

**Event Type:** TREASURE HUNT

**Event Name:** SINISTER HUNT

**Venue:** A21

### **Team Structure**

- **Team Composition:** Each team shall consist of a maximum of 2 members.
- **Eligibility:** Teams can include participants from different institutions.

### **Event Rounds**

#### **Round 1: Webbed Clues**

- **Objective:** In the shadows of the city, participants must track down hidden symbols, each holding the key to decrypt a secret two-digit code. This mysterious code will guide them to the next stage, where the web of challenges grows even more complex.

#### **Round 2: Spider's Cipher**

- **Objective:** Caught in a web of riddles, participants face cryptic puzzles that must be decoded to uncover the next set of clues. Each solved riddle unravels a layer of mystery, bringing them closer to the heart of the hunt.

#### **Round 3: Ultimate Web Code**

- **Objective:** As they near the final revelation, participants must crack a four-digit code that holds the power to unlock the treasure's hidden location. It's the final challenge, like outwitting a villain to claim the ultimate prize.

### **Rules**

- **Gadgets** may be used only for specific and required rounds
- **Clues** found by the team must be recorded and informed to the volunteers
- **Any instance of misconduct** will result in **immediate disqualification** from the event.

### **Winning Criteria**

- **Scoring:** The top three teams with the lowest amount of time taken to complete the hunt will be declared winners.