

# Antakshari

**Number of players in one team: 2**

**Maximum Number of teams per class: 1**

## Rules to Remember:

1. The game begins with a coin toss. The team winning the toss gets to choose whether they start or follow. The starting team gets to start with any song.
2. Although we love songs of any and every language, for simplicity, only Hindi Songs are allowed in this competition. A given song cannot be repeated in the same round.
3. The singing team has to sing the song for a minimum of 10 seconds and a maximum of 15 seconds. After the required time is up, the opposition team has 5 seconds to come up with a new song. If they fail to do so, the singing team wins the set.
4. Further draws will be given on the day of the event.

## Important Notices:

1. Because of the complexities faced in events like these, the Event In-Charge will have the final call over any situation.
2. With prior notice to the teams, the rules may be altered on the day on the event to avoid confusion and to ensure smooth operation of the fest.

# Dumb Charades

**Number of players in one team: 4**

**Maximum Number of teams per class: 1**

## Rules to Remember:

1. To maintain a fair gameplay, names of movies will be provided by the Event In-Charge. The Acting team will choose a chit from a bowl of chits containing movie names.
2. The acting team will have 3 minutes to guess the right movie name. If they fail to do so, the opposition team wins.
3. The acting player is prohibited from speaking at any point of the game. If caught, the team loses the round.
4. One player from a team is only allowed to act once in a given round.
5. Any word in the movie name can be split into halves only once. Further splitting isn't allowed.
6. Spelling out the movie by depicting the letters in the alphabet is prohibited.
7. Further draws will be given on the day of the event.

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# Quiz Up

**Number of players in one team: 2**

**Maximum Number of teams per class: 1**

## Rules to Remember:

1. This is a time sensitive event.
2. Each team member will be given a set of questions from a topic of their choice, from a list of given topics.
3. The team member will fill in the correct options of the given questions.
4. Timer starts as soon as questions are given to the team. Timer stops after the last member of the team submits their answers.
5. Records of each team will be maintained and the team who took the least amount of time to score the most number of points, will be declared as winner.

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# Taboo

**Number of players in one team: 4**

**Maximum Number of teams per class: 1**

## Rules to Remember:

1. In this game, one player in the team will be the clue giver.
2. The clue giver has to describe a given keywords by speech alone.
3. This player will be give a set of cards. Each card will have few “Key Words” and words related to the key words that are not allowed to be used when describing the key words.
4. Any word that is a part of the words not allowed to be used, cannot be used while describing either.
5. The clue giver isn’t allowed to act or make sounds to describe the words.
6. The team who manages to guess the most number of key words in the given time will be declared as the winner.

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# Aba Dhubi

**Number of players in one team: 7**

**Maximum Number of teams per class: 1**

## Rules to Remember:

1. In this game, there are two teams playing against each other in a match.
2. Each team will play the role of the attacking and defending team
3. Five players from the attacking team will be blind folded and made to stand in a circle. The remaining two players won't be blind folded, but will be responsible for collecting and giving the throwing balls to their team mates.
4. Two players from the defending team will be inside the circle. They will have bells tied to their ankles.
5. The blind folded members of the attacking team, with the help of the two other team mates have to hit the players of the opposition team as many times as possible in the given time.

## Important Notices:

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