MAZE FRENZY

Think fast. Move faster

Team Structure:
Each team has 2 participants.

● **Word Search (Prelims)**
Find words hidden in a grid using the hints provided.

Rules:
1. Teams will be given a word search puzzle and a list of clues.
2. Each clue corresponds to a physics-related term that is hidden in the puzzle.
3. Teams must solve as many as they can within a time limit (15 mins)
4. Top 6 teams who find the most correct words in the given time qualify for the next round**.**

● **Circuit Solving(5 mins)**

Goal:
Test their memory and conceptual understanding by solving basic circuit-based problems.

Setup:
Teams will be given two physics circuits (with values for voltage, resistance, etc.).
All required formulas will be allowed, but no internet.

Task:

Teams will be shown a circuit diagram for 30 seconds, after which it will be removed from the screen, and they will have 4.5 minutes to recreate it from memory and solve the given problem.

Teams will solve the circuits using Ohm's law, Kirchhoff's laws, or any concept required.

Teams must calculate values like current, voltage, or power depending on the question.

The top 3 fastest and most accurate teams move to the final round.

- **FINAL ROUND: Maze Game**

Setup:

A cardboard maze will be placed horizontally.
An iron ball will be inside the maze.

Participants will be given a magnet to drag the iron ball out of the maze.
The moment the iron ball enters the maze, the timer starts.

 Challenges Inside the Maze:

As the ball moves through the maze, it will encounter checkpoints (flags, question cards, etc.).

At each checkpoint, teams will be asked answers to physics questions (conceptual).

Points System:

Each team starts with 100 Maze Points (MP). These points can be used to:

1. DARES (Skip a Question):

If the team doesn't know the answer to a physics question at a checkpoint, they can use a Dare to skip it.
Each Dare costs 30 points.
Teams can use up to 3 dares maximum (since 30 × 3 = 90 points).

> Example:
They reach a question and don't know the answer. They say "Dare" →
Lose 30 points, complete the dare → They can continue without
answering that one question.

2. Check if the path is correct
If confused between paths, a team can spend 40 MP to ask the host,
"Are we on the correct path to the exit?"
We will reply with a Yes or No.
Can be used twice (40×2=80)

Winning Criteria:
The team that exits the maze first or covers the most ground in least
time with the most correct answers wins.
In case of a tie, priority goes to the team with more maze points left.
10 point=1 min reduction.

Summary:
Maze Frenzy, players must work together to find their way through a
large and confusing maze. The maze is full of twists, turns, and dead
ends that make it challenging. Teams need to think quickly, remember
the right paths, and avoid getting stuck. The aim is to reach the finish
line as fast as possible, beating the other teams to win.