

## **NON – TECHNICAL EVENTS**

### **DETECTIVE DILEMMA**

#### **DESCRIPTION:**

##### **ROUND 1 :**

In this round the participants are given a quiz (mcq type) questionnaire where they solve team wise related to detective genre.

Total no. of questions: 20 questions.

Time limit: 30 minutes.

##### **ROUND 2 :**

In this round the qualified teams are allowed to see a crime scene with additional evidences that we will provide to them. Each team will be allowed to visit the crime scene only one by one.

Time limit for each team: 10 mins

Post-discussion time : 10 mins (answer + reasoning)

#### **RULES:**

1. Only team entries are allowed, and team shall consist of two - four persons. There is no limit of teams from single institution.
2. The decision of the quiz-master will be final and will not be subjected to any change.
3. The participants shall not be allowed to use mobile or other electronic instruments during the quiz time.
4. The questions shall be in the form of multiple choice, true/false statement, specific answer question etc.
5. The selected teams shall have to appear for the final round.

**VENUE – IV ECE-A, IV ECE-B (2<sup>nd</sup> Floor)**

**TIME – 1:30 to 4:00**

## **BRIDGE THE GAP**

### **DESCRIPTION:**

#### **ROUND 1 – Dialogue unite**

In this round , the team must guess the missing words of the given dialogue.

#### **ROUND 2 – Pick and Peek**

This round is all about iconic figures from the world of cinema. A box will be filled with slips of paper, one participant from each team will take turns blindly picking a slip of paper from the box and guessed the slip .Each team will have a limited number of peeks.

#### **ROUND 3 – Musical Mingle**

In this round, the team must guess the missing line of the given song.

### **RULES:**

1. Only team entries are allowed, and team shall consist of two – three persons. There is no limit of teams from single institution.
2. The participants shall not be allowed to use mobile or other electronic instruments.
3. Discuss only with your teammates
4. Coordinators decision should be final.

### **VENUE – II IT**

**TIME – 1:30 – 4:00**

# **BLACK PEARLS CHASE**

## **DESCRIPTION:**

### **ROUND 1 – Clue Crossover**

- A crossword puzzle is a grid-based word game where players fill in squares with letters based on intersecting clues, aiming to complete the grid with the correct words.
- Participants will be given 20 minutes to solve the puzzle.

### **ROUND 2 – Bonanza Spinner**

- Players will be presented with a spin wheel featuring games like Hangman, Memory game, etc, from which they will randomly choose one by spinning the wheel.
- The team must finish the selected game within the set time, working together efficiently and professionally.

### **ROUND 3 – Personal Interview**

Treasure hunt: Players decode clues, solve puzzles, and navigate through locations to find hidden treasures or prizes. It fosters teamwork, problem-solving, and strategic thinking as participants race against time or other teams to uncover the ultimate reward.

## **RULES:**

1. Members per team 3 to 4.
2. The coordinator's decision will be final.
3. Teams should not exceed the given time limit while finding the treasure.
4. Teams must arrive at the designated reporting time for the start of the event.
5. Teams must engage in fair play.

**VENUE – II ECE-A, III IT (3<sup>rd</sup> Floor)**

**TIME – 1:30 to 4:00**

# **FANDOM ODYSSEY**

## **DESCRIPTION:**

### **ROUND 1 – Fandom Quiz**

Participants will receive identical sets of questions, covering topics specified on paper. They will have 30 minutes to answer as many questions as possible, with each correct response earning points. At the end of the allotted time, teams with the highest scores will advance to the next stage.

### **ROUND 2 – Pixtute**

During this round, participants will respond to questions based on images displayed to them. Each team will be addressed individually, and if they are unable to answer, the question will be redirected to the previous team. Questions carry a value of 10 marks each, while passed questions will be worth 5 marks.

### **ROUND 3 – Who am I?**

Quick reflexes and keen ears are essential as participants listen to audio clips related to various fandoms. As soon as a team recognizes the answer, they must buzz in to seize the opportunity. The first team to hit the buzzer earns the chance to respond. A correct answer awards the team 10 points, while a passed question grants 5 points to the next team in line.

## **RULES:**

1. A team of 2-3 participants can participate in Fandom Odyssey.
2. Network/internet usage will be strictly prohibited.
3. Usage of Mobile Phones only permitted in specific rounds.
4. Questions will be from MCU, DCEU, ANIME, MOVIE FRANCHISE, SERIES.

**VENUE – II ECE-B**

**TIME – 1:30 – 4:00**