes.
- Place 5 glasses in a straight line on a table.
- When the timer starts, the player can start bouncing Ping Pong balls onto table trying to land them in the glass.
- The Ping Pong ball must bounce on the table and land in the glass.
- The game is won by the player when each glass has a ping pong ball in them before the timer runs out.
- Coordinators and event head's decisions will be final.
- In case of tie, an extra glass will be added.
- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.





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DESI PINBALL

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- On a table, various items will be placed as obstacles. Each player has to take a ball from starting point to the ending point by crossing the obstacles.
- Players can only move the ball by blowing it with their mouth, they can't use their hands.
- If the ball falls from the table, they have to restart from the starting point or checkpoints.
- The fastest person to take the ball from the starting point to the ending point will be declared as the winner.
- If the game doesn't complete in 3 minutes, then the person who will take the ball nearest to the ending point will be the winner.
- Coordinators and event head's decisions will be final.
- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.





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FLIP TAC TOE

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- Decide which player is X and which player is O.
- Players take turns trying to successfully flip the bottle in the air and have it land so it is standing up.
- If they are successful with the bottle flip, they can place an X or O in the tic-tac-toe grid in a chosen square.
- Play until one player has placed their X's or O's in a row (horizontally, vertically, or diagonally).
- If the grid spots are filled with neither player winning, then another match will be played.
- Coordinators and event head's decisions will be final.
- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.





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HUMAN LUDO

General Rules :-

- Every team must have **5 members** to participate in the event. Out of which 4 will be pawns and 1 will be the dice thrower.
- Registration will be in offline mode only.
- Every match will be of two minutes.
- Winner will be decided on basis of how many pawns are out of the house.
- In case of a tie, golden throw rule will be applicable, first one to get a 6 wins.
- Decision of events coordinators will be final and binding on all participants.
- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.

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REAL LIFE SCRIBBL

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- Each game will be of 3 rounds where every round a player has to draw their chosen word and others have to guess it.
- Before start of the drawing, the person should mention the number of letters of the word.
- A timer of 30 seconds will be given to draw and guess.
- The person drawing will get 10 points.
- The person guessing in less time will get the 5 points.
- In case of a tie during guessing, an extra round will be played.
- The person with the most points at the end of the 3rd round will be crowned as the winner.
- Coordinators and event head's decisions will be final.





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SEPARATION ANXIETY

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- The goal of this game is to pile colorful thermocol balls and then sort them by color.
- You can use only one hand throughout the course of the game.
- You must follow the order of the containers color pattern and put one ball at a time. For example, if the containers are set up in the order of green, orange, red, yellow and blue, you must place one green ball first, then one orange, one red, one yellow and one blue before starting the pattern over again.
- If the ball is placed in the wrong container, you may take it out and put it back in the pile. But you must continue with the color pattern after correcting your mistake.
- The person who will complete the sorting fastest will be crowned as the winner.
- Coordinators and event head's decisions will be final.





- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.

Precaution :-

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STRING HOCKEY

General Rules :-

- Games will be played as 1v1.
- Registration will be in offline mode only.
- The game is played on a box made of cardboard, colored coins / strikers for each player and a pair of elastic strings to attach to the two sides of the board working as a catapult to launch the coins. The wooden toy game board has a central partition with one-coin thick slit in between.
- The main aim of each player is to pass all of their coins to the other player's side. As the players continuously shoot their coins with the string at the central gap, the coins collide and are displaced.
- The players will try to push the opponent's coin back to their sides by aiming and hitting them at the right spot. The game ends when either player has none of their own coins at their sides.
- A time limit will be provided if game continues for a long time, then on the basis of the number of coins in each court, winner will be decided.
- Coordinators and event head's decisions will be final.





- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.

Precaution :-

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